

DELTA GREEN

A CALL OF CTHULHU SOURCEBOOK OF MODERN HORROR AND CONSPIRACY FROM PAGAN PUBLISHING

"This is like nothing anyone has ever understood. This is pure evil, pure destruction. This is the apocalypse."

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Critical Acclaim

"*Delta Green* may be the finest horror roleplaying game product I have ever read...an amazing achievement, the result of years of hard work by people who go to any length to get every little detail right."
–Scott Haring, *Pyramid* game reviewer

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Major General Reginald Fairfield, U.S. Army (Ret.)
Final Report
2/25/94

It's been twenty-four years, a month, and two days since the bastards brought us down.

In that time we've come back strong, doing things they couldn't conceive of. They think they understand us, those who know we're still around. They think we're cowboys, meddlers... They think we're just too pig-headed and selfish and old to let go of what we once were.

They know nothing.

They think they're better than us. stronger than us. And worst of all, they just plain think they're right. They sit in their offices and debate the Accord with the skinny little fucks from space. They sell out the American dream in exchange for stealth technology and sonic weapons. They betray our highest ideals, our loftiest principles. They've lost sight of whom they serve--the people who vote them and their kind into power. They've forgotten why they're in power.

They know nothing.

Every night my teeth rest in a glass and every morning I have a bowel movement and I couldn't even begin to get it up these days. My eyes are hollow and bloodshot and my wife left me fifteen years ago. My children are callow monsters who laugh at me and the ideals I cherish and vote fools into office because they saw them on MTV.

They know nothing.

My generation supposedly saved the world from the forces of darkness. Now everyone thinks that evil died in 1945--or was it 1989? They think that things will never be that bad again. They think the Apocalypse, the end of all we hold dear, just isn't going to happen. They abandon the Lord and don't go to church and teach sex in the schools and put filth on the television.

They know nothing.

Evil never dies. Darkness never retreats. In the cracks and the crevices of our society there are monsters undreamed of by the rank and file of humanity. I've been there. I've seen them. They exist in the spaces between things, in the folds of existence where we can't find them. Sometimes they cross over, sometimes they manifest, and all Hell breaks loose. Only this is not Hell, nor Heaven. This is like nothing anyone has ever understood. This is pure evil, pure destruction. This is the Apocalypse, and I've been fighting it tooth and nail since 1961. They made me retire in 1970 when Cambodia blew up in their faces and they blamed us, but I didn't stop then and I'm not stopping now. They think I gave it all up that day in the Pentagon when they told me the choice--the only choice--I would be allowed. I took it, and then, like most of us, I made the decision to continue the fight. They thought we were washed up.

They know nothing.

But they know enough. They know how we started--a little slice of the OSS, investigating the Nazis' interest in the occult. They know what we found--how the supernatural was realer than real and more powerful than the A-Bomb. They know what we accomplished--three decades spent fighting the monsters wherever they cropped up, three decades that kept the world a saner place. They know what we want--to abolish the Accord and send those ET fucks back to wherever they came from. Among other things.

They know nothing.

Things are different today. There's a whole new generation coming into the ranks, men--and women, for christ's sake--who are smarter and slicker and tougher than I ever was. We've got it down to a science. Something crops up, phone calls are made, operatives are re-assigned, paperwork is filed, and the darkness gets pushed back for another day. When it's over everyone goes back to their routine and no official records exist to reveal the truth. We travel light, we probe deep, and we strike hard. We're Delta Green, and we may be outlaws and cowboys and fools, but we've kept this green ball of shit safe and sound for longer than most people have been alive. They think we're idiots.

They know nothing. But they know enough.

The Majestic group made the deal. They signed over the constitution to the Greys, those bastards from space--or so they claim--in exchange for technology and information. Majestic thumbs their nose at the executive branch and has more security clearances than brains. They call the shots when it comes to the Accord with the Greys, and they dispense the technology breakthroughs and they cover their tracks and they let the aliens do whatever they like to God-fearing U.S. citizens. They're fools. I've seen the Greys for what they really are, and they sure as hell aren't refugees fleeing a sun gone nova. The things that lie behind the Greys are no different from the things I've been fighting on the edges of reality since '61. I couldn't begin to guess what they're really up to, but Majestic couldn't care less. They just want to make deals and cover their asses.

They know nothing. But they know enough.

They know what I've been up to. Finally, after fourteen years, a month, and two days, they've figured it out. The news reached me fifteen minutes ago through six connections and two satellite bounces--the news that they were coming for me. I could give a shit. I've lived life true and full and rich and I've never betrayed my country. I've done my duty and ten times more and I regret nothing. Nothing.

I have, perhaps, another ten minutes before they arrive. They'll come tromping through the snow and put a bullet in my brain. My communications have been "out of order" for hours, all except for the line I laid myself three years ago after hoarding the equipment for twice that time. That's my escape route. A digital relay that will take this letter and the accompanying files and put them in the hands of my successors. A line that our slimy twin DELTA, the Majestic wetworks boys, know nothing of. I've used it five times since I set it up, and it, at least, is secure. It's enough to get this information into the hands of Delta Green. It may be enough to save this planet a few times more.

That's it. My power just died, except for the backup generator I installed in the basement for this room. They're upstairs, tripping my internal alarms. In minutes they'll come through the hidden passage and spread my insides across the wall.

Before they do, they'll have a fight on their hands. I may be eighty, but I'm the toughest goddamn son of a bitch these assholes will ever meet. I'm Delta Green, and I'm not dying alone.

But first, I'm going to hit send and put this information into the hands of a few people who will carry on the fight. People who will crush the Accord and--when the time comes--who will tell the public about all the lies our government has been force-feeding them since the Roswell saucer crash in 1947. They'll carry on and they'll fight hard and true and maybe they'll leave a better world for their children than the one I'm leaving behind.

Entry one has been breached. Time to get this show on the road. They have no idea the kind of Hell I've prepared for them. May God have mercy on my soul.

(signed)
Major General Reginald Fairfield, U.S. Army (Ret.)

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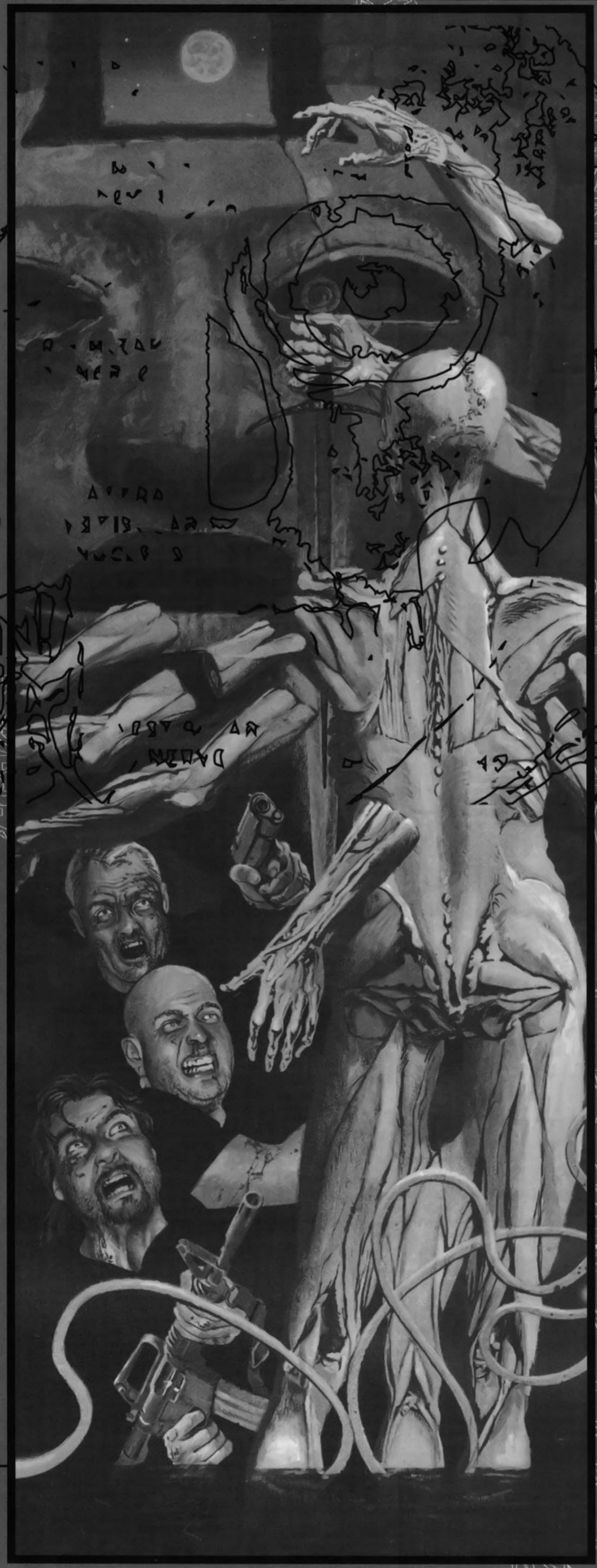

Dedications

Dennis Detwiller:
To Nick, Thomas, Ian, and Scott, regards from S.A.

Adam Scott Glancy:
To my editor, publisher, and case officer, John Tynes; and to CSM, a fellow civil servant who, like myself, would rather be a writer.

John Tynes:
To the late Memphis Aerial Phenomenon Society, for telling me all their secrets.

"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"

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"I've been trying to figure out what to say for days / I need a song I can sing / When I play my bass I think I've found a dream."

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Introduction

John Tynes

IT'S FUNNY HOW NO ONE SEEMS TO TRUST THE AMERICAN government these days. The rise of such mistrust is easy to plot, going back as it does to America's foundations of civil liberty and decentralized power, and surfacing in modern times with the downing of the U-2 spy plane (when President Eisenhower was caught lying to the American people), the Bay of Pigs invasion, the assassination of JFK, the Vietnam war, the Tuskegee STD experiments, the Watergate incident, the energy crisis, the Iran-Contra scandal, the Waco fiasco, and so on. Twenty years ago, it was fashionable to not trust the government; today, it's pop culture. Conspiracy theories are a national pastime, and one of the most successful television series of the last several years has made a habit of portraying elements of the government as corrupt and as conspiratorial to the detriment of the public interest.

Yes, it's funny, in a sick sort of way. Almost as if someone planned it.

Did you ever consider this? Perhaps all this talk of government cover-ups and conspiracies is *itself* a conspiracy. A conspiracy to destroy the faith of the public in its government, and to tear apart the national fabric of patriotism and community in favor of factionalism and bigotry. A conspiracy whose goal is nothing less than the promotion of violence and lawlessness as a way of life–for if the government can't be trusted, and the laws are a sham, what is left but naked self-interest and the preservation of the self above all? When society is in chaos and human decency is intellectually passé, the worst form of anarchy is the result.

But who–who of all people–would desire such an outcome? Who would want to see the entire human population subjugated by themselves into a lawless, might-makes-right non-society where mayhem was the order of the day? Who could possibly benefit from this outcome? Not the CIA. Not the military-industrial complex. Not the Illuminati. Not the Gnomes of Zurich. Not the Trilateral Commission. Not the United Nations. Not the New World Order. When no human agency could reasonably be responsible for this, the greatest of all conspiracies, who is left? Who is to blame?

"In his house at R'lyeh,
dead Cthulhu lies dreaming."
–traditional chant of the Cthulhu Cult

This is the countdown to the apocalypse. We stand at the threshold of the End Times, when humans will become as one with the Great Old Ones, killing and hurting and reveling in pain and violence for the sheer joy of it. Soon, the stars will come right and the Great Old Ones will rise and humanity's brief time on the stage will come to an end.

Or so say all the prophets–at least, all the ones who knew whereof they spoke. But perhaps there is a chance. Perhaps it isn't too late. Back in the 1920s, people thought the End Times were right around the corner, and they were wrong. Perhaps we can beat the darkness back a little longer. Not forever, maybe not for long, but maybe long enough so that we and our children can live out our lives in peace.

If so, then who bells the cat? Who will dare venture to the heart of this, the greatest of all conspiracies, and do battle with this calamity? Who will seek out the sources of corruption within our society and expose them to the light? Who will challenge powers older than time and space and attempt to bring the very stars down from the sky?

"We travel light, we probe deep, and we strike hard.
We're Delta Green, and we may be
outlaws and cowboys and fools,
but we've kept this green ball of shit safe and sound
for longer than most people have been alive."
–Major General Reginald Fairfield, U.S. Army (Ret.)

Ladies and gentlemen, welcome to *Delta Green,* a sourcebook for modern-day *Call of Cthulhu* roleplaying. In these many pages you'll learn the history of Delta Green, its foes, and its allies. You'll learn about the actions of the Cthulhu Mythos in the present day, and learn how your players will combat the Mythos in all its forms. You'll learn more about the Mi-Go than you ever thought you could. And when it's all over, you'll have a blueprint for a roleplaying campaign your group will never forget.

Delta Green was conceived in the late summer of 1992, as a narrative structure for playing out horror/conspiracy adventures in modern-day *Call of Cthulhu.* It first appeared in print in the fall of 1992 as an article and scenario in issue seven of *The Unspeakable Oath,* the magazine we produce for *Call of Cthulhu*. In the spring of 1993, active work commenced on the book you now hold in your hands, four years later. It's been a long time coming, but it's been worth the wait. This is the largest project we've ever attempted, and the results are awaiting your turning of the page. Enjoy, and watch your back.

Contents

Introduction vi

Chapter One: The Big Picture 2

The Big Picture 4
The Mythos in the 1990s 10
The Fungi from Yuggoth 17
Big Brother from Then to Now 20
Timeline: Big Brother from Then to Now 23

Chapter Two: Delta Green 30

Delta Green 32
Timeline: Delta Green 50
Important Individuals: Delta Green 52

Chapter Three: Majestic-12 62

Majestic-12 64
Timeline: Majestic-12 86
Important Individuals: Majestic-12 88

Chapter Four: Karotechia 96

Karotechia 98
Important Individuals: Karotechia 104

Chapter Five: SaucerWatch 112

SaucerWatch 114
Important Individuals: SaucerWatch 120

Chapter Six: The Fate 126

The Fate 128
Important Individuals: The Fate 134

Appendices 138

Appendix A: Bibliography 140

Appendix B: Glossary 142

Appendix C: Security Classifications 146

Appendix D: Mysterious Manuscripts 150

OSS Order 154
Tagebuch 155
Death Report on Dr. Stephen Courtis 160
SEAGATE Documents 162

Appendix E: Adventures 164

Puppet Shows and Shadow Plays 164
Convergence 180
The New Age 194
Part One: The Prince Is Dead, Long Live the Prince 201
Part Two: Dawn of the New Age 220

Appendix F: Creating Investigators 236

Appendix G: Federal Agencies 238

Appendix H: New Skills 280

Appendix I: Modern Firearms 283

Index 295

THE BIG PICTURE

WELCOME TO THE HOLOCAUST. WELCOME TO THE END OF HUMANITY. WELCOME TO THE END TIME.



The Big Picture

John Tynes

THIS BOOK PRESENTS AN EXTENSIVE SET OF RESOURCES for the Keeper to use in constructing a modern-day *Call of Cthulhu* campaign. The information contained within should also be useful to any GM running a contemporary horror/conspiracy RPG campaign.

Prospectus

The primary impetus in creating *Delta Green* was simple: *Call of Cthulhu* has always lacked a core rationale for why groups of disparate individuals band together to confront the forces of the Cthulhu Mythos. The fiction of H.P. Lovecraft almost exclusively presented lone individuals who faced the Mythos. There was little, if any, reason for a group of three to six people to get together and do this stuff. As a result, homebrew CoC campaigns often feature detective agencies, psychical research organizations, or other structures that provide a convenient rationale for why the investigators have banded together, as well as explaining why they have certain resources at their disposal (such as time for investigations or a research library) and how new investigators can be readily introduced into the campaign. CoC's emphasis on realistic storylines demands that a new investigator not just show up out of the blue; having the investigators recruit, say, the desk clerk at the hotel they're staying in to go disrupt the cult's big ritual sacrifice turns the whole thing into a cartoon, and is inimical to the spirit of the game. *Delta Green* was created to fill this need, in a way that had as much of a ring of authenticity to it as possible so as not to discredit the game's sense of realism.

A secondary impetus was that little material for 1990s CoC campaigns has been published. Playing CoC in the 1920s is a major part of the game, and the milieu of that era is a fascinating one. However, it is also a distant one, and many players and GMs are not particularly interested in playing exacting historical recreations. Setting a campaign in the modern day lets us avoid pesky questions such as "Does my car have a trunk?" and "What's the chance of finding a telephone at the roadside inn?" Everyone is reasonably familiar with the modern world around us, and so scenarios set here present fewer distractions and interruptions during the course of play. In addition, Lovecraft's cosmic vision should not be limited to the era in which he wrote; if it is to be a sustainable vision, it must survive the rigors of updating to the present day and beyond. Lovecraft deserves no less.

A third impetus was to remove repetitive roadblocks from the course of play. How many times must investigators run afoul of the police, make Fast Talk rolls to see crime reports, interview suspects with no authority to back up their questions, and so forth? The novelty of playing private citizens taking the law into their own hands wears thin sooner or later. Positing a narrative structure in which the investigators are federal law-enforcement agents was a natural one, since it frees the investigators to focus on the investigation, and avoid messy entanglements and shaky justifications. ("Why sure, Tribal Fisherman Investigator, the Sergeant lets you see the crime-scene photos.") It also puts aside trivial concerns like who has the money for airline tickets, how an investigator can just take off on an investigation for two weeks without losing his job, and so forth. Working in federal law enforcement answers these concerns, while the conspiracy known as Delta Green provides a rationale for transcending official duties and going on adventures.

Given these desires, and the creator's lifelong interest in UFOs and real-world paranormal activity, the rationale behind Delta Green should be apparent. It made sense when I created it three-and-a-half years ago and it continues to make sense today, though the conception of Delta Green has changed in small ways since that time.

Overview

So, welcome to *Delta Green*. This book posits the existence of a conspiracy within the U.S. government, one devoted to protecting the U.S. from paranormal threats. The truth behind UFO folklore forms a major part of this volume, but its scope is much broader–Delta Green investigators can plausibly investigate any number of paranormal events, and come into frequent contact with the forces of the Cthulhu Mythos and their human agents.

The Big Picture

Following this overview of the book, there are several articles in this chapter intended to prepare the Keeper for the bulk of the material to follow. These are summarized here.

The Mythos in the 1990s

This chapter analyzes the relationship between humans and the Cthulhu Mythos, as well as the state of the Mythos in the present day. Major groups and beings of the Mythos are also discussed, in present-day terms.

The Fungi From Yuggoth

Herein you'll find a detailed discussion of the nature of the Mi-Go, and the byzantine nature of their operations in the U.S. (under the cover of the "Greys") over the last several decades. The Mi-Go are posited as a major villain in this book, and this chapter will explain our approach to these alien entities and reveal much of their goals.

Big Brother from Then to Now

"Big Brother" focuses on the human aspect of the book; this article is a factual history of the U.S. intelligence and law-enforcement community, and is followed by a detailed timeline. Keepers who like to inject the Mythos into historical events will have opportunities to explain what "really" happened in one situation or another, but the chapter's primary purpose is something else. The history, structure, and methods of Delta Green are part and parcel of the U.S. government, and it is important to understand the course the intelligence branches of the government have taken to attain their current place among the global intelligence community. Non-U.S. readers should find this especially useful.

Organizations

Several organizations are profiled in this book for the use of the Keeper, and these groups are summarized here so you know what to expect. One group—The Cult of Transcendence—appears in a forthcoming sourcebook rather than in *Delta Green,* but is covered here briefly to put it in context.

Delta Green

Born of the 1928 raid on Innsmouth and the Nazis' occult studies of WWII, this organization was an intelligence-gathering and espionage group that existed from 1942 to 1970. At that point, after a disastrous operation in pre-invasion Cambodia, Delta Green was shut down. Unwilling to accept this, many of the group's members continued their Delta Green activities on an *ad hoc* basis, investigating many paranormal events but—owing to a nonexistent command structure and the lack of any central files—many operations resulted in failure. In 1994, following the assassination of a long-time Delta Green leader, the group reorganized into a classical cell-structure conspiracy. Today, Delta Green remains an illegal conspiracy within the government, doing its best to ferret out instances of paranormal activity and protect U.S. citizens from their effects, but benefiting from a command structure and a centralized intelligence-gathering effort.

Majestic-12

As mentioned, a major thrust of this book is to provide a coherent Mythos explanation for the UFO folklore that has grown up since WWII's "foo fighters" and the infamous Roswell incident of 1947. Majestic-12 is a high-level, top-secret group formed to look into the UFO phenomenon. Everything you've heard is probably true, and worse; in recent years, Majestic-12 has succeeded in making contact with the aliens, and has acquired valuable technological and scientific knowledge as a result. Majestic-12 has even negotiated a treaty with the aliens that provides governmental sanction and protection for alien activities on Earth (even those that result in the injury or death of U.S. citizens) in exchange for information and cooperation. Majestic-12's leadership has largely become corrupted. Some members of Majestic-12 have used the information provided by the aliens for personal gain, including increased (perhaps indefinite) longevity and financial reward. Majestic-12 is incredibly powerful; however, its members are being played for fools. The "Greys" (as the aliens are popularly known) are nothing more than biological automatons constructed by the Mi-Go—the Fungi from Yuggoth—as part of their ongoing effort to study humankind and gain increased access to the Earth resources they covet. Majestic-12 has fallen for the Mi-Go's ploy hook, line, and sinker, and has not yet realized just how terrible a Faustian bargain it has made. Delta Green suspects, however, and considers the aliens and Majestic-12 a major threat to U.S. security.

The Karotechia

While not a major player on the world (or even national) stage, the Karotechia is nonetheless an important organization, and one with vital ties to Delta Green. In WWII, the Karotechia was a secret Nazi organization devoted to the exploitation of occult and paranormal power for the benefit of Hitler's regime. The wartime Karotechia had access to the conquered libraries of Europe, from which they stole valuable occult knowledge for carrying out terrible experiments. The Karotechia was thwarted by Delta Green during the war, but a handful of survivors have reformed the group in South America. Led by a manifestation of Adolf Hitler himself (or so It claims to be), a trio of aging Nazis use sinister magics to prolong their lives and exert their control. The group is building a global network of neo-Nazis and fascist groups; with their help, this self-proclaimed Fourth Reich will enact a plan of conquest. At present, the Karotechia lacks power, and its central organization is both small and vulnerable. The local actions of Karotechia-related hate groups, however, are likely to draw the attention of Delta Green.

SaucerWatch

This UFO research and investigation group is another minor player, but an unusual one. UFO study groups are a dime a dozen, by and large, but SaucerWatch is perhaps unique in the professionalism of its work and in the substantial degree of financial backing it has, owing to an endowment created by a wealthy patron and member. As a result, SaucerWatch is one of the few UFO organizations to have acquired genuine credibility (among those willing to give any credit to a UFO group, at least), and so SaucerWatch can play an important role in the Delta Green/MJ-12 conflict. In fact, MJ-12 has infiltrated the group with some success. SaucerWatch's relationship with Delta Green is largely up to how the players react to their presence and activities. (Note, however, that SaucerWatch limits its activities to UFO-related phenomena; they will not turn up to investigate sinister cult activity or serial murders unless a clear UFO connection is present.) The creative Keeper could easily set up an alternative campaign in which the investigators are members of SaucerWatch (replacing some or all of the existing NPCs), putting their foot into the Delta Green/MJ-12 war and learning more than they bargained for.

The Fate

A shadowy, occult criminal syndicate based in New York, the Fate (also known as the Network) have their fingers in all sorts of standard illegal activity–drugs, prostitution, smuggling, political corruption, and so forth. However, the Fate's leaders are also sorcerers of substantial knowledge and power, and they run their organization more like a cult than a gang. The Fate have substantial magical resources, and often use Mythos spells and creatures to deal with their problems. The leader of the Fate is named Stephen Alzis, and rumor has it that he's actually Nyarlathotep (the Fate thinks so); some individuals occasionally claim to possess evidence (death certificates, newspaper obituaries, and so forth) that "Stephen Alzis" has died fifteen times since 1930. These individuals tend to disappear without a trace, or else they fall victim to spontaneous combustion. Hmm...

Club Apocalypse

This "organization" is an unusual one, as it is meant neither as an enemy nor as an ally for the investigators. Club Apocalypse is a curious nightclub in the upper east side of New York. Frequented by slumming yuppies and other young go-getters and scene-makers, the club has been a focus for New York's occult underground since it was founded in 1969. It has been managed from the start by Robert Hubert, better known as Belial. He appears to be in his mid-twenties, and has looked the same since he allegedly graduated from Barnard in 1960. Belial has been an acquaintance of numerous celebrities, who often meet untimely deaths. His connections in the occult world are stunning, and he knows more of the Mythos than any apparently sane man should. Even more mysterious is the man rumored to be the secret owner of Club Apocalypse, the aforementioned Stephen Alzis. Alzis frequents Club Apocalypse, though he denies owning it. The club is, naturally, a key contact point for the Fate. The house band for Club Apocalypse is known as *Charnel Dreams,* fronted by Anton Merriweather, a friend of Belial's. Merriweather and his band have heavy occult/Mythos connections, and their goals are unknown. Club Apocalypse is intended to be a resource for the investigators, as Belial (or Alzis) can often put them in touch with information, items, or contacts they need for their investigation. Once the campaign is up and running, the club should serve as a frequent point for scenarios to begin, or for information to be disbursed; of course, Belial and Alzis will want something in return for their help.

The Cult of Transcendence

This organization is not profiled in this book, but is instead described in detail in a forthcoming sourcebook. Briefly put, the Cult of Transcendence is an Illuminati-esque conspiracy based in Stockholm, Sweden. It controls a bewildering number of front organizations in America, dedicated to reducing the U.S. populace (and then the world) to a state of sociopathy through a variety of means to pave the way for the End Times. The cult is led by Nyarlathotep–no question about this–and run by a handful of insane masters in Stockholm who are all working to ascend to the Court of Azathoth. The Cult is a formidable foe for Delta Green investigators, especially since their organization is based in a foreign country where U.S. federal law-enforcement powers have little meaning. They are, perhaps, an even greater threat than Majestic-12–but their work is much more insidious, much more subtle, and is therefore easily underestimated.

Appendices

Besides the background and organizations presented in the six chapters of this book, a number of important appendices present additional info for the Keeper. The *Bibliography* and *Glossary* (Appendices A and B respectively) are self-explanatory. The rest merit additional explanation, and are described in the following sections.

Appendix C: Security Classifications

Official secrets are part and parcel of any conspiratorial storyline. This article explains how the U.S. government classifies documents, and which specific classifications are used on which kinds of documents. Keepers who wish to create realistic-looking prop documents for the players to examine should find this article of particular interest.



Majestic-12's BLUE TEAM is looking for your investigators.

Appendix D: Mysterious Manuscripts

What would *Call of Cthulhu* be without tomes of eldritch lore? In this case, however, those tomes are classified government documents revealing some of the mysteries behind the alien presence on Earth—among other things. Four such documents are described in game terms. As a bonus, the complete text of three of these documents is included with official-looking markings and classifications. Photocopy them and hand them out to your players when their investigators discover them in play.

Appendix E: Adventures

Here we provide two normal-length scenarios and one long one. The first, "Puppet Shows and Shadowplays," serves as an introductory adventure for new investigators who have not yet been indoctrinated into Delta Green. The second, "Convergence," is a revised version of the original Delta Green scenario from issue seven of *The Unspeakable Oath,* and presents Majestic-12 as a villain while suggesting some of the truth behind the Greys. Finally, "The New Age" is a mini-campaign that should require numerous sessions to play through. It deals more with the Mi-Go, while also offering an extensive investigation and some incredible (even interplanetary!) action.

Appendix F: Federal Agencies

The U.S. government has a byzantine assembly of agencies performing a wide range of duties, covert and overt. This appendix presents thirty-four federal agencies with law-enforcement or intelligence functions. Each entry includes information on the agency's personnel, budget, purpose, history, and other areas of interest. Plus, each entry includes one or more investigator occupation templates. Your investigators can be CIA Intelligence Analysts, INSCOM Psychological Warfare Specialists, ATF Special Agents, or even Park Rangers. Finally, each entry includes a sample NPC from that agency, ready for use in your campaign.

Appendices G, H, and I: Player Information

Here's where the players get their goodies. You'll find instructions for creating Delta Green investigators, a selection of new *Call of Cthulhu* skills, and a sampling of modern firearms from across the world. A *Delta Green* character sheet is at the end of the book, ready for photocopying.

Keeper Advice

As the Keeper of a Delta Green campaign, you have a number of choices you should consider carefully before diving headlong into running an initial scenario. (Note that if

you're using this book for a non-*Call of Cthulhu* RPG campaign, you're on your own; we can't really provide suggestions for what to do with this material in every modern conspiracy/horror roleplaying game on the market, but heck—it shouldn't be too hard.) These choices are explained herein.

Laying the Groundwork

First off, you need to decide what major and minor plots you want to incorporate. Will your campaign focus on the conflict between Delta Green and Majestic-12? Or do you think all that UFO stuff should be drop-kicked and you'd rather have Delta Green battling the Karotechia? Or does the intrigue of the Fate and Club Apocalypse push your buttons? Or are you such a maniac that you're going to use each and every piece of this book *even if it drives you over the freaking edge?* Heh, heh.

Realistically, you should probably pick a primary focus for the campaign and encourage the investigators in that direction. But that primary focus should take a nice long time to deal with, and so you ought to pick one or two smaller foci toward which to direct the investigators.

As an obvious example, we would suggest making Majestic-12 the major villains of your campaign. They have an incredible amount of power, they're tied up with the Mi-Go, and they help foster that feel of paranoia so integral to CoC. With this settled (for purposes of our example), we'd suggest making the Karotechia a straw man: they're a nasty little group, but they can be identified and dealt with readily, providing your players with a sense of accomplishment and setting them up for the major climax with Majestic-12 still to come in future scenarios.

Assuming that the Karotechia will be your primary subplot, we further suggest that SaucerWatch and the Fate/Club Apocalypse be minor plots, to be used or ignored as your players wish. SaucerWatch can be a minor annoyance, or a minor ally useful in dealing with Majestic-12 but having little or nothing to offer on the Karotechia. The Fate and Club Apocalypse can be a useful source for paranormal information and contacts while retaining a strange air of occult mystery that will nicely balance the conspiracy/paranoia tone of the rest of your campaign. These two groups should probably prove instrumental in taking down the Karotechia but will have little involvement with Majestic-12. Should your players focus on these groups and ignore Majestic-12, have the Fate smack them around enough to realize that they're out of their league—the leader of the Fate, after all, is quite possibly Nyarlathotep.

Of course, the campaign structure described here is only one of several permutations. It is the one best-supported by this book and is the one we recommend as the simplest to put into practice; this book is largely written around such a structure, as should be obvious from the preceding notes. However, if you'd rather descend into nasty occult horror, ignore all that MJ-12 stuff and make the Fate and Stephen Alzis the focus of your campaign, with the Karotechia along for the ride; this would dovetail nicely with the Nyarlathotep-led Cult of Transcendence, if you end up buying the Cult sourcebook when it comes out.

The choices, as always, are yours.

Getting Ready

With the major and minor plots of your campaign chosen, you need to prepare notes on how the investigators are going to learn about the Big Secrets of your campaign. This primarily means planning out adventures, NPCs, storylines, and other such background information. If you're using the Fate, who first tells the investigators about the group? Does Stephen Alzis contact them out of the blue with some enigmatic offer related to their current investigation? Does a scribbled name on a bloody napkin lead the investigators to Club Apocalypse? Try to figure this stuff out in advance, or at least consider which elements of your upcoming adventures could have spur-of-the-moment links to the group.

What adventure are you going to run first? We suggest "Puppet Shows and Shadowplays" of course, but you may have something else in mind. The opportunities for adventures are extensive, especially given the UFO/paranormal craze of the last couple years on TV and elsewhere, which should provide numerous scenario ideas. With your first adventure set, you should look at what you might like to do for the next storyline—and then see if there are opportunities to connect the two. Even if the storylines themselves are not connected, you might be able to introduce an NPC or two in the first adventure who can be contacted in the second. Work to plan out these connections so that your campaign flows like a seamless whole, rather than a creaky collection of isolated incidents.

Since you know which organizations will play major and minor roles in your campaign, what are the goals of those organizations in reference to your group's investigators? If Majestic-12 has a major role, are the investigators being followed? If the Karotechia has that role, have local hate groups targeted any minority investigators for harassment? Keep in mind who might be watching the investigators, and when they'll start doing so; once someone is paying attention to them, reserve part of your attention for considering this question: if someone is watching the investigators *right now,* what is he seeing, and what does it mean to him? If the Karotechia are watching them, they might completely misinterpret the investigators' actions and try to screw things up, not realizing that the investigators are just trying to bust some inbred Cult of Cthulhu remnant that just happens to include members of the local Karotechia-connected Ku Klux Klan. Given that a number of sinister organizations may be interested in the investigators' actions, the investigators should never be sure just who is harassing them, or why.

Be prepared with entry points. If the investigators figure out that some sort of Nazi occult scumbags are the ones who blew up their car last month, they're going to ask you something like "How can we find some Nazi occult scumbags?" Your reaction shouldn't be "Uhh..."; instead, you should have created a simple NPC (not tied to any location or group prior to your needing him) who can lead the investigators a little closer to the group in question. So when the investigators go to the local scumbag bars and ask around for well-connected racist scumbags, you've got an NPC ready to be slotted into the local milieu who just happens to be a contact for the Karotechia, and who can pass the investigators contact information once the investigators have kicked his ass around the block or threatened him with an audit. Set up entry points like this appropriate to your campaign, so that the investigators can start knocking on the right doors and making progress if they're doing the right things. As part of this, consider constructing a flowchart showing how various clues (or even *types* of clues, such as airplane tickets, telephone records, or what have you) will connect the investigators to an entry point, and from there to someone else, and from there to the bad guys, or whatever. Leave the clue paths general ("Talk to a junkie" rather than "Talk to Ray Gitelman, the junkie in Chicago") so that you can simply add specific details (name, affiliation, locale) on the spot without blowing your structure or having to make up a whole new path of clues.

You may also want to locate additional published materials to help flesh out your campaign. Modern-day *Call of Cthulhu* scenarios can be found in Chaosium's *The Stars Are Right!* and *At Your Door,* as well as back issues of *The Unspeakable Oath* and other magazines; you can also adapt scenarios from other contemporary horror/conspiracy games into your campaign. Source material on this sort of thing can also be useful; you might look at *GURPS Illuminati, Conspiracy X, Hidden Invasion,* the *World of Darkness* RPGs, and other similar products for additional ideas.

Getting Started

Finally, the last thing you need to decide is whether the investigators in your campaign will already be members of Delta Green or whether they should experience the process of recruitment and indoctrination firsthand. If the former, you can just hit the ground running with whatever scenario you care to use. If the latter, we suggest that you first run "Puppet Shows and Shadow Plays" for only one or two of your players, who should be FBI agents; they should then (as described in the scenario) be recruited by Delta Green. *Then,* for the next scenario (probably one of your devising, or else "Convergence") the newly minted Delta Green investigator would recruit the other investigators into the organization (or perhaps some of them could already be members). This tactic is interesting since it reinforces Delta Green's conspiracy structure–some investigators might even be kept in the dark about Delta Green for a scenario or two before the truth is revealed! All sorts of nifty things can be done along these lines, with the goal being to impress on everyone the importance of Delta Green's secrecy and methods, and to encourage the players to think like paranoid conspirators. (For more information on choosing investigators and fleshing out their backgrounds, see *Creating a Delta Green Investigator* on p. 236.)

With your opening gambit picked out, your scenario primed and ready to go, and your plotlines and entry points set up, it's time to cook with gas. Get reading, friend, and get busy: there's a war on, of a sort, and we need all the help we can get.

Who is "we"?

That would be telling. *Be seeing you!*



Don't just sit there–get a campaign going before we all die screaming!

The Mythos in the 1990s

John Tynes

TIMES HAVE CHANGED SINCE THE 1920S, WHEN enlightened investigators fought against the forces of the unknown to stave off the eventual end of humanity. The world has changed, and the Cthulhu Mythos has changed with it. Once, isolated encounters with insidious, noisome terrors in remote areas were the stuff of horror. Now, the horror of the Mythos works in a very different way. As we rocket closer towards the End Times, it is the decay of society and human order that is truly frightening.

Our belief in monsters receded as the century sped by, and with it went the monsters themselves, scuttling back into the shadows. In their place stood serial killers, genocidal fascists, racial conflict, and the creeping realization that we are destroying our world by simply living in it. The Mythos—as it was known to investigators of the 1920s—is no longer humanity's major enemy. Today, it is humanity that stands opposed to itself. We have become corrupted, our common visage reshaping itself into that of the Mythos. That day is swiftly approaching when, as Old Castro told Inspector Legrasse, "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 revelling in joy." Then, we were warned, "the liberated Old Ones would teach them new ways to shout and kill and revel and enjoy themselves, and all the Earth would flame with a holocaust of ecstasy and freedom."

Welcome to the holocaust. Welcome to the end of humanity. Welcome to the End Time.

The Mythos has no "goal" *per se,* other than self-propagation and chaos. From the standpoint of humanity, however, the goal is clear: humans must become base and self-destructive, and ultimately we must become receptive to the mindset espoused by the Mythos so that all may be as one, which is to say that all may be as nothing.

In centuries past, it seemed that the Mythos worked to effect this change through isolated encounters rather than through global change. The occasional mad sorcerer or insane cult would wreak its havoc, but the world as a whole remained unchanged. This was the assumption that investigators of years gone by operated under. Unfortunately, this assumption was false.

The world has changed, and for the worse. We live in a time of dichotomy; we embrace the value of life and push science ever forward towards preserving it, while at the same time we kill and subjugate each other in record numbers. Our unwritten instructions are clear—propagation and chaos. All the ravings of crazed magicians and all the lore of musty tomes are nothing by comparison. These things were merely whispers, the fringe manifestations of an insidious evil: the destruction of our common bonds of humanity and the replacement of those bonds with fractious, isolationist self-interest. Our individual lives matter more to us now than the collective whole, and hence the whole must suffer.

We have made ourselves into chattel, and the day of the slaughter is upon us. As we shuffle into the abattoir, step by herd-driven step, we see that those with the cattle-prods and those who operate the machineries of death are not inhuman monsters—but rather our neighbors, our friends, our leaders, our selves.

We have done the bidding of the Great Old Ones, far more successfully and eagerly than Wilbur Whateley or Joseph Curwen ever did. The Mythos has destroyed us by allowing us to destroy ourselves. Now the time is ripe. Now the feasting may begin.

In these, the last years of the twentieth century, we may finally glimpse the fate that awaits us within the grim slaughterhouse of history. It is our end that we see, and that we seek. As a species, our surrender is complete. The Mythos has won. Now all it must do is sit back and watch as the global zeitgeist spirals down into the abyss.

Step this way. The exit is right over here. Pick up that gun, wave that fist, dump those chemicals. The abyss awaits, a maw as hungry and as insatiable as that of every newborn infant whose mere existence condemns us to a steady depletion of resources and a devaluing of our collective worth.

Could we have been more stupid? Could we have helped the Mythos more? Could we have done a damn thing differently than the foolish choices we've made?

No. Our fate is told in the stars themselves. Our lives have no meaning, our world has no hope. Nothing lies before us but death and coleopterans.

The Mythos Today

The Mythos as a concept has largely been transformed into a different beast altogether—The Human Condition. We see the Mythos around us every day, in crack houses, corporate

euphemisms, and ethnic-cleansing operations. It has pervaded our thinking to the point that we are no better than the Deep Ones or the other shuddersome beasts that once stalked our nightmares.

Yet even amidst the peril of daily life, these beasts stalk us still. They have retreated from the frequent forms of direct action seen in decades and centuries past, but they remain. The rise of mass communication and rapid transit has reduced the xenophobia-inducing spectre of foreign lands, foreign peoples, and unknown terrain to little more than marketing concepts. Once, the thought of Darkest Africa brought shudders of uncertainty to even the enlightened; today, Africa is no longer dark, and its native products and religious imagery reside in countless trendy folk art shops in every city, shackled by exorbitant price tags and a connotation of relieved guilt (buy their sacred art, and you are forgiven for your racist ancestors). Xenophobia has passed, and societies located beyond the boundaries of European experience are now in vogue as somehow being more relevant, more primal, than the stodgy religions of Western Civilization. With this dramatic shift in thought has gone our fear of native religions and strange gods. It's a pity we have not realized that there are stranger gods still, gods foreign to humanity–yet gods who walk among us.

All the horrors of the Mythos encountered in the 1920s are still here, but they appear much less often. No longer does coastal New England quiver in fear that a small town could be consumed by interbreeding with Deep Ones. No longer do reclusive sorcerers stir the ire of the solid townsfolk who would come marching with torches and flintlocks. Today, those sorcerers are more likely to appear on cable television, proselytizing for their New Age religions, major credit cards accepted.

When the forces of the Mythos take direct action today, it is almost always at the behest of humans. People who have been so corrupted as to seek after grotesque supernatural power call the beings of the Mythos to them, and accept the consequences. Humans invite their own destruction, and that of their fellows, instead of falling prey to the random chance of a loathsome creature lurching out of the swamp to menace the innocent village.

It almost makes one nostalgic for the old days, when humans were prey and the Mythos was a hunter; today, humans prey on themselves, and the Mythos is a tool for our own self-destruction. Yet when humanity is gone, the Mythos shall remain–then, who was the tool?

Let us consider, then, the state of Mythos forces in the modern world. The following discussion focuses primarily on deities, species, and groups found on Earth for long periods of time. Creatures such as Byakhee and Nightgaunts generally only appear on Earth when they are summoned by human (or inhuman) sorcerers, and hence have not themselves been affected by the passage of time.

The Cult of Cthulhu

That ancient cult, which claimed the lives of Professor Angell, Francis Thurston, and many others, is all but eradi-

Why Aren't They on TV?

One might wonder why all the monsters of the Mythos aren't on the evening news each day, roaring through the suburbs. There are several reasons.

First, they just don't turn up all that much. If one considers all the published *Call of Cthulhu* material, the total amount of Mythos manifestations is still quite tiny. These creatures are rarely active, and given the ways in which the world has changed, they show up less now than ever before.

Second, they appear in private. Deep Ones don't go rampaging through the streets of Boston (at least, not yet), and neither do Byakhees attempt to assassinate the president. These beings appear in remote areas, or in private residences, or via magical forms of communication.

Third, consider Earthly examples of cryptozoology: how often does one see new footage of the Loch Ness Monster, Sasquatch, New Mexican Pterodactyls, or any of the other examples of fabled species? Even the coelacanth, prehistoric dweller of the oceans who survives today, has only been reliably reported in this century. Due largely to circumstantial evidence (massive sucker marks on embattled whales, for example), we know that truly gigantic giant squid (*architeuthus dux*) exist, but we have no living specimens in our possession today. And these are all creatures that are actively sought by many people and organizations every day!

It should be no wonder, then, that the creatures of the Mythos do not turn up on the evening news. The malevolent excesses of their human cohorts often draw attention away from the supernatural elements that might otherwise be noticed. Secretive things remain secret, when they are few and far between.

However, there's no reason the Keeper can't have the occasional article on "Legends of the Fish-Men" or somesuch pop up in a magazine such as *Fortean Times* or *Strange*. For that matter, an NPC investigator who came at the Mythos from the standpoint of cryptozoology rather than parapsychology could prove interesting. ("I told them there are flying starfish in Antarctica, and they laughed at me! The fools!")

cated. It was an old cult, steeped in old rituals and old practices; the modern world did not take kindly to groups of disgusting, half-mad revelers in swamps and on lonely islands. The Cult of Cthulhu does survive, in tiny enclaves (especially familial ones) in the backwater towns of the world; but the Cult's global threat is long since ended. Cthulhu does not need the Cult, and its loss is not a great one.

The astute modern-day investigator looking into the secret history of our times will doubtlessly ferret out the odd fact or relic of the cult but need no longer fear that the Cult will track him or her down with murderous intent. The Cult was mad and was effective only as long as isolation could protect it. Those days are gone, and the Cult is gone, too.

Cthulhu, of course, still waits and still dreams. He still has his worshippers, but they are mostly strong-willed individuals who are not part of the Cult, and who worship Cthulhu in secret, to achieve their own personal goals. Rarely do they work together, as they often do not even know of each other's existence.

Should you begin to examine the rich and powerful of the world, you would find a surprising number who pay tribute to Cthulhu. They do this secretly, and alone. Sometime soon, however, the dreams will come, their eyes will be opened, and they will realize that they are not alone in their adoration of the dweller in the deep. At that time, the Cult of Cthulhu will be reborn, made up now of the cream of society, commerce, and politics; at that time, they will do all they can to orchestrate the events of the End Time.

Until then, they are each alone, and may perhaps be dealt with. But there are so many, so very many...

Dark Young of Shub-Niggurath

The infamous Dark Young are rarely encountered these days. They come when they are called, materializing from someplace else, but they do not roam dark woods and linger in ruined churches as once they might have. Isolated individuals who pay obeisance to Shub-Niggurath may well still bring these nightmares to Earth, but it is almost always for purposes of a single ritual or ceremony; they rarely, if ever, serve as general watchdogs these days.

Deep Ones

Among all the servitor beings of the Mythos, the Deep Ones hold the record for the highest level of interaction with humanity. The Deep Ones were one of the few Mythos groups in times past who seemed to work with a definite agenda, and who understood the value of slow corruption.

Today, their old tactics don't work. Coastal towns are no longer the isolated enclaves they once were. Few U.S. coastal towns are so isolated as to be out of four hours' reach of a national satellite television broadcasting unit. The kind of slow corruption once practiced so expertly by the Deep Ones is no longer effective. Humanity's increasing mastery of ocean travel has also made the Deep Ones' op-



The Mythos takes many forms.

erations vulnerable, as seen in the torpedo attack on Devil's Reef in 1928.

As a result, the Deep Ones have retreated. They have played out their portion of the great game, and now only desire to be left alone. They know the time is nearly at hand when their lord Cthulhu shall rise from the waves, and there is no longer the need for them to reach their talons into the body of humanity and pull from it its beating heart.

The Deep Ones now desire only secrecy. They wish to live undisturbed until the stars come right and R'lyeh rises from the depths. Until that time they will lie low, cover their tracks, and avoid contact with humans as much as possible. Humans are, quite simply, no longer worth the trouble. All the Deep Ones need do now is sit and wait. They pose a menace to deep-sea exploration, military submarine maneuvers, and other such endeavors; but to the rank and file of humanity, they pose little threat. Their work is already done.

Dimensional Shamblers

Almost uniquely among Mythos entities, this obscure group of interdimensional beings has become *more* commonly encountered on Earth. This is due in large part to the Fate—also known as the Network (p. 128)—a peculiar occult criminal syndicate based in New York, who use these creatures to dispose of evidence of their crimes and other things that shouldn't fall into the hands of the police. Those who anger the Fate are likely to hear the crackling of a Dimensional Shambler behind them, just before they disappear forever in the creature's unhallowed embrace.

Elder Things

The creators of the Shoggoths, and the architects of the great city located within Antarctica's Mountains of Madness, have disappeared from our world. The mountain range described by Danforth in his informal comments on Miskatonic University's ill-fated 1930 expedition to Antarctica has been seen by no one else since, and apparently does not exist. Neither does the fantastic city he saw.

Just what happened on the expedition, and just what the writer of that strange account exaggerated (to scare others away) or concealed (to protect the public) is uncertain. What is certain is that neither the mountains nor the city exist today on the continent of Antarctica.

Assuming that the account is reasonably accurate, one must ask: what happened to the eight intact Elder Thing specimens recovered by Lake's party but never seen again? Innuendo suggests that they were not dead, and that Lake accidentally revived them to the detriment of his group's survival. We could conjecture that these eight awoke others like themselves, who had long since been hidden or buried in the ice; and that in turn, this clutch of beings reentered their abandoned city and somehow removed it from the eyes of the modern world. Perhaps it is still there, cloaked in illusion; perhaps the Elder Things, the city, and the mountains that surrounded it all left our world for someplace else. This latter possibility seems the most likely. The Elder Things are not part of the Mythos as such, and have no vested interest in seeing the Earth as we know it destroyed; neither do they have any reason to stick around while it happens.

Ruins of their cities may yet survive beneath the Antarctic ice, or on the ocean floor of the extreme Southern hemisphere. Like rats from a sinking ship, the Elder Things may very well have taken their leave of us before it was too late. If this is the case, it is unlikely that we shall see them again.

Ghouls

This ancient race of corpse-eaters once roamed graveyards with impunity, and devoured the flesh of the dead in great underground feasting halls. The passage of time has not curtailed their activities, but they have had to become much more careful. Many have left the United States and moved to Africa, South America, and Asia, where civil unrest generates a healthy body supply and the chaos covers their tracks. They use the Dreamlands to relocate, passing through deep tunnels into the land of dreams and from there back out into different parts of the waking world.

Those ghouls remaining in the United States have gravitated to large cities, particularly New York. There they use not just their own tunnels but also the many miles of sewer lines, subway tunnels, forgotten service shafts, and all the incredible construction that lies unseen beneath the streets. Such ghouls have typically abandoned the practice of grave robbery (urban cemeteries being a rare commodity) and instead kidnap living humans off the streets or subways. These unfortunates are taken below ground, killed, and consumed.

An old guard of ghouls opposes such activities. Remaining faithful to their charnel god, Mordiggian, these wizened corpse-eaters insist that it is not their place to casually take the lives of humans—they are charged by Mordiggian with the consumption of the dead as part of a ritualized practice handed down across the ages. Becoming kidnappers and killers is beneath them, and is not the way of Mordiggian. Younger ghouls, while heeding Mordiggian superficially, insist that food is food, no matter how it is obtained.

Glaaki

Glaaki lives still, submerged within his lake in the Severn Valley of England. Isolated individuals there worship him, and he still takes the occasional undead servant. Glaaki has also manifested in lakes elsewhere in the world over the years, generally to wreak havoc briefly with the aid of a local cult. Such cults are few and far between, but when they do crop up, it is with the direct support and patronage of Glaaki—making them very dangerous groups indeed.

Great Race of Yith

The Yithians are not part of the Mythos as such. They are an independent race whose history is inextricably intertwined with that of Mythos forces, as they are a pre-human group. Yet they are also post-human, for they have cast their minds forward from the past and seized control of the race of coleopterans who will succeed humanity on this planet. The Yithians have seen it all, and they record all that they can into their great metal tablets of knowledge.

Based in pre-human times, the Yithians swap minds with present-day humans. A human mind imprisoned in a Yithian body is forced to record all that which it knows, while the Yithian mind in the contemporary human body learns all it can. After several years of this, the mind-exchange is reversed, and all is well again. Their goal is survival and the preservation of knowledge, to uncertain ends. But they have no particular desire to harm humanity. They simply seek to record that which occurs.

Today, the Yithians must have much to study. So many forces of human society are acting in concert to bring about our own destruction that the story must be fantastically complicated to record. Yithians walk among us, their minds residing in possessed human bodies. Perhaps they have refined their methods as their understanding of modern social structures and behavior has increased, so that we do not notice when a friend is taken by the Great Race. Whatever the case, the obvious cases of amnesia and possession seen in decades past are no longer among us. The Great Race has adapted to the times, and found better ways of doing things. But what these better ways are, we cannot guess.

Hastur the Unspeakable

The worship of Hastur has increased, surprisingly enough, but not directly. Only a few isolated madmen now worship He Who Is Not To Be Named, and his Tcho-Tcho cult is so small as to be irrelevant (save to those who fall into the cult's grasp). Instead, Hastur commands increased power through the entity known as the King in Yellow (described at right).

Ithaqua

As recently as the 1930s, Ithaqua was worshipped under many different names by collaborative cults across the world. Keepers familiar with the CoC campaign *Walker in the Wastes* will be familiar with the cult as envisioned there, as well as with the difficulties faced by intrepid investigators and how their actions bear on Ithaqua's modern-day influence.

For purposes of this book, we are assuming that the plotlines of *Walker* were played out largely as written, and culminated in a band of investigators achieving success against incredible odds in thwarting Ithaqua's goals. In the aftermath of this stupendous failure, the temperamental and vengeful Ithaqua rained death and destruction on the leaders of his cult who failed him so spectacularly.

In the modern day, Ithaqua is no more or less powerful than he has been for the last few milennia. His cult, however, is a shambles. The global schemes and intricate networks of his cult in the 1920s and 1930s (arising out of the spiritualist movement of the previous century) have collapsed amid Ithaqua's fatal wrath and the cult's own disintegration into finger-pointing and isolationism. Today, isolated groups of true believers follow the old religions, whether they are groups of enlightened individuals in Toronto or slow-witted farmers on lonely homesteads in Great Britain.

A handful of individuals among these scattered and unconnected groups still retain the knowledge of their forebears, and are trying to prepare themselves and their organizations for the challenge that waits four decades from now. That is a great challenge indeed, given the collapse and appropriation of genuine indigenous beliefs and the general loss of faith in religion found in most Western nations. Of course, these devoted fanatics are also assuming that the stars will not come right before the 2030s.

For now, the surviving cults of Ithaqua are largely unconnected. The efforts of their leaders to restore communication and lay plans for the 2030s may well draw the attention of modern-day investigators, however.

The King in Yellow

This being is known to be an avatar of some sort for Hastur. His influence on Earth has increased dramatically in the last few decades, as the corruptive influence of the play that bears his name has wormed its way into the avant-garde and the intelligentsia of our modern world. In particular, there is a group of trendsetting intellectuals, writers, artists, poets, and philosophers known as the Secret Senate–the name is taken from Percy Shelly's description of poets as the "secret senate" of the world–who have all encountered the play known as *The King in Yellow* and who have experienced the strange dreams emblematic of Hastur and the King.

The goal of the King in Yellow today, or at least his most apparent endeavor, is to corrupt the art, aesthetics, and morality of the next generation of humans by seducing the trendsetters of today's generation and leading them down paths of nihilism, insanity, and sociopathy. Today's avant-garde is tomorrow's mainstream, after all. By targeting the unknown but influential creative people of today, the King can have global effects on peoples to come.

Themes relevant to the King are becoming increasingly common in popular culture. At least one major motion picture of the last few years has even been so bold as to feature a fleeting glimpse of the Yellow Sign. This will happen more and more in times to come, as Hastur and the King in Yellow prepare the human race for the self-slaughter that will occur as the stars turn right.

Lloigor

The beings known as the Lloigor are still among us. Being invisible and subtle in their existence and actions, they have run little risk of discovery. The Lloigor are still served by the mad and the desperate, and they still exact a terrible price from those who aid them.

The Lloigor are beginning to disappear, however. They were never numerous in our world to begin with, but today they are perhaps at half the number that were active in the 1920s. Those who remain say only that those who are gone have "passed on," and whether this means those Lloigor have died or have simply travelled to some other place or state of being is not known.

The Mi-Go

For a number of reasons, the Mi-Go are the principal Mythos villains of this book. As such, they receive their own lengthy section of discussion, beginning on p. 17.

Nyarlathotep

Almost alone among the major entities of the Mythos, the being known as Nyarlathotep has been as active as ever, if not more so. His role as chief meddler in the affairs of humans means that he has remained at the forefront of the relationship between humans and the Mythos. If humanity's present sorry condition has any conscious architect, it is surely Nyarlathotep–who hides behind so many masks that his true influence can never be fully known or understood.

Perhaps Nyarlathotep's most far-reaching endeavor–which itself is almost wholly invisible and unacknowledged among humankind–has been the formation and growth of the Cult of Transcendence. This peculiar group is ruled by a handful of abased and degenerate adepts seeking to gain admission to the Court of Azathoth. On Earth, they work to encourage the erosion of humanity and the propagation of sociopathy as a way of life. The Cult works through a bewildering variety of front organizations, much like any traditional conspiracy. But instead of gathering power for the sake of power, or for wealth or status, the puppet groups manipulated by the Cult seek to undermine the bonds of humanity through the encouragement of factionalism, racism, nihilism, and other broad precepts. In *Call of Cthulhu,* this organization is described in Pagan Publishing's sourcebook *The Cult of Transcendence,* which should be published some months after the release of this work.

The hand of Nyarlathotep can also be found, in localized form, in the New York establishment known as Club Apocalypse (p. 131) and in its strange manager, Robert "Belial" Hubert. In addition, the enigmatic sorcerer named Stephen Alzis–who may or may not own Club Apocalypse but who certainly frequents it–is widely rumored in occult circles to be another mask behind which Nyarlathotep works. Whether Alzis truly is Nyarlathotep, or simply acts in his name, is unknown.

Sand Dwellers

The reclusive race known as the Sand Dwellers has never been encountered with any regularity. The survival of the Sand Dwellers into the present day is questionable; if they do still exist, it may be that they have formed beneficial links with extremist groups in the desert nations of Europe and Asia. Chances are good that their influence is minimal and that they will only be encountered in the most unusual of circumstances, but they are sure to be vicious.

Serpent People

This ancient race of sorcerers still exists. Few, if any, have survived continuously to the present day. A number of serpent people, however, now walk our world after traveling through temporal gates, or else awakening after centuries of supernatural slumber. There are perhaps no more than a few dozen serpent people active today in the entire world, but it is safe to assume that every such extant individual is a powerful sorcerer, well-hidden and well-established in whatever area he or she calls home. Their goal is generally the acquisition of occult knowledge and the security of their own survival. When they are encountered, they are likely to take swift action to protect their privacy; alternately, they may simply disappear, taking another identity from those whose likenesses they have consumed.

Shans

These peculiar creatures (also known as the Insects from Shaggai) are, at best, a minor trifle within the grand scheme of the Mythos. Earth-bound Shans are trapped here and are either seeking an immediate escape or are building their network of support to make an eventual escape. The Shans on Earth have no desire to be around when the stars come right, and only want to flee Earth for some other home. Still, they realize that they have the time to build up their personal power, and as a result they are still active in recruiting and corrupting humans to help them in their goals.

In recent years, the Shans have acquired a minor enemy. The Army of the Third Eye is a small British sect of people who have been infested by the Shans but who have destroyed the infestation through drastic self-trepannation. Most are insane, but they hate the Shans with a passion.

Shub-Niggurath

The fertility deity known as Shub-Niggurath has a long history on Earth, one that is only now coming to light. Shub-

Niggurath was the truth that lay behind the masks of many human fertility deities, even among those humans who believed that their patron was peaceful and interested only in encouraging life and growth. This is accurate, more or less, but short-sighted: the eventual form of growth and life encouraged by Shub-Niggurath is a degenerate one. Worshippers of various earth/crop deities in milennia past were insidiously corrupted along paths of cruelty and avarice. Our sourcebook *The Golden Dawn* has more information on Shub-Niggurath's efforts in Great Britain, for one.

Today, Shub-Niggurath still hides behind innocuous masks and has found a particularly fertile source of worshippers in the New Age movement, many of whom worship various feminine/fertility deities. Some of these worshippers have inadvertently latched onto Shub-Niggurath and are slowly being corrupted by their patron.

The physical properties of Shub-Niggurath have also attracted the attention of fringe scientists interested in the peculiar biological accelerants and mutagens generated from Shub-Niggurath's "milk." Chaosium's campaign *At Your Door* presents more information on this aspect of Shub-Niggurath's modern-day influence.

Tcho-Tchos

The group of indigenous people known as the Tcho-Tcho still exist, and still inhabit portions of Tibet and other areas of Asia. Some Tcho-Tchos have made their way to America and other Western nations, there to practice their hideous rites in our gleaming cities. Their influence is minimal at best, but they are violent and destructive, and as such are likely to attract investigators. Chaosium's *At Your Door* has an example of Tcho-Tcho in the modern world.

Y'Golonac

The Severn Valley region of Great Britain remains a fertile ground for Mythos activity, and Y'Golonac (as well as Glaaki) has active groups of followers there. Y'Golonac's influence is marginal at best, but the actions of his followers can still be both quite public and quite violent. Outside of that area, Y'Golonac's influence is rarely encountered, but is devastating when it is.

Yog-Sothoth

Yog-Sothoth, appearing in various forms, is still sought out by those trying to expose what lies behind the mask of accepted reality. Seekers after truth still stumble across Yog-Sothoth, and the being's manifestations and powers are so broadly based as to result in a staggering variety of malignant events. However, since Yog-Sothoth's followers are almost exclusively solitary individuals who learn too much, the global influence of Yog-Sothoth is minimal at worst.



The power can be yours–for a price.

The Fungi from Yuggoth

Dennis Detwiller with John Tynes

FIRST AND FOREMOST, IT MUST BE UNDERSTOOD THAT THE Mi-Go are an alien race. They do not think in the way that humans do; that alone all but excludes them from our understanding. Notes on their history, society, and behavior follow, but at best this material is the result of speculation and haphazard observation. When attempting to decide what a Mi-Go might do, don't do whatever first comes to mind. Do something else entirely. Bizarre behavior (by our standards) is their stock in trade.

Yet some form of understanding should be achieved by the Keeper, as the Mi-Go are posited in this book as the major villains among the Mythos in the 1990s. Roleplaying the Mi-Go effectively is important, despite the apparent impossibility of such an act.

History

The Mi-Go's origins are unknown, even to them. What is known is that the race has remained largely unchanged since they showed up on Earth, 160 *million* years ago. A Mi-Go of today is virtually identical to a Mi-Go of that far-earlier time.

The Mi-Go's interest in Earth is largely inexplicable, but no more so than that of the many other Mythos races and beings who have focused their attention on our planet. The Mi-Go are known to have engaged in extensive mining across the surface of the Earth at various points in time. (They aren't mining terrestrial materials, however; their operations instead reach into other dimensions that exist coterminous with the locations of the "mines." This still requires a lot of earth-moving and other traditional mining methods to reach the points at which these other-dimensional materials can be accessed, however.) When they arrived, they engaged in a sporadic war with the Elder Things, a war that ended only when the drifting continents effectively separated the areas of interest of the two species.

During this time, the Mi-Go were also active on Yuggoth (known to us as Pluto). Whether they came first from Yuggoth to Earth or vice versa is unknown. Yuggoth, however, has clearly served as their home in our solar system, and the Mi-Go are found in far greater numbers on Yuggoth than on our world.

Since their arrival on Earth, the Mi-Go have been reputed to be working in the service or at least the worship of Shub-Niggurath. On the face of it, this makes a sort of sense. The Mi-Go are fungal beings, bearing little resemblance to the animal life of Earth; perhaps Shub-Niggurath's focus on fertility has some connection with the fungal Mi-Go biology. In addition, however, the Mi-Go are reputedly worshippers of Ithaqua and Nyarlathotep.

Their obeisance to these latter two beings is understandable, however, as a matter of practicality. Nyarlathotep is known and feared by all knowledgeable Mythos entities, and the Mi-Go would not engage in substantial activity on Earth without coming to some sort of reciprocal arrangement with this being. In exchange for whatever it is they offer (be it magical power, sacrifices, or simply service), the Mi-Go receive a form of sanction from Nyarlathotep as well as occasional gifts of knowledge and power. As for Ithaqua, this temperamental god of the winds is one of the few Great Old Ones still actively engaged in conscious efforts on Earth, unlike the imprisoned ones (such as Cthulhu) or the ones whose activities are so low-key as to be virtually nonexistent (such as Tsathoggua). The Mi-Go, engaged in widespread operations, could only benefit from Ithaqua's patronage and hence pay the wind god homage.

For a better understanding of the Mi-Go's history (or lack thereof), one must examine their biology.

Biology

The Mi-Go are, at first glance, sentient fungoid creatures. That is, each Mi-Go consists of a colony of fungal matter which maintains a coherent shape. The Mi-Go have the ability to transform themselves in simple ways, altering their limbs, extending their sensory equipment, etc. This is accomplished by altering the tiny colonies of fungal matter that comprise their bodies. They apparently have few if any organs; all "cells" are specialized as needed, moment to moment. A "cell" may be a neuron one moment, a muscle cell the next. These tissues are largely beyond human taxonomy.

Most Mi-Go fly, some have specialized body weapons (such as claws or bludgeons), and some have improved or specialized sensory input. The Mi-Go are masters of cellular manipulation, and because of this, it is very rare to find two alike. Their bodies are so resilient as to enable them to survive long periods of time in deep space, and their wings beat

on matter in a higher dimension that exists everywhere. In fact, the Mi-Go themselves exist coterminous in five dimensions; they perceive not only the world we see, but additional layers of reality as well, all the time.

Mi-Go can (in principle) lose up to 55% of their mass and still survive in an operable form. Past this point, they can survive for long periods with a minimum of 12% body mass, though obviously with greatly reduced abilities. In physical danger they can enter a trancelike stasis that gives them the appearance of dead, inert matter. All functions (including molecular) seemingly cease.

Despite their incredible resiliance, they are still vulnerable to gross physical trauma and can be readily slain. The connections between groups of fungal matter within their bodies can be disrupted or severed, preventing cells from recreating themselves into some different, needed form. Their ability to survive despite loss of mass is more theoretical than practical.

An average of 40% of their mass (some of which exists in dimensions that humans cannot perceive) is devoted to intellect. They are incredibly intelligent creatures, but their thought processes are extremely different from ours. Humans follow a logical/cause-and-effect path, but with frequent leaps into guesswork, inspiration, and intuition (sometimes right, sometimes wrong). The Mi-Go make no such leaps. They follow dozens of different logic paths at once, ceasing when the correct one is found. This is very resource-intensive, requiring great intellect and lots of time. They do not understand the sort of intuitive leaps that humans make, as to them, everything is born directly out of something else. A begets B begets C and so forth; without C, they cannot reach D, E, F, and so on. A human, on the other hand, could make an intuitive leap from A to D, without the logical data needed to reach that point through rational means. The Mi-Go both admire and envy this element of the human psyche, and coming to grips with it is one of their principal interests in studying humans.

The Mi-Go Mind

Since their capacity for knowledge is finite (they are not infinite beings) the Mi-Go consistently discard information that no longer seems relevant or important. They are always cleaning the attic of their mind; while this makes their minds more efficient, they consequently do not adapt well to new situations. Some information is discarded universally among all Mi-Go. For this reason, the Mi-Go have no inkling of their true origin, as they long ago deemed this knowledge to be irrelevant and so distant as to no longer serve any useful purpose. They might be an independent race, they might be a construct race made by another group entirely, they might be convicts, they might be gods; whatever they are, this area of knowledge was long ago discarded in favor of more current information.

The Mi-Go mind is the staging ground for a constant battle between storage capacity and the capacity for multiple lines of logical thought. Given the vast knowledge of the race (including laws of reality in dimensions other than those we're familiar with) and the tremendous amount of processing power their method of thinking requires, the Mi-Go cannot help but discard seemingly useless knowledge each and every moment of their lives. This makes them both hyper-intelligent and naïve at the same time.



Contact with humans–whose intuitive, seemingly random thought processes completely baffle the Mi-Go–has exacerbated this problem further. In an effort to become more in sync with human thought processes, the Mi-Go have chosen to devote more and more of their intellect to lines of logical thought rather than to memory storage; they hope that with sufficient paths of logical thinking they can achieve the effectiveness of human intuition. They also believe that at some point, they will hit some crucial balance between logical thinking and memory that will duplicate human intuition. To date, they have been unsuccessful.

Beliefs

The Mi-Go are consumed with an interest in energy; more specifically, they seek to control energy through sheer force of will, as the Great Old Ones do. This is their driving motivation, insofar as we can understand it. At present, the Mi-Go are adept at manipulating energy (particularly magical energy), but such manipulation still requires extensive effort, complicated processes, and even bizarre machines. They revere the Great Old Ones for making such effortless use of

the energy of the stars themselves—and yet revile the Great Old Ones for the destruction they wreak.

The Mi-Go are fascinated with open systems such as that of humanity—open systems have limitless potential, and offer staggering amounts of energy to those who could harness such systems. The Great Old Ones would destroy humanity, something that the Mi-Go consider to be a tremendous waste. The Mi-Go desire to preserve humanity, or at least to exploit it for as long as possible. If the Great Old Ones are chaos incarnate, then the Mi-Go are order made matter—energy must be conserved, grown, and made use of.

The Mi-Go believe that the conscious control of energy is the ultimate measure of power and development. They believe that if they could control energy as well as the Great Old Ones do, then the Mi-Go would be as gods; it is, to them, an evolutionary goal rather than a transcendental one. Unlike the Great Old Ones, the Mi-Go would harness energy for the creation of more energy, and to develop greater and greater control of energy—energy being an end unto itself. At some point, the Mi-Go believe, their control of energy will make them masters of all reality.

Goals

At present, the Mi-Go desire to understand humanity as best they can. They desire to emulate humanity's efficiency and intuitive reasoning; the Mi-Go recognize that their logical, progressive thinking is useful but wasteful. If they could develop the kind of intuitive reasoning that humans take for granted, and perhaps even refine it to eliminate the many random and irrelevant leaps that occur in human thinking, they could devote massive amounts of their intellect to the preservation of knowledge rather than to the processes of thought. This would make them more efficient, meaning they would be less wasteful of energy and could harness more energy than they do now; they would also have access to greater amounts of knowledge than they currently can allow, and be more resourceful as a result.

To understand humanity better, the Mi-Go must study humanity—and keep it alive. The Mi-Go have finally realized that the stars are almost right, and that they have years—rather than millennia—available to them before the Great Old Ones return. They have accelerated their experiments on humans to learn as much as possible in the time remaining, even at the risk of exposing themselves or destroying the human system—the system is already doomed, and so they shall milk it while they can.

Operations

When humans arose, they were at first deemed a minor threat, on the order of wolves or bears. It was a long time before the Mi-Go acknowledged that humans had developed the tools for long-term development and propagation.

From then on, the possible potential of the human species was investigated by the Mi-Go. Were humans a true open system, with vast potential before them, or were they inherently doomed to a short life-cycle and quick destruction? Eventually, the Mi-Go decided that humans had the makings of a true open system (the fact that humans were doomed by the eventual return of the Great Old Ones did not invalidate their own inherent potential) and began learning more about these beings.

For centuries, Mi-Go encounters with humans were sporadic and poorly directed. It took quite a while for the Mi-Go to come to an understanding of humanity's irrational but effective thought processes. Once they had absorbed this knowledge, the Mi-Go began working to open careful communication with select humans in a way that would disturb the humans least. The occult activity of those who worshipped the Great Old Ones and the Outer Gods was chosen as a viable opportunity, given that the humans engaged in such worship were acclimated to dealing with alien races and alien concepts. But the Mi-Go had little, if anything, to offer. Their ties to Mythos deities were slight enough that they could give their allies little besides scattered knowledge. As a result, their interaction with humans was slight at best.

By the twentieth century, the Mi-Go knew that the stars would soon come right, and that humanity's days on Earth were numbered. They were not eager to see this open system erased, however, before learning all they could. They increased their contacts and operations among humans during the 1920s, but then World War II came, and the Mi-Go sat back to watch the results. Humans proved their potential once and for all, generating and releasing incredible amounts of energy, culminating in the activation of nuclear weapons. The Mi-Go knew of more powerful energy sources, of course, but to see humans reach such a stage so quickly (by Mi-Go standards) was stunning.

It was time to make contact with the humans and to engage in widespread experiments in the hopes of pulling as much knowledge out of the human system as possible in the time remaining. Eventually, they would even attempt to make a bargain with a leading human power to accelerate their actions even further. But first a deception had to be created, a ruse that would disguise the Mi-Go presence and plans on Earth and put a nearly human face on their actions. A plan was formulated based on existing human suspicions of alien visitors. The United States of America was chosen for their staging ground, as the nation's rapid nuclear development had greatly impressed the Mi-Go. When all was ready, the Mi-Go made their move.

It began near a place called Roswell.

The story of Roswell and the Mi-Go's involvement with the U.S. government is contained in Chapter 3: Majestic-12.

Big Brother from Then to Now

Adam Scott Glancy

"And ye shall know the truth, and the truth shall make you free." (John 8:32)
–etched in the south wall of the central lobby of CIA headquarters

THE DEVELOPMENT OF THE U.S. FEDERAL GOVERNMENT'S police powers and intelligence apparatus has been governed by a single principle: *the government is not to be trusted.* None of the Founding Fathers wanted an intrusive, all-powerful federal police force such as existed under the French or Russian monarchies. As a result of this inherent American distrust of big government, the federal government's development of police and intelligence agencies has been slow and haphazard. The growth and creation of agencies was the result of reactions to crisis rather than strategic planning to address long-term needs. The Congress created federal agencies to deal with very specific tasks and added to their authority little by little. More often than not, Congress created a separate agency to deal with a new problem rather than expand an old agency's authority or mission. Fragmentation of power and authority ensured that no monolithic police or intelligence agency could emerge. While the huge collection of alphabet-soup agencies in Washington, D.C., may appear monolithic, it is, in fact, a jigsaw construction unlike any of the truly centralized police and intelligence apparatuses of Europe.

During the first century of this nation's history there was little growth in the federal law-enforcement community and practically no growth in the intelligence community. The federal government's most visible law-enforcement agents, both before and after the Civil War, were the U.S. Marshals patrolling the western territories of the United States. After the Civil War, Secret Service agents saw action against counterfeiters, foreign spies, the Ku Klux Klan, and opium smugglers, but were never as visible as the U.S. Marshals, who attained a near-mythic reputation in the Old West. The only organization during the 1800s that was keeping detailed criminal profiles, infiltrating criminal gangs and labor organizations, and spying on political opposition groups was not a government agency at all. Rather, it was a private enterprise–the Pinkerton National Detective Agency.

Established in 1850 by Scottish-born Alan Pinkerton, the Pinkerton National Detective Agency was performing many of the services J. Edgar Hoover's FBI would later perform nearly a century later. In 1861, having been hired by the railroad company transporting President-Elect Lincoln to Washington, D.C., Pinkerton foiled an assassination plot against Lincoln. He was subsequently asked to create and run the Federal Army's intelligence service, the Federal Secret Service. After 1865, Pinkerton's Federal Secret Service (not the same Secret Service created in 1865 to combat counterfeiting) was disbanded, and he returned to run his National Detective Agency. During the next twenty years, Pinkerton's agents were used to infiltrate labor groups and organized crime gangs (like the Irish Mollie Maguires), to hunt outlaws (like Frank and Jesse James), to collect dirt on political figures, and to conduct industrial espionage. Essentially they performed covert operations for the rich and powerful of the United States. The result was that the "Pinkertons" were thought of by working-class Americans as the hired muscle of America's industrialists.

The federal law-enforcement and intelligence communities' growth truly began with the dawn of the 20th century. As America began to involve itself deeper in the affairs of this hemisphere and the Pacific Rim, there arose a need for policymakers to have more information about the capacities and intentions of foreign governments. The Red Scares and the mostly mythical threat of anarchist assassins led to the creation of the Bureau of Investigation, later to be renamed the FBI. During WWI, America's intelligence community was limited to the Department of the Navy's and the War Department's intelligence branches. Neither was really suited for the task of running networks of agents or conducting covert operations or campaigns of disinformation. Their capacities were limited to standard military reconnaissance missions (aerial photography then being on the cutting edge of technology), radio interception, decryption, and analysis. The business of spying was generally handled unofficially by the State Department. Domestic counterintelligence was the duty of the FBI, which also ran networks of agents in Latin America. Regardless, the professional intelligence officer did not yet exist.

Foreign Intelligence

It was not until America's entry into WWII that the first American intelligence agency came into being. This was the Office of Strategic Services, or OSS. There were some that said that OSS stood for "Oh So Social," and to some extent it was true. The OSS recruited heavily from the ranks of the eastern Ivy League schools. The OSS's intelligence officers were recruited from the ranks of academia (mostly from professors with a particular geographic specialty), from Wall

Street, from journalism, and from the military. Even convicted felons were recruited to share their knowledge of forgery, safecracking, and burglary. It was an eclectic and mismatched group. Its ranks were filled with names like Kermit Roosevelt, William Colby, Allen Dulles, Richard Helms, and Bill Casey. Other now-famous operatives included movie director John Ford, actor Sterling Hayden, and (believe it or not) noted cook Julia Child.

The OSS was designed to perform any activity that would support the war effort. It dealt in sabotage, assassination, espionage, psychological warfare, propaganda, counter-intelligence, and the training of guerrillas in Axis-occupied countries. The OSS intelligence officers were talented amateurs who learned on the job. All had extensive experience living in the real world, outside the sometimes-grotesque and often-absurd pantomime of the world of espionage. Perhaps it was this very fact–that the men of the OSS were not professionals–which allowed the OSS to retain a certain sense of purity. Perhaps it was the war they fought, or perhaps it was merely the fact that WWII did not last as long as the Cold War. Regardless of the reason, the OSS is often thought of as being "the good ol' days" of American espionage, back when the enemy was easy to see, the means always justified the ends, and (perhaps most importantly) the end was clearly in sight.

The Cold War's end was never in sight. It was clear Stalin was a monster, an even more insidious and powerful monster than the one that had died in the depths of his Berlin bunker. The problem was that for five years American propaganda had been building up the Russians as our friends and allies, and the sudden switch from ally to mortal enemy was jarring, particularly among those who had personally experienced the German and Japanese occupations. In East Asia and in much of occupied Europe, the Communists had been the oldest opponents of fascism. These former anti-fascist (currently anti-colonial) guerrillas quickly forgot the Molotov-Ribbentrop Pact that had allied Stalin and Hitler. That was ancient history. As far as they were concerned, the time to throw off the European colonial yoke was ripe. These anti-colonialists would find friends anywhere they could, and the Soviets were quick to jump on the anti-colonial bandwagon. This situation pitted the officers of the CIA against some of the guerrilla organizations they had built as OSS officers during the war.

The first few years of the Cold War were fought outside the public eye. Espionage successes were never reported and failures were just as quietly swept aside. The CIA's first public disaster was the downing of Francis Gary Powers' U-2 spy plane in 1960. However, the CIA's involvement in the affair went mostly unnoticed by the American public. Most Americans assumed that high-altitude aircraft were the Air Force's bailiwick, not the CIA's. When the U-2 was shot down, it confirmed everyone's worst fears about Soviet military superiority (although later it was proven that the Soviets just got off a lucky shot with a surface-to-air-missile). But when the CIA's Cuban exiles blew it at the Bay of Pigs, the public assumed the battle had been lost due to the CIA's incompetence, not Castro's military skill. The CIA's image had begun to tarnish and has been on the decline ever since the Bay of Pigs. Today, there is no conspiracy theory about the CIA so vile, ludicrous, or incompetently presented that the American public won't believe it.

Despite the Bay of Pigs disaster, presidential administration after administration gave the CIA assignments to "fix" what diplomacy hadn't and the military couldn't. Every success resulted in more difficult and unsalvagable assignments. The "exile invasion force," which produced spectacular (and extremely rapid) results in Guatemala in 1954, failed miserably in Cuba in 1961, but has been used again in Nicaragua and Afghanistan. The CIA's use of a secret army for counter-insurgency warfare worked well in Peru in 1966, but was an expensive and time-consuming stalemate in Laos in 1973.

Covert operations are seldom ever covert when conducted on this scale. They were, and still are, halfway measures that never apply enough military force to get the job done and yet simultaneously eliminate the possibility of a diplomatic solution. These operations did, however, generate huge numbers of casualties in far-off lands and bleed the coffers of the U.S. Often the results were as ambiguous as the Cold War itself.

Despite the end of the Cold War, these operations are being conducted to this day. Some observers believe that without the threat of a hostile nuclear superpower to oppose the United States, covert operations may even become more common and more paramilitarized, particularly in the Middle East and Latin America. However, the CIA's covert operations were designed to project force where the direct use of U.S. military power would have led to war with the USSR. Now that the USSR is gone, CIA covert operations may be supplanted by the open projection of U.S. military power into the world's hot spots. It remains to be seen what ultimate effect the end of the Cold War will have.

Domestic Intelligence & Law Enforcement

Federal domestic law enforcement was spurred forward by federal Prohibition laws and then by the Great Depression. Because of the incredible level of local corruption, enforcing the federal Prohibition laws fell on the Department of the Treasury's Prohibition Unit. But Prohibition's most lasting contribution was the creation of modern national organized crime out of the disorganized Jewish, Irish, and Sicilian street gangs of the turn of the century. At that time, political bosses in major metropolitan areas hired the gangs to enforce their will. By 1929, the gangs were the ones hiring the politicians to protect their interests. The creation of a national criminal syndicate necessitated the growth of national law-enforcement organizations.

The history of federal law enforcement is dominated by the history of the FBI. Other agencies, like the U.S. Secret Service and the Federal Bureau of Narcotics, enforced federal law in their narrow bailiwicks, but the FBI is the agency that set federal law enforcement's priorities. The FBI, prior to J. Edgar Hoover's tenure as director, was an agency filled with incompetence, corruption, and political nepotism. Despite Hoover's later failings, he can fairly be said to have resurrected the nearly defunct FBI and turned it into a professional law-enforcement agency.

Hoover's primary interest was politics, however, not fighting crime. The FBI came very late to the battle against organized crime. Hoover was interested in big (and relatively easy) publicity cases. Hunting the bank robbers of the '30s and the Communists in the '50s are good examples of this. Hoover was intimidated by the corruptive and political power of organized crime and didn't want the headaches involved with pursuing the Mafia. He was too busy forging the FBI into his personal instrument of power and influence. Hoover even resisted publicly acknowledging that an organization such as the Mafia existed. Under pressure from public opinion and Attorney General Robert Kennedy, he finally admitted that while there was no such thing as the "Mafia," there was a national criminal syndicate called "La Cosa Nostra." Until the mid-1960s the Treasury Department, particularly the Federal Bureau of Narcotics, was the main federal weapon against organized crime.

During the 1960s, in order to neutralize the political and cultural movements that Hoover saw as tearing the social fabric of the United States apart, Hoover instituted the FBI's most infamous program: the Domestic Counter-Intelligence Program, or COINTELPRO. COINTELPRO was aimed at groups like the Nation of Islam, the American Indian Movement, the Black Panthers, the American Communist Party, the Anti-War Movement, the Ku Klux Klan, the American Nazi Party, Martin Luther King's supporters, Puerto Rican independence groups, and any other socially or politically active group that offended Hoover's sensibilities. COINTELPRO infiltrated "subversive" groups or set up bogus "subversive" groups to draw membership away from genuine leftist organizations. These infiltrators and phony leftist organizations were used to disorganize and sow discord among the leftist movements. Sometimes paid FBI informers and agent provocateurs were used to steer the infiltrated group toward violent action in order to advance their cause, thus providing the FBI with crimes for which the group's members could be arrested and imprisoned.

Although J. Edgar Hoover disbanded COINTELPRO prior to his death, it fell to Director William Webster to repair the FBI's image as the instrument of Hoover's whims. Despite the fact that "De-Hooverization" continues to this day, J. Edgar Hoover's influence can still be felt in the FBI.

The War on Drugs continues to spur the growth of federal law enforcement (particularly since 1972), with the DEA and the Customs Service being the recipients of the largest pieces of the federal budgetary pie. During the 1980s, both of these agencies saw their services paramilitarized by the Drug War, with heavier and heavier firepower being brought to bear to counter the drug dealers' arsenals. Armed confrontations became the norm rather than the exception. The INS, IRS, ATF, and FBI have also felt more and more of their resources pulled away from other projects and into the War on Drugs.

During the 1980s, federal law enforcement concentrated much of its energies on crippling the Sicilian-American Mafia. This culminated with the 1985 indictment of the heads of New York City's five Mafia families. The "Commission" case resulted in the conviction of four Mafia dons: Philip Rastelli, Carmine Persico, Tony Salerno, and "Tony-Ducks" Corallo. The Feds' success can be seen in the way the Mafia has been unable to resist the encroachment of other ethnic gangs (like the Triads, Yakuza, and Russian and Cuban organized-crime families) into their traditional areas of control. Ironically, some of the tactics used during the COINTELPRO era were used to great effect to disrupt organized crime. Another aspect of federal law enforcement to emerge during the 1980s was the use of psychological profiling to assist local law enforcement in identifying the perpetrators of violent psychologically motivated crimes—generally, serial killers.

During the 1990s, federal law enforcement's interest has turned to the militia movement. During the 1970s and 1980s, these groups were known collectively as survivalists: groups that had armed, trained, and supplied themselves in anticipation of surviving the eagerly expected collapse of civilization, from whose ruins the survivalists would emerge as the kings of the new world. By the 1990s, the survivalists had evolved into the militia movement, which viewed the United States government as the greatest threat to the life and liberty of the American people. Escalating from the Branch Davidian siege, through the shootout at Ruby Ridge and the Oklahoma City bombing, to the standoff at the Freemen Compound, the right-wing militia movement has demonstrated a willingness to engage in armed confrontations with federal law enforcement and defy federal law.

Conclusion

With the millennium's end rushing toward us, it would not be surprising to see a rise in the number of heavily armed apocalyptic cults and survivalist groups. Considering the terrorist bombings in New York and Oklahoma City, the shootings carried out by fringe elements of the anti-abortion movement, and the rise in right-wing hate groups bent on tribalizing America, it would be easy to imagine the next decade being one of political intolerance and extremism. What is certain is that the Feds will be there in the thick of it, no matter what may come.

Timeline: Big Brother from Then to Now

Adam Scott Glancy

1789: Judiciary Act of 1789: President George Washington appoints the original thirteen U.S. Marshals.

Δ Revenue Cutter Service established to prevent smuggling and collect import tariffs (precursor of the U.S. Customs Service).

1861: Authority over U.S. Marshals transferred from the President to the Attorney General.

1862: Bureau of Internal Revenue founded (precursor of the IRS).

1863: United States adopts a uniform currency.

1865: U.S. Secret Service established by President Lincoln to combat the counterfeiting of the new U.S. Treasury notes.

1870: Department of Justice established.

1876: Secret Service thwarts attempt by Big Jim Kenealy's gang to steal Lincoln's casket for ransom.

1877: Frederick Douglass commissioned as the U.S. Marshal for the District of Columbia. He is the first black U.S. Marshal.

1882: Office of Naval Intelligence created–America's first true intelligence-gathering and analysis organization.

1891: Immigration and Naturalization Service established under Justice Department.

1901: Following the assassination of President McKinley by anarchist Leon Czolgosz, President Teddy Roosevelt orders the Secret Service made responsible for protecting the president.

1905: Secret Service investigates the Great Western Land Fraud and helps to convict a U.S. Senator and a U.S. Representative of conspiracy to sell public land as private property.

1908: Justice Department's Bureau of Investigation established by order of Theodore Roosevelt.

Δ First federal narcotics controls enacted.

1913: Revenue Act of 1913 creates the Internal Revenue Service from the former Bureau of Internal Revenue.

1915: Narcotics Control becomes a section of the IRS.

1917: Section 8 of Military Intelligence is organized by the brilliant cryptographer Major Herbert Yardley. Section 8–"the Black Chamber"–acts as a signals intelligence and cryptography unit. The Black Chamber is the predecessor of today's National Security Agency.

Δ The infamous Oster counterfeiting gang is captured in New Orleans by Secret Service.

Δ Bureau of Investigation proves ineffective against German saboteurs during WWI. The worst episode is the "Black Tom" explosion in New York Harbor, which destroys America's largest arsenal.

1918: A Bureau of Investigation round-up of draft dodgers in New York City results in fifty thousand citizens being unlawfully detained and interrogated. The outcry over the Bureau's conduct results in disgrace.

Δ Prohibition laws enacted.

1919: The Special Intelligence Unit of the IRS is founded, precursor of the IRS Criminal Investigations Division.

Δ Lola Young becomes first female Deputy U.S. Marshal.

Δ The Dyer Act is passed, making interstate transportation of stolen vehicles a federal offense. The Dyer Act provides legal authority for the Bureau of Investigation to enter the hunt for the notorious bank robbers of the 1930s, because of their use of stolen vehicles and their tendency to cross state lines.

1920: Red Scares begin.

Δ Federal Prohibition laws are enacted under the authority of the 18th Amendment and the Volstead Act.

Δ Attorney General A. Mitchell Palmer orders the Bureau of Investigation to round up four thousand "Bolshevik revolutionaries" to be held without trial as threats to national security. The Palmer Raids unearthed six hundred illegal aliens, three pistols, and no revolutionaries.

Δ The Secret Service fails to find the culprits or motive in the Wall Street explosion that killed thirty and injured three hundred. The act is attributed to "Reds."

Δ Treasury Department sets up its Prohibition Unit. The Narcotics Division of the Prohibition Unit is established concurrently.

1924: The Bureau of Investigation is scandalized when it fails to act against the "Ohio Gang's" looting of the Federal Treasury and against the Teapot Dome scandal during the Harding Administration.

Δ J. Edgar Hoover, age twenty-nine, assumes directorship of the much-maligned Bureau of Investigation. He begins a process of reform, creating a professionalized career service.

1928: Eliot Ness placed in charge of the Chicago Prohibition Unit, specifically designed to harass Al Capone. The unit is dubbed by criminals "the Untouchables."

1929: The scandal following the discovery that the Black Chamber is intercepting and decoding diplomatic cables leads to Secretary of State Henry L. Stimson disbanding the unit because "Gentlemen do not read each other's mail."

Δ War Department organizes the Signals Intelligence Service (SIS), headed by William Friedman.

1930: Federal Bureau of Narcotics replaces the Narcotics Division of the Prohibition unit at the Treasury Department (predecessor of the DEA).

1931: Secret Service agent Frank Wilson heads the Treasury Department detachment that sends "Scarface" Al Capone to jail for income tax evasion.

1932: The Bureau of Investigation's Forensic Laboratory is established to examine physical evidence.

Δ The Lindburgh baby is kidnapped and murdered.

Δ The Lindburgh Law (or the Federal Kidnapping Statute) makes it a federal crime to transport kidnapped persons across state lines. This law allows the FBI to enter a kidnapping case twenty-four hours after the act, on the assumption that the victim has been transported across state lines.

1933: Joseph Zangara attempts to assassinate President-Elect Franklin Roosevelt.

Δ One Bureau of Investigation agent and three lawmen die and two are wounded in the "Kansas City Massacre" assassination of captured gangster Frank Nash. One FBI agent survives by feigning death. Public outcry leads to Crime Control Acts of 1934.

Δ Federal Prohibition laws repealed. Many states and counties retain laws restricting the production, sale, and importation of liquor.

1934: Crime control acts, including the Fugitive Felon Act, grant the Bureau of Investigation power to conduct arrests and the authority to carry firearms.

Δ John Dillinger, Public Enemy #1, is shot dead by Bureau of Investigation agents led by Melvin Purvis, outside the Biograph Theater in Chicago. After his death, the Dillinger gang, including such notables as "Baby Face" Nelson, is wiped out. Three are gunned down by the Bureau, one is shot during an attempted prison break, and one goes to the electric chair.

Δ Bank robber and murderer Charles "Pretty-Boy" Floyd is killed by Bureau of Investigation agents under Melvin Purvis while escaping through a cornfield near Wellsville, Ohio.

1935: Bureau of Investigation renamed the Federal Bureau of Investigation (FBI).

Δ FBI Training Academy founded.

Δ FBI agents led by Melvin Purvis arrest bank robber "Doc" Barker, the eldest son of kidnapper/bank robber Kate "Ma" Barker.

Δ FBI agents kill "Ma" Barker and her son Freddie after a four-hour shootout near Lake Weir, Florida.

1936: J. Edgar Hoover "personally" apprehends former Barker gang member Alvin "Creepy" Karpis in New Orleans, Louisiana.

1939: The FBI is given investigation authority over matters relating to sabotage and espionage, as well as the authority to collect intelligence and conduct operations in Latin America through their Special Investigation Service of agents in Mexico, Argentina, and Brazil.

Δ Louis "Lepke" Buchalter, the fugitive head of Murder, Inc., is tricked into surrendering to J. Edgar Hoover.

1940: The FBI Academy is moved to Maine Base at Quantico, Virginia.

1941: The Office of Strategic Services (OSS) is organized by General William "Wild Bill" Donovan as America's wartime covert action and intelligence agency.

1942: William Friedman of the Signals Intelligence Service deciphers the "Purple Machine," the Japanese version of the German "Enigma" encryption machine. This leads to U.S. forces anticipating the invasion of Midway and destroying the Japanese carrier fleet.

Δ Operation UNDERWORLD jointly launched by the FBI and the Mafia. The Mafia was to assist in guarding the eastern seaboard's waterfront from Nazi sabotage during the war.

1943: OSS field-tests the use of marijuana as a way to "loosen a subject's tongue" before interrogation. The results are promising.

Δ OSS enlists the Sicilian Mafia to act as scouts and provide intelligence for the Allied invasion of Sicily.

1945: WWII ends. President Truman disbands the OSS as unnecessary in peacetime and incompatible with a democratic society.

1946: The Central Intelligence Group (CIG) is established to coordinate existing military and civilian intelligence organizations.

Δ Civil Air Transport (CAT), later called the first "CIA airline," is created to support operations in East Asia. CAT is headed by General Claire Chennault, the former commander of the Flying Tigers.

1947: The National Security Act creates the National Security Council (NSC) and the Central Intelligence Agency (CIA). CIA absorbs the functions and staff of 1946's Central Intelligence Group.

1948: The CIA successfully manipulates Italian elections to prevent Communist and Socialist parties from gaining governmental power.

1949: For purposes of secrecy, the Central Intelligence Agency Act authorizes the exemption of the CIA's budget from the usual accounting and budgetary oversight of federal agencies.

Δ In France, the CIA supports the Catholic-dominated CFTC labor union while undermining the Communist CGT union.

Δ CIA organizes Radio Free Europe and Radio Liberty.

Δ CIA arms and supports Chinese Nationalist (KMT) troops exiled in northern Burma. By 1961, the KMT troops have settled into northern Burma as opium warlords and show no interest in liberating China from the Communists. The CIA cuts off support.

1950: The Secret Service foils attempt to assassinate President Harry S. Truman by Puerto Rican nationalists Oscar Collazzo and Griselio Torresola.

Δ FBI introduces its Ten Most Wanted List.

Δ Start of Project BLUEBIRD, a CIA program to assess the usefulness of hypnosis and drugs in mind control and interrogation. Experiments may have been carried out on North Korean POWs. Results of the project are inconclusive.

1951: The CIA begins its successful counterinsurgency campaign against the Huk rebels in the Philippines. Many CIA counterinsurgency techniques are tested for the first time, including the use of mercenaries and psychological warfare operations.

Δ CIA organizes Radio Free Asia in Taiwan.

1952: Project ARTICHOKE replaces Project BLUEBIRD as the CIA continues research into the usefulness of hypnotism, drugs, electroshock therapy, and sensory deprivation for inducing amnesia, planting post-hypnotic suggestions, or ensuring confessions. Field experiments performed in Europe. Results inconclusive.

Δ Secret presidential memo creates the National Security Agency. Most of the memo is still classified today.

1953: CIA taps East German Army HQ telephone lines with the "Berlin Tunnel." Operation is betrayed by British traitor George Blake.

Δ Operation AJAX—a joint CIA-MI-6 operation led by CIA officer Kermit Roosevelt—overthrows the Iranian prime minister, Mohammed Mossadegh, and returns the Shah of Iran to power.

Δ CIA-supported anti-Communist partisans in Lithuania and Ukraine collapse under assault by Soviet forces.

Δ Project MKULTRA replaces Project ARTICHOKE as the CIA begins to experiment with the usefulness of LSD and Mescaline as truth serums. Experiments are conducted on colleagues, in prisons, and on college campuses through cooperative psychology departments. The CIA cooperates with the Army Chemical Corps through a program called MKNAOMI.

Δ Dr. Frank Olson, a researcher with the Army Chemical Corps' Special Operations Group, commits suicide in New York after taking LSD as part of the CIA's MKULTRA program.

1954: The CIA operation TORCH overthrows Jacobo Arbenz, the leftist president of Guatemala, using a small exile-invasion force and massive propaganda.

Δ MKULTRA scientists branch out with sub-projects on toxins, poisons, bacteriological weapons, and irritants such as itching powders and stink bombs.

1956: CIA begins U-2 spy plane flights over the USSR.

Δ With MKULTRA Sub-Project 58, CIA tracks down the infamous Mexican mushrooms known as "God's Flesh" and begins to isolate the active ingredients. Chemist Albert Hoffman, inventor of LSD, isolates the chemical compound first and names it psilocybin.

1957: Vito Genovese's plans to become the Boss of Bosses are derailed when agents of the Federal Bureau of Narcotics and New York State police raid the underworld's Appalachian conference and convict him of conspiracy to distribute narcotics.

1958: A CIA paramilitary operation to support the rebel overthrow of the Sukarno regime of Indonesia fails.

Δ The CIA arms and equips secret army of Tibetan exiles in Nepal, organized around the Dalai Lama. After a few inconclusive incursions and sabotage missions, the operation is phased out in 1963.

1959: CIA involvement with a plot to overthrow Prince Sihanouk of Cambodia is discovered.

1960: U-2 pilot Francis Gary Powers is shot down over the USSR. The USSR exposes U.S. spying to the world.

Δ CIA begins forming its "L' Armee Clandestine" in Laos. The force includes thirty-five thousand Hmong and Meo tribesmen and seventeen thousand Thai mercenaries. The CIA airline Air America acts as this force's air arm. The operation ends in 1971.

Δ A CIA plan to assassinate the anti-Western prime minister of Zaire, Patrice Lumumba, is aborted when rebel troops murder him first.

1961: CIA launches the disastrous "Bay of Pigs" invasion of Cuba using a CIA-trained force of anti-Castro Cubans.

Δ CIA launches the first spy satellites.

Δ FBI's powers to investigate racketeering and organized crime expanded by President John F. Kennedy.

Δ CIA establishes JMWAVE, the CIA's secret station at the Naval Air Station in Opalocka, Florida. It is used to conduct paramilitary operations against Cuba. JMWAVE is closed in 1968.

Δ Operation FORTY, a CIA plan to kill Fidel Castro, is aborted after discovery by Cuban intelligence.

Δ Operation MONGOOSE, a CIA plan to overthrow the Communist regime in Cuba through a program of economic and military sabotage, is launched. Operation MONGOOSE is discontinued in 1966.

Δ CIA organizes Radio Libertad for broadcasts to Cuba.

Δ With operation THIRD CHANCE, the U.S. Army field-tests LSD as an interrogation tool in Europe.

1962: Deputy U.S. Marshals enforce the court-ordered registration of James Meredith, an African-American, at the University of Mississippi.

1963: The CIA helps overthrow and assassinate President Diem of South Vietnam. During the coup, Diem's loyal air force is kept grounded through the use of powerful laxatives supplied by CIA scientists.

Δ President Kennedy is assassinated in Dallas, Texas. Kennedy is the only president killed while under Secret Service protection.

Δ Project MKULTRA is replaced by Project MKSEARCH. MKSEARCH absorbs MKULTRA's sub-projects while continuing the behavioral and psychological research programs at considerably reduced budgetary levels.

1964: The infamous "Suicide Letter" is sent by the FBI to civil rights leader Dr. Martin Luther King, Jr., warning him that he would be exposed as an adulterer if he accepted the Nobel Peace Prize and suggesting that he commit suicide instead.

Δ CIA spends $2.6 million to defeat the candidacy of Salvador Allende for president of Chile.

Δ CIA provides B-26 and T-28 bombers with American and Cuban exile pilots to the government of Zaire to defeat nationalist rebels.

1966: A CIA secret army in Peru, trained and led by Green Berets, largely eliminates the Tupac Amaru guerrillas. CIA's army is later dismantled by the Peruvian government as a threat to its security.

1967: Bolivian rangers trained and advised by the CIA capture Cuban revolutionary Ernesto "Che" Guevara. Despite on-site CIA requests to keep Guevara alive for questioning, the Bolivians execute him.

1968: The Federal Bureau of Narcotics merges with the Bureau of Drug Abuse Control to create the Bureau of Narcotics and Dangerous Drugs (BNDD).

Δ James Earl Ray assassinates Dr. Martin Luther King, Jr., in Memphis, Tennessee.

Δ Sirhan Sirhan assassinates Senator Robert F. Kennedy in Los Angeles after Kennedy wins the California presidential nomination.

Δ The Secret Service's charter is expanded to cover the protection of major presidential and vice-presidential candidates during election campaigns.

1969: Operation PHOENIX, a CIA assassination program to eliminate the Viet Cong infrastructure in South Vietnam, is launched. It ends in 1975. It is estimated that twenty thousand Viet Cong, suspected Viet Cong, and sympathizers were assassinated.

1970: The Omnibus Crime Act puts the U.S. Marshal's Service in charge of witness protection and relocation.

Δ CIA launches Operation TRACK I to destabilize the Chilean economy and rally opposition against President Salvador Allende.

1971: Nixon's Chief of Staff, John Erlichman, organizes the "Plumbers" to plug the administration's leaks. The Plumbers include ex-FBI special agent G. Gordon Liddy and Howard Hunt, a former CIA case officer.

Δ The Secret Service begins protecting visiting heads of state and foreign dignitaries.

Δ The FBI officially disbands its infamous domestic counterintelligence program COINTELPRO. The program had been aimed at "disrupting" and "neutralizing" various political groups seen as threats to national security, including minority activist groups.

1972: The Bureau of Alcohol, Tobacco, and Firearms (ATF) becomes an independent agency. Prior to this, the ATF's duties were performed by the IRS.

Δ J. Edgar Hoover—director of the FBI from 1924 to 1972—dies.

Δ Project MKSEARCH terminated along with all (acknowledged) CIA research into bacteriological and chemical control of human behavior. Rumors persist that the CIA's Directorate of Science and Technology is still pursuing research in such fields as hypnotism, parapsychology, "psi-espionage," and, most importantly, selective memory destruction.

1973: The Drug Enforcement Administration formed and takes over the duties of the Bureau of Narcotics and Dangerous Drugs. Federal narcotics investigations move from the Treasury to the Justice Department.

Δ Two marshals are wounded and two Sioux are killed during the seventy-day occupation by American Indian Movement (AIM) militants of South Dakota's Pine Ridge Reservation.

Δ With Operation TRACK II, the CIA assists the Chilean military in the overthrow of Socialist President Salvador Allende. Allende is killed during the coup.

Δ CIA terminates Operation MHCHAOS, through which the CIA had collected and collated information on anti-Vietnam War protesters and even penetrated their organizations in an attempt to discover the groups' foreign (Soviet) backers. MHCHAOS represents the CIA's most serious violation of its no-domestic-operations charter.

Δ Director of Central Intelligence James Schesinger orders a report on all illegal or improper CIA activities known to the CIA. The seven-hundred page report remains classified and is known as "the Family Jewels."

1974: Six members of the Symbionese Liberation Army (SLA) die in a gun battle with the FBI and an LAPD SWAT team in Los Angeles.

Δ IRS Commissioner Donald Alexander, following revelations of "unconventional techniques" used to secure evidence in IRS operations TRADEWINDS and LEPRECHAUN, severely limits the IRS Intelligence Division's ability to conduct investigations. Most of the IRS's powers have since been restored, except the authority to conduct wire-taps.

1975: Patricia Hearst and three other members of the SLA are arrested in San Francisco by FBI agents.

Δ Two attempts are made on the life of President Gerald Ford. The first is in Sacramento by Lynette "Squeaky" Fromme, a former member of the Manson family. The second is seventeen days later when Sara Jane Moore tries to shoot Ford in San Francisco.

Δ For the first time, the Secret Service adds women to their assassin profiles.

Δ Two FBI agents and one member of the militant American Indian Movement (AIM) are killed in a shootout at the Pine Ridge Indian Reservation.

Δ The CIA begins its support of Joseph Savimbi and the UNITA rebels in Angola. Support will not be withdrawn until 1991.

Δ CIA station chief Richard Welch assassinated by extremists in Athens after his cover is blown by an American covert-operations magazine.

Δ With Project JESSICA, the CIA recovers half of a sunken Soviet Golf II diesel-powered ballistic missile submarine northwest of Hawaii.

1976: The Secret Service makes a record haul in the Bronx, New York City, from a counterfeiting ring that had produced twenty million dollars in bad bills.

Δ NSA convinces IBM to shorten its first publicly marketed data encryption chip, known as "Lucifer," down to a level of complexity that the NSA could decode if necessary.

1977: Navy Admiral Bobby Inman disbands Naval Task Force 157, a covert Naval intelligence operation. No explanation for terminating this highly successful operation is ever provided.

1978: Twenty-one former civilian agents of Naval Task Force 157 go to court to demand civil service benefits for their work with the Navy intelligence unit, which officially did not exist.

Δ IBM's "hobbled" Lucifer chip becomes the computer industry's Data Encryption Standard (DES). Privately produced encryption will not appear on the market until the 1990s.

1979: Operation EAGLE CLAW fails in its attempt to rescue the fifty-two American hostages in Iran, when a Marine helicopter crashes into its Air Force refueling plane. Five airmen and three Marines die.

Δ The CIA begins operations to arm and train the Afghan Mujaheddin to resist the Soviet invasion.

Δ Joseph Ryan kills a Secret Service agent at the Service's Denver office before being shot dead. He had previously been committed for trying to crash his car through the White House gates.

1980: The FBI begins use of lasers to detect fingerprints previously undetectable to chemicals or powders.

1981: John W. Hinckley, Jr., attempts to assassinate President Ronald Reagan in Washington, D.C., wounding the president and three others.

Δ FBI agents arrest Wayne B. Williams, subsequently convicted as the Atlanta child murderer.

Δ The CIA and the Army's Intelligence Support Activity (ISA) smuggle Christian Phalangist leader Bashir Gemayel back into Lebanon, circumventing a Syrian assassination plot.

1982: The ISA plays a role in the rescue of Brigadier General James Dozier from Italian terrorists.

Δ CIA personnel at the station in Tegucigalpa, Honduras, double as the CIA begins to train and equip the newly formed Contra rebels in Nicaragua.

Δ CIA-trained saboteurs begin a campaign of sabotage against the Sandinista government of Nicaragua.

Δ The FBI is given concurrent jurisdiction over the DEA.

Δ The CIA distributes "invisible ink" for hand stamps at voting booths in El Salvador to prevent retaliation by FSLN rebels against those who voted.

Δ Operation QUEENS HUNTER is launched, a joint CIA-ISA operation tracking FSLN rebels through their radio activity.

1983: CIA-trained seaborne commandos use mortars to ignite 3.4 million gallons of fuel in storage tanks at the Nicaraguan port of Cortino.

Δ Car-bomb attack in Beirut against the U.S. embassy kills eight CIA employees. A similar attack destroys the Marine barracks at the Beirut Airport and kills over two hundred U.S. Marines.

Δ Robert Kahl, head of the militant anti-tax group Posse Comitatus, is killed after a two-hour gun battle with the FBI. Kahl was wanted for the fatal shooting of two marshals.

1984: CIA-trained seaborne commandos mine Atlantic- and Pacific-coast Nicaraguan ports. Congressional outrage over the damage to non-Communist Bloc shipping, as well as repeated stories of Contra atrocities, results in the Boland Amendment, cutting off Contra military aid until 1987.

Δ National Security Council Director Admiral Poindexter orders Lt. Colonel Oliver North to arrange for "private" military assistance to the Contras. This operation would later be revealed to the public as the Iran-Contra scandal.

Δ CIA station chief of Lebanon William Buckley is kidnapped and tortured to death by Islamic terrorists.

Δ National Security Directive 145 charges the NSA with maintaining the security of the U.S. government's civilian computer systems.

Δ Robert Mathews, founder of the white supremacist group The Order, dies in a fire caused by an FBI tear gas grenade. Mathews was wanted for murdering Jewish talk-radio host Alan Berg, as well as robbing an armored car and shooting an FBI agent.

1985: The FBI uncovers the Walker family spy ring.

Δ An FBI and Justice Department investigation culminates in the indictment of the heads of New York City's five Mafia families. Four Mafia dons–Philip "Rusty" Rastelli, Carmine "The Snake" Persico, "Fat Tony" Salerno, and "Tony-Ducks" Corallo–are convicted under the new Racketeer Influenced and Corrupt Organizations Act (RICO). "Big Paul" Castellano

is assassinated by his successor John Gotti to prevent Castellano from becoming a government witness.

Δ DEA agent Enrique Camarena tortured to death by drug dealers in Guadalajara, Mexico.

Δ Major Arthur D. Nicholson, a member of U.S. Military Liaison Mission to East Germany, is shot dead by a Soviet sentry while touring a Soviet Army base.

Δ CIA stops organizing El Salvadoran anti-guerrilla units who track FSLN rebels in the mountains.

Δ CIA Operation TULIP begins support for the anti-Quaddafi National Front for the Salvation of Libya.

1986: This is the bloodiest day in FBI history: two agents killed and five wounded during a brief shootout with bank robbers in Miami. Both bank robbers are killed.

Δ The CIA receives authorization to arm and train the Mujaheddin in the use of Stinger anti-aircraft missiles.

1987: 1984's National Security Directive 145 is withdrawn; the NSA now only oversees security for Department of Defense computer systems.

1988: The Soviets withdraw from Afghanistan. The CIA's Afghan operation is touted as a major success.

1990: The U.S. Marshals Service arrests Gen. Manuel Noriega in Panama City in Operation JUST CAUSE.

Δ The Secret Service raids Steve Jackson Games and confiscates several computers. The Secret Service was under the misapprehension that the in-development *GURPS Cyberpunk* RPG sourcebook was a computer crime manual. SJG files a lawsuit in response, aided by the non-profit Electronic Frontier Foundation.

1991: This year brings a massive intelligence community mobilization of assets and resources during the Gulf War with Iraq. The CIA is widely criticized for its underestimation of the effectiveness of the Allied air war and for its failure to locate either the Iraqi SCUD missile launchers or Saddam Hussein. CIA Director William Webster resigns due to these failures.

Δ After three unsuccessful attempts, the FBI and the Justice Department finally convict John Gotti, head of the Gambino crime family, of federal offenses.

1992: Fugitive white supremacist Randy Weaver surrenders to FBI agents after an eleven-day standoff. The initial attempt by U.S. Marshals to arrest Weaver resulted in a shootout that claimed the life of one marshal as well as Weaver's wife and son. Right-wing fringe groups (such as militias) point to this incident as a clear example of outrageous and actionable behavior by the federal government.

Δ The FBI arrests Sol Wachler, the Chief Justice of the Supreme Court of New York, on charges of extortion and conspiracy to commit kidnapping.

Δ The FBI unsuccessfully lobbies Congress to outlaw the use of DES encryption chips in digitized cellular phones. The DES encryption chip provides anyone (including criminals) with secure communications.

1993: Two CIA employees are murdered outside the front gates of the CIA's Langley headquarters. The gunman, Mir Aimal Kansi, is still at large and believed to be in Pakistan.

Δ Steve Jackson Games wins its lawsuit against the Secret Service arising out of the seizure of computers and other property.

Δ A special agent of the Fish and Wildlife Service, disguised as a gorilla, arrests a Mexican zoo director in Miami on charges of purchasing an endangered species without proper license.

Δ Four ATF agents and as many as ten Branch Davidian cultists die near Waco, Texas, during the initial attempt to serve a warrant on the cult's leader, David Koresh, for federal firearms violations. Fifty-one days later, the FBI's attempt to flush the cultists out of their fortified compound with tear gas results in the deaths of ninety-three cult members. This incident further spurs the militia movement of right-wing extremist groups in the U.S.

Δ The World Trade Center bombing kills six and injures one thousand. The FBI charges Sheik Omar Abdel Rahman and fourteen others in the bombing, and in a conspiracy to commit further acts of terrorism in the Manhattan area.

Δ CIA case officer Freddie Woodruff is accidentally killed in Tsibili, Georgia, during an attempt to kill the Georgian Minister of the Interior.

Δ ATF Director Stephen Higgins announces his resignation because of disputes over the findings in a report that criticized the ATF's role in the Waco fiasco.

Δ President Clinton names retired admiral Bobby Inman to take over as Secretary of Defense. Inman has served as Chief of the ONI, Director of the DIA, Deputy Director of the CIA, and Director of the NSA.

1994: Admiral Bobby Inman withdraws his candidacy for Secretary of Defense.

Δ Aldrich Ames, CIA head of Soviet Counterintelligence, and his wife are arrested by FBI for spying for the Soviet KGB and its successor agency in Russia, the SVRR, since 1985.

Δ The Clinton Administration continues to back the FBI and NSA as they lobby the computer and telecommunications industry for standardization of encryption technology for both digital telephones and computer data. The Digital Signature Standard (DSS) and the "Clipper Chip" were both designed by the NSA to provide a back door for law-enforcement officers to crack otherwise-unbeatable encryption.

Δ The DSS is adopted by the federal government as its data security standard. Communications corporation RCA adopts DSS as its standard for secure satellite communications and AT&T replaces the DES encryption chips in their cell phones with "Clipper Chips."

Δ Frank Corder dies by crashing his single-engine plane into the White House. There are no other fatalities and minimal damage to the White House.

Δ Francisco Duran is arrested for spraying the White House with gunfire. His defense that he was attacking a "strange mist" on the White House lawn does not prevent his being convicted for attempting to assassinate President Clinton.

1995: CIA Director James Woolsey resigns amid criticism that his handling of the Aldrich Ames spy case did not lead to enough firings and dismissals.

Δ World Trade Center bombing mastermind Ramzi Ahmed Yousef is extradited to the U.S. from Pakistan. He was located by a joint CIA/FBI operation.

Δ Sign of the Times: the FBI opens a liaison office in Moscow and an FBI Law Enforcement training center in Budapest, Hungary.

Δ A truck-bomb explosion at the Alfred P. Murrah Federal Building in Oklahoma City, Oklahoma, kills 168 people and wounds four hundred. Initial suspects—Timothy McVeigh, and brothers Terry and James Nichols—have possible connections to the nationwide collection of anti-federal government movements known as the militias.

Δ The Unabomber, whose bombs have killed three and wounded twenty-three since 1978, mails his anti-technology manifesto to *The New York Times, The Washington Post,* and *Penthouse*, promising to refrain from more attacks if his manifesto is printed.

Δ The Secret Service is granted permission to close Pennsylvania Avenue to street traffic in front of the White House in order to protect the presidential residence from potential car-bomb attacks. Shortly thereafter, Leland Modjeski jumps the White House fence armed with an unloaded firearm. A Secret Service uniformed officer and Modjeski are wounded by a single gunshot fired during his capture. That same week, another man attempts to breach the White House's security and is arrested without incident.

Δ FBI arrests Malcolm X's daughter, Qubilah Shabazz, on suspicion of planning to assassinate Nation of Islam leader Louis Farrakan. Charges are later dropped in exchange for assurances that Ms. Shabazz would seek drug and psychological counseling.

Δ New anti-terrorism legislation passes Congress, giving the FBI broader authority to investigate organizations that advocate the violent overthrow of the U.S. government.

1996: Charges of check forgery, fraud, and threatening public officials lead the FBI to attempt to arrest the leaders of a group of anti-government radicals known as the Freemen. The group's leaders refused to surrender and a standoff at their compound near Jordan, Montana, lasted several weeks, culminating with the peaceable surrender of the Freemen to the FBI.

Δ The publication of the Unabomber's manifesto leads the FBI to arrest Ted Kaczynski, a former UCLA-Berkeley professor who has lived a hermit-like existence outside Lincoln, Montana, for the past twenty-five years. Bomb-making material and extensive plans and journals link Kaczynski with many of the bombings.

Δ Former CIA Director (and former Director of the CIA's Project PHOENIX during Vietnam) William Colby drowns while canoeing on the Potomac River.

Δ A pipe bomb in Centennial Park explodes during the Olympic Summer Games in Atlanta, wounding dozens and killing one. The FBI focuses its investigation on the man who found the bomb—security guard Richard Jewell, whose life is quickly turned into a media circus. The investigation eventually exonerates Jewell, and the FBI is highly criticized for leaking Jewell's identity to the press.

Δ The FBI continues its crackdown on armed militia groups. Seven members of the West Virginia Mountaineer Militia are arrested after Ray Looker, a leader of the group, tries to sell a blueprint of the FBI Fingerprint and Database Center to an FBI agent posing as a Mideast terrorist. Three members of the Georgia Republic Militia go on trial for manufacturing pipe bombs. Twelve members of the Arizona-based Viper Militia are arrested on charges of conspiracy to bomb federal buildings.

Δ TWA Flight 800 explodes. A massive FBI, FAA, and U.S. Navy search operation begins, which salvages most of the passengers and significant sections of the aircraft from the waters off Long Island. Early evidence suggests some kind of explosive device, raising the spectre of terrorism on U.S. soil.

DELTA GREEN

NO LONGER HAMPERED BY BUREAUCRATS, THEY DIRECTED A KILL-'EM-ALL POLICY MOTIVATED MORE BY SPITE THAN PRAGMATISM.



Delta Green

Adam Scott Glancy with John Tynes

DELTA GREEN'S OFFICIAL EXISTENCE BEGAN ON JUNE 16, 1942, when it was established as a psychological-warfare unit within the Office of Strategic Services. It survived the disbanding of the OSS and continued to perform its curious duties as a special office operating directly under the Joint Chiefs of Staff. Delta Green's official existence came to an end on January 23, 1970, after a disastrous Delta Green operation in Cambodia brought the organization to the attention of its masters in the Pentagon, most of whom had apparently forgotten about the organization's existence. But the history of Delta Green begins much earlier, in 1928, and its influence continues to this day.

Genesis

The genesis of Delta Green was the raid on Innsmouth. During the winter of 1927-1928, a group of U.S. Treasury Department agents (led by Special Agent Wade of the Secret Service) conducted an investigation of the population of the small Massachusetts town of Innsmouth. The Treasury Department's report was presented to President Calvin Coolidge by the Secret Service. Having once ordered a similar round-up of "Reds" while serving as Governor of Massachusetts, President Coolidge authorized the raid on Innsmouth under the code name Project COVENANT. The Department of the Navy–in the form of the Office of Naval Intelligence, the U.S. Marine Corps, and the U.S. Coast Guard–was brought in to provide the manpower and firepower needed. The Justice Department's Bureau of Investigation, in the form of its director J. Edgar Hoover, was brought in to provide the legal authority to seize the "suspected aliens and seditionists" for deportation. Organizational delays resulted in the raid being launched in February, 1928. (See Chaosium's *Escape from Innsmouth* for details.)

Following the raid, the Secret Service and Treasury Department presented President Coolidge with photographic evidence of the "curious condition" of the town's population. Artifacts demonstrating a pagan religion amongst the townspeople were also presented to the president and his cabinet. The Office of Naval Intelligence didn't want to present its full report until all the materials gathered in the raid could be analyzed and translated. In light of this evidence, the Coolidge administration decided to wait for Project COVENANT's final report before deciding on any further action.

After the raid, the ONI had retained custody of the 200 or so Deep One hybrids they'd captured. The ONI also seized a copy of the log of Obed Marsh's ship, the *Sumatra Queen,* along with a Marsh family history dated 1862, two copies (one badly burnt) of the Mythos book *Ponape Scripture,* and five conical stone tablets (about 50 pounds each) inscribed with glyphs. Also recovered were incomplete translation notes for the strange glyphs, compiled over many years by Robert Marsh, one of the townspeople. Robert Marsh was killed by Marines while resisting arrest, so the tablets remained undecipherable until the ONI turned to the Black Chamber.

The Black Chamber

The Black Chamber was a joint War and State Department signals intelligence and cryptography unit that had operated during WWI as Section 8 of Military Intelligence (MI-8). During the 1919 Versailles negotiations, the Black Chamber–operating as MI-8–had provided communications security for the U.S. Later, at the 1922 Washington Naval Conference, the Black Chamber broke the Japanese code and provided crucial intelligence to the U.S. Needless to say, the ONI was impressed with the abilities of the Black Chamber. The ONI decided to turn the tablets and seized papers over to the Black Chamber's cryptographers for translation. The Black Chamber's cryptographers received the tablets in April 1928, and by November 1929 they had completed their translation of the tablets they called the *Book of Dagon.* Their report would be Hoover's first exposure to the Innsmouth situation, and the news was not welcome.

The Hoover administration was very busy in 1929. First, the Japanese were bucking against the limits imposed on their navy by the Washington Naval Conference and were charging the Americans with negotiating in bad faith when the Black Chamber intercepted Japanese diplomatic radio traffic during a crucial U.S.-Japan summit. This scandalized the Black Chamber. Then, following the St. Valentine's Day Massacre, the Treasury Department and the Secret Service were under heavy pressure from Herbert Hoover to bring Al Capone to justice. Finally, on October 24, 1929, the stock market crashed.



The Raid on Innsmouth.

It was particularly bad timing that the Black Chamber was ready with its finished report on the five tablets on November 2, 1929, a week after the crash. The exhausted President Hoover was not in a receptive mood. It was his opinion that "these cryptography eggheads" had ruined a perfectly good naval treaty with Japan and now were telling fairy tales about aliens under the sea. He ordered Secretary of State Henry L. Stimson to disband the Black Chamber. Using the Washington Naval Conference scandal as cover, and declaring that "gentlemen do not read each other's mail," Stimson disbanded the Black Chamber. Hoover then had Andrew Mellon, the Secretary of the Treasury, reassign the Secret Service and Treasury agents of Project COVENANT to the Chicago and Midwestern Prohibition units. J. Edgar Hoover, desperate to placate the administration, claimed to have seen nothing unusual during his participation in Project COVENANT. Excepting the Deep One hybrids and strange artifacts that Hoover had seen, this was basically true. Sensing the Administration's mood, the ONI's officers covered up any knowledge or evidence of supernatural events, despite the fact that their officers and men had seen more of Innsmouth's horrors than any of the other participants. The Naval Intelligence officers were particularly concerned because of the implications for U.S. naval supremacy presented by the possibility of an aquatic, hostile civilization. The Treasury Department, the Justice Department, and the White House could delude themselves into ignoring this threat, but the Navy could not. The implications for Naval operations were too terrible. The Office of Naval Investigation moved their Project COVENANT veterans to the ONI's P4 Division, more commonly called P Division.

P Division

P Division's full title was the Parapsychology, Paranormal, and Psychic Phenomena Division, and its primary mission during WWI was investigating bizarre and inexplicable phenomena. After Project COVENANT, P Division scoured the world for more information about beings like the ones encountered in Innsmouth. It was headed by Marine Colonel James Whelan, the ranking military officer of Project COVENANT. P Division quietly obtained the services of as many former Project COVENANT Treasury Department personnel as possible, along with those cryptographers who had translated the *Book of Dagon*. It also collected the books and papers seized in the raid and shifted the captured hybrids to a prison facility disguised as a Naval air station in southeastern Arizona. From 1929 to 1942, P Division collected materials such as *An Investigation into the Myth-Patterns of Latter-Day Primitives, with Especial Reference to the R'lyeh Text* (1913) and *Cthulhu in the Necronomicon* (1938), both by Dr. Laban Shrewsbury, as well as *Polynesian Mythology* (1906), *The Prehistoric Pacific in the Light of the Ponape Scripture* (1911), and *The Zanthu Tablets* (1916)—all by Professor

Harold Hadley Copeland. The search for intelligence about the Deep Ones led to a wider picture of alien organisms living in the benighted depths of the sea. Not everyone at P Division was convinced that there were other horrors besides the Deep Ones, but the hybrids collected at the Arizona containment facility were an unpleasant reminder that nothing was impossible. Numerous artifacts connected to the hybrids were recovered; and the hybrid prisoners were studied, but without much success. Those that died in captivity were subjected to extensive post-mortem examinations. Naval expeditions crossed the globe looking for evidence of other Deep One colonies.

The ONI's P Division succeeded in disrupting two Deep One colonies. The first incident took place in 1930 on a small island in the Philippine archipelago that was found to be infested with hybrids. A raid by U.S. Marines and Filipino scouts shattered the island's organization and defenses. When the general location of the Deep One undersea colony was ascertained, the U.S. Navy took depth charges and dropped them on a certain coral reef. Muslims from nearby islands, who had long suffered from the hybrids' depredations, came to the island after the Marines left with their prisoners and finished off those cultists who had escaped the round-up. Captured cultists and hybrids were imprisoned at the secret Arizona containment facility. The second incident took place in 1933 on the Pacific coast of Nicaragua. P Division officers, undercover as Marines assigned to track the anti-U.S. rebel Augusto Sandino, discovered a fishing village that had only just begun to adopt the teachings of the Esoteric Order of Dagon. The round-up of villagers was bungled when P Division relied on the soldiers of dictator Anastasio Samoza's National Guard to seize the village. The village was put to the torch, resulting in a massacre of all the villagers and the loss of any information or artifacts. However, by using certain techniques learned from the *Ponape Scripture* (*i.e.,* using the spell Contact Deep Ones), P Division lured a number of Deep Ones into an ambush. Several nearby reefs, considered likely sites for Deep One cities, were hit with more depth charges, to no obvious effect.

Later, anti-Deep One operations near the ruins of Innsmouth used the Contact spell in an attempt both to acquire more Deep Ones for study and to learn the locations of Deep One colonies. While the locations of no new Deep One colonies were ever discovered in North America, numerous specimens (albeit slightly damaged) were acquired for anatomical examination. Furthermore, P Division felt that if these creatures were ambushed often enough, perhaps they would be deterred from answering genuine summonings by members of the Esoteric Order of Dagon. Other, more dangerous spells from the book (Contact Father Dagon and Contact Mother Hydra) were never attempted, for obvious reasons. P Division also conducted operations in the continental U.S. against groups of cultists whenever they were discovered. Often the overworked and



P Division, making new friends in Nicaragua.

underfunded P Division investigators arrived after action by local authorities or "concerned citizens" had already taken place; investigators of the Mythos thwarted many cult actions before P Division could get involved.

The Office of Strategic Services

Following the Japanese attack on Pearl Harbor on December 7, 1941, President Franklin D. Roosevelt ordered Wall Street lawyer and WWI recipient of the Congressional Medal of Honor Colonel William J. "Wild Bill" Donovan to organize a covert warfare and espionage arm for the U.S. war effort. Donovan scoured the eastern universities as well as prisons and military intelligence branches for the requisite talent, even visiting England to obtain the advice of the English Secret Intelligence Service. After several months of unofficial existence, the new intelligence service was christened the Office of Strategic Services, or OSS, in June 1942. The OSS answered directly to the Joint Chiefs of Staff, and while it was a military intelligence unit, it was staffed by a large number of civilians. Interference from J. Edgar Hoover prevented the OSS from operating in the United States or in Latin America. General Douglas MacArthur similarly resisted the OSS's operating in "his" Pacific theater. The OSS therefore kept out of MacArthur's island-hopping campaign and concentrated their efforts on mainland Asia, particularly in China, Burma, and Vietnam. Other OSS operations were concentrated in occupied Europe and North Africa. Eight thousand personnel served with the OSS during WWII.

In February of 1942, Donovan–now promoted to Major General–was approached and briefed by Lt. Commander Martin Cook of P Division. Lt. Commander Cook went very easy on the supernatural aspects of P Division's work. Instead, Cook made Donovan aware of the intense interest that the Nazis had in the occult. P Division had discovered a paranormal research department within the SS. This SS department was named the *Karotechia,* and it was organized within the Ancestral Heritage Research and Teaching Foundation (*Ahnenerbe* for short). The Ahnenerbe was part of SS Chief Heinrich Himmler's personal staff and operated out of his personal HQ at *Wevelsberg* castle (Himmler's vision of the SS Camelot). The Ahnenerbe's duties included archæological and anthropological research designed to support the Nazi racial and political doctrine. Unlike the Ahnenerbe, the Karotechia was devoted to researching the occult and the paranormal for anything that might help the Nazi war effort. Cook pointed out that the British had lured Reichsmarshal Rudolph Hess to England by getting Hess's personal astrologer to predict that Hess would capture England singlehandedly. Cook also pointed out both Adolf Hitler's and Himmler's personal interest in the occult, as well as the many superstitions still held by high-ranking Japanese officers. Donovan was impressed by the potential use of the occult in psychological warfare operations and moved to have P Division fully incorporated into the OSS. The new division was given a special "eyes only" security clearance, DELTA GREEN EYES ONLY. While P Division continued to be the division's official name, its members began to refer to it simply by the security clearance designation: Delta Green.

The Karotechia

Under the leadership of the newly promoted Commander Martin Cook, Delta Green set about disrupting and countering the SS Karotechia's intelligence-gathering operations, under the guise of researching and conducting psychological warfare operations. Many of the operations involved recovering or destroying books and artifacts that the Karotechia may have had an interest in. Professors of antiquity, anthropology, and the occult were consulted as to what kind of materials the Karotechia might be looking for. The Middle East was one of the fiercest battlegrounds in this unseen war. Undoubtedly, many an archæologist would shed bitter tears if he knew how many ancient texts, artifacts, and sites were destroyed by Delta Green to deny them to the enemy.

Allied agents close to the SS and Ahnenerbe provided little insight into the Karotechia, which was closed even to the highest-ranking SS officers. The only thing that was certain was that the SS was afraid of the Karotechia. Experiments were being performed that required huge "test subject" requisitions from Auschwitz and Treblinka. What happened to these "test subjects" was a mystery even to SS officers intimately involved with every aspect of the Final Solution. It didn't surprise Delta Green's P Division veteran when they discovered the Nazis were sacrificing the "test subjects" to curry favor with the same sea creatures P Division had raided in Innsmouth nearly fifteen years before. Delta Green's first major operation of the war involved a joint operation between airborne commandos and French partisans, disrupting one of the Karotechia's mass sacrifices on the coast of France in late 1942.

Following the surrender of Germany, the U.S. and Soviet intelligence services raced to get their hands on German nuclear physicists, V-2 and jet aircraft engineers, and former intelligence officers. Delta Green was no exception to this mad scramble. A Delta Green operation code-named SUMMER BREEZE put a team into Soviet-occupied Germany to seize or destroy the Karotechia's voluminous files and personnel before they were found by Stalin's NKVD secret police. Most Karotechia researchers could not be located, and those whom they did find were judged unfit for extraction and were "denied to the enemy"–in other words, executed. Several hundred pounds of documents were recovered from the "Reichsmarshal Himmler's Eyes Only" section. The files were noteworthy for the chronicle of disaster they revealed. The Karotechia's researchers had indeed discovered awesome powers, but not the means to control them.

Delta Green discovered a connection to Operation WEREWOLF in the Karotechia's files. WEREWOLF was an SS operation to organize partisans to resist the occupying Allied armies. According to the Karotechia's files, WEREWOLF was going to give up without a fight. The German people were simply too exhausted to fight on. Therefore a secret order bypassing SS chain of command was sent to the Karotechia from Adolf Hitler. The Karotechia was to link up with what was left of WEREWOLF and recreate the "accident" that had destroyed the Naudabaum Castle in Bavaria.

Delta Green found Naudabaum Castle, or at least where it used to be. The mountain it sat on had been partially scoured away. The nearby lake showed extremely high levels of alkaline, and every pine tree on the slopes of the mountain had fallen away from the summit, as if pressed down by some horrendous weight. 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 was to the U.S. Army's test of the atomic bomb.

Recovered documents seemed to indicate that the "accident" was some sort of interdimensional "rip" in the fabric of space-time. How the "rip" was created was less obvious and seemed to be connected to some kind of alien non-euclidian geometric principles.

For three horrifying months in 1945, Delta Green fought the last battle of the European war against WEREWOLF under the aegis of Operation LUNACY. The "accident" was never recreated, and Operation WEREWOLF was obliterated in a series of covert actions that cost the lives of many agents–and uncovered undreamt-of horrors.

Roswell

President Truman's disbanding of the OSS on Oct. 1, 1945, temporarily disbanded Delta Green. However, when something crashed in the New Mexico desert on June 24, 1947, Delta Green's alumni were called in. The object appeared to be the wreckage of an alien spacecraft, or "flying saucer." Three dead occupants were found nearby, and one living alien was recovered. The crash occurred during a thunderstorm, and this was thought to be what brought it down.

The shock of seeing science fiction become science fact was enough to prompt President Harry Truman to set up Operation Majestic Twelve (sometimes known as MJ-12 for short) both to analyze the wreckage and to cover up the crash and the government's knowledge of the existence of extraterrestrials. Delta Green's alumni lobbied President Truman to reestablish Delta Green as well–this time known officially as Delta Green rather than P Division. Its new mission would be "to conduct such activities as were necessary to deny the use of alien technologies by any foreign power." After its war with the Karotechia, Delta Green had developed a very broad definition of "alien technology."

Post-War Operations

The reconstituted Delta Green–now officially under that name–operated under the cover of an interservice military intelligence unit specializing in psychological warfare, and reported directly to the Joint Chiefs of Staff. In January of 1948 Delta Green launched Operation SOUTHERN HOSPITALITY, to hunt down and eliminate any former Karotechia

A Difference of Opinion

The saucer crash at Roswell led to the creation of Majestic-12 and the resurrection of Delta Green–but it also marked a divergence in their philosophies. Almost from the beginning, they wanted nothing to do with each other.

Truman created Majestic-12 to deal with the saucer crash at Roswell, and some of the more career-oriented Delta Green veterans signed up. A little later, Truman only agreed to reinstate Delta Green because he wanted to deny the use of alien technology (especially future crash sites) to the enemy. He expected that Delta Green would track UFO incidents, particularly overseas, and make sure that the U.S. stayed ahead of the intelligence curve.

Delta Green went along with this officially, but unofficially, aliens were the last thing on the remaining agents' minds. Their experiences were in Deep Ones, Nazi occultism, and paranormal phenomena–things that Delta Green considered to be very much terrestrial, and all-too-often connected with corrupt humans. Flying saucers and little gray men held no interest for the reborn Delta Green, and those agents who were fascinated by such things had joined Majestic-12 anyway.

It quickly became clear to the Joint Chiefs of Staff that Delta Green didn't think UFOs were worth the effort. Their early success in Nazi-hunting in South America bought them a reprieve from reprimand, and soon Delta Green was officially relieved of UFO-related duties; those duties were handed off to Majestic-12. For once, both Majestic-12 and Delta Green were happy.

From that point forward, the two organizations had a poor opinion of each other. Majestic-12 considered Delta Green to be a bunch of buffoons intent on keeping the glory days of WWII alive by busting bad guys around the world on flimsy evidence. Delta Green considered Majestic-12 to be a bunch of eggheads who couldn't see that the real threat to humanity was right here on Earth. This early division further compartmentalized intelligence that, if seen as a whole, could have explained much about the alien presence on Earth. Instead, thanks to bureaucratic in-fighting the truth is still obscured.



The Karotechia was Delta Green's most fearsome opponent.

members in South America. In the first year, one former Karotechia researcher was found living in Montevideo, Uruguay, and another in the Chaco region of Paraguay. Both were still active in their "research." SOUTHERN HOSPITALITY's most spectacular operation took place in 1952 on the Antarctic continent in the area known as Queen Maud's Land. Three former Karotechia researchers with the assistance of the Argentine dictator Juan Perón were attempting to unearth "something" that would provide the key to a genetic engineering project. A company of U.S. Army paratroopers under Delta Green assaulted the Argentine Antarctic expedition. None of the Argentines or Karotechia researchers and only a handful of U.S. paratroopers survived. The excavations were sealed with explosives and the dead paratroopers were reported killed in action in Korea.

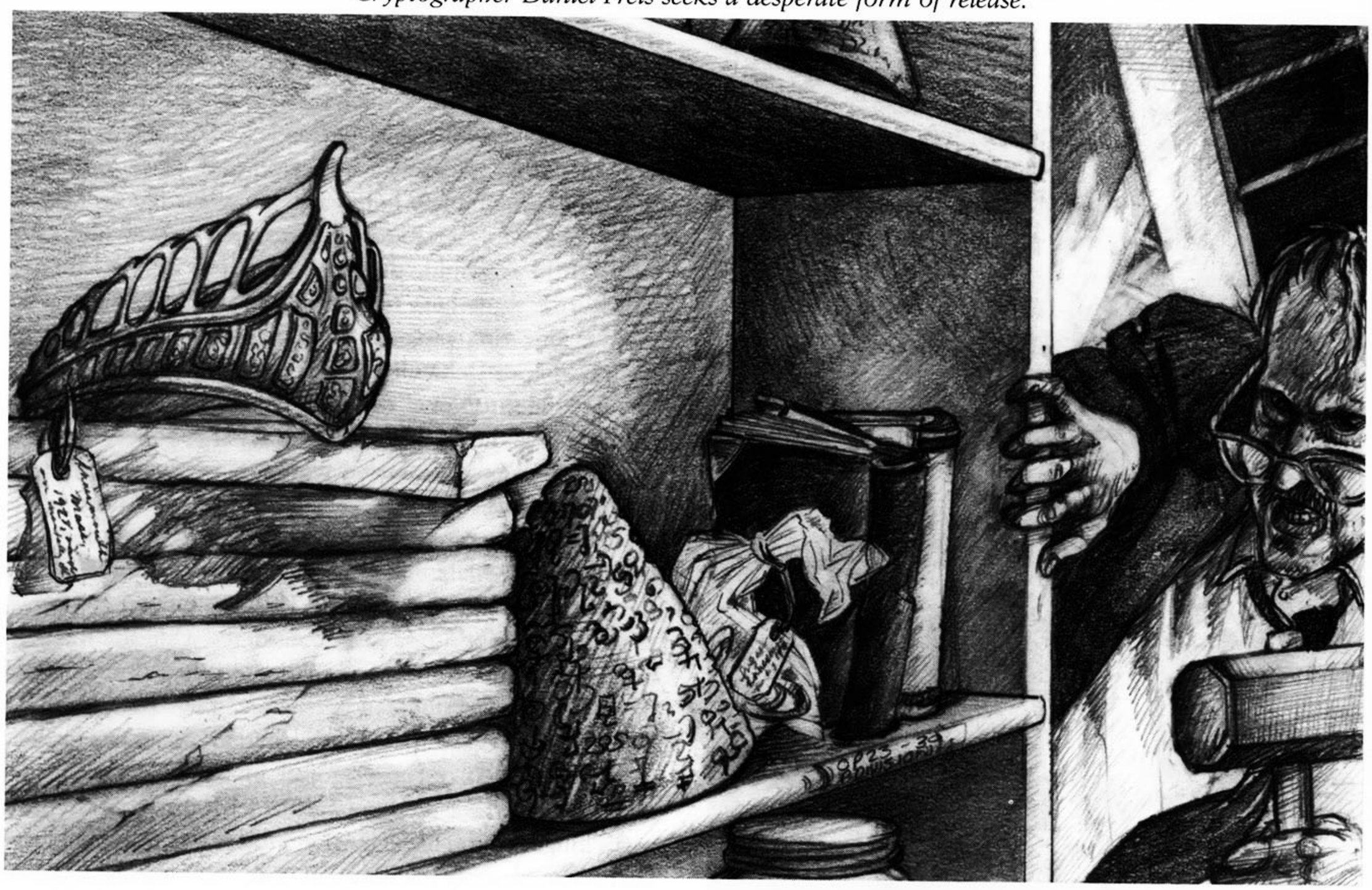
In February of 1953, Delta Green's Operation SIC SEMPER TYRANNIS ended in the deaths of all but one of the six-man Delta Green team. This was judged a success, since the operation had been considered a suicide mission. Following an insertion by submarine on the Arctic coast of the USSR, six Delta Green agents and their four Aleut Eskimo guides crossed the eastern Siberian mountains to their target, an NKVD research project in Novosibirsk. The research, under the direction of a former Karotechia scientist, was a longevity and life extension project that the ailing Josef Stalin was intensely interested in. The surviving Delta Green agent reported that the team had struck just in time. As for Josef Stalin, he died one month later in March of 1953.

Loss and Gain

In January of 1955, disaster struck Delta Green. Daniel Freis, one of the Black Chamber cryptographers who had translated the *Book of Dagon* in 1929–and Delta Green's most gifted researcher–suffered a mental breakdown and went on a rampage in Delta Green's archives. When the resulting fire was brought under control, it was found that all the materials seized from Innsmouth by Project COVENANT had been destroyed. Freis had also smashed the conical stone tablets to bits with a sledgehammer. There was also a great deal of damage done to most of the P Division materials. The loss of these irreplaceable artifacts was a serious setback; almost fourteen years of research and investigation was destroyed.

In May of 1959, Delta Green lost another important member. Navy Commodore Martin Cook, Project COVENANT veteran, commanding officer of ONI's P Division and Delta Green's commanding officer since it was created in 1942, was confined to the psychiatric wing of Bethesda Naval Hospital. The diagnosis was a complete mental and physical collapse brought about through overwork and extreme nervous exhaustion. In 1963, Cook was released from Bethesda and returned quietly to his ranch in Montana where he lived until his death in 1968 of natural causes. He was not active in Delta Green during this final period.

Cryptographer Daniel Freis seeks a desperate form of release.



To replace the losses of the 1950s, Delta Green recruited from academia and the military, bringing twenty-six new members into the organization in 1961. These were the last people to be brought fully into the central Delta Green organization, now known as the Delta Green Steering Committee. Throughout the 1960s, Delta Green began to tap other federal intelligence and law-enforcement agencies for personnel. This was not just when raw firepower was needed, but also when investigations had to be conducted. When some event came to Delta Green's attention, personnel would be given temporary Delta Green clearance and be briefed on the essential, "need-to-know" details of the mission. After participating in the operation, the survivors would have a small, green delta (Δ) attached to their personnel files. Once so marked, these Delta Green "friendlies" would be called on whenever they were in the general vicinity of a crisis or investigation, or when their particular talents were needed. The result was that Delta Green grew less centralized, with individual members possessing the *de facto* authority to mount operations without the foreknowledge of the Delta Green Steering Committee. This "cowboy" policy would later cost Delta Green greatly.

Further Operations

On April 10, 1963, the USS *Thresher* nuclear attack submarine sank with all hands, 100 miles east of Cape Cod, Massachusetts. Delta Green could not help but notice that this was in the general vicinity of the ruins of Innsmouth. The investigation that followed led to the discovery that the Deep One colony under Devil's Reef was not destroyed by the submarine attack in 1928. Operation RIPTIDE finished the job started thirty-five years earlier, with air-dropped anti-submarine warfare weapons and depth charges. The operation was seriously hampered by the loss of the Project COVENANT and P Division documents in 1955.

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 Mule'le' rebels were turning away from Marxist-Leninism and back to tribal mysticism for their answers. The Simba and Mule'le' rebels had embraced an ancient and evil religion in their desperation to throw out the Europeans and planned to "summon their God Ahtu to devour their enemies." In Operation KURTZ, Delta Green agents succeeded in preventing a dimensional "rip" similar to the one planned by the Karotechia in 1945. Since the dimensional rip never opened, it is unknown how destructive it may have been.

Delta Green had long maintained an interest in naval disasters, particularly the loss of submarines. German naval archives were scoured by Delta Green after WWII, and one chilling event from WWI was revealed. A manuscript in a bottle, purporting to be the log of Lt. Commander Karl Heinrich, captain of the Imperial German Navy's U-29 sub-

marine, was found washed ashore on the Yucatán peninsula in 1919. U-29 had been missing since June of 1917 and was presumed lost. The captain's log described the crew's descent into madness and murder after the U-29 sank to the bottom of the Atlantic following a mysterious engine explosion. Also described was a crumbling undersea city crowned with a strangely luminescent temple. Other events in the log suggested the participation of the Deep Ones in the disabling of the U-29. While many other ships and subs were lost without a trace during the First and Second World Wars, no other case so obviously suggested the involvement of undersea intelligences.

When the French submarine *La Sybille* vanished without a trace in the western Mediterranean in 1952, Delta Green made inquiries with the French navy. Nothing substantial was learned, primarily because the French stonewalled the investigation. The loss of three submarines with all hands in 1968 prompted another Delta Green investigation. The Soviets lost a Golf II ballistic missile sub near the Hawaiian islands; the nuclear attack sub USS *Scorpion* was lost near the Azores; and the French diesel-powered attack sub *Minerve* went down in the western Mediterranean. The results of these inquiries were also inconclusive, but some Delta Green members were convinced that something in the vicinity of the western Mediterranean was attacking submarines. A Delta Green operation planning to use the 1970 western Mediterranean NATO maneuvers as cover was cancelled when Delta Green was placed under investigation by the Pentagon in 1969. Many former Delta Green members are particularly bitter about the operation being cancelled, because in 1970 the French lost the diesel sub *Eurydice* in the same area and the Soviets lost a November-class nuclear sub off the northwest coast of Spain.

Vietnam

As the war in Vietnam heated up, many members of the CIA and the military intelligence branches found themselves encountering strange events in the steaming jungles of Indochina. Many found themselves granted Delta Green clearance. As early as 1965, Delta Green was concerned with the character of some of the "anti-communist allies" the CIA was finding among the hill tribes of the region. While the CIA's Hmoung, Meo, and Motanyard allies were savages and opium smugglers, the CIA's Tcho-Tcho mercenaries were worse–they were unfathomably sadistic, as well as being avowed cannibals. Despite the Tcho-Tchos' rabid hatred of the Communists (the North Vietnamese Army had apparently destroyed an important Tcho-Tcho religious site while carving the Ho Chi Minh trail out of the Laotian and Cambodian jungles), Delta Green advised the CIA against arming and training the despicable tribesmen. Predictably, Delta Green's warning was ignored. The CIA never admitted it had made a mistake arming the Tcho-Tchos, even after it became obvious that the Tcho-Tchos 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 than the Tcho-Tchos festering in the jungles of Indochina. In Laos, Cambodia, and Vietnam, Delta Green detected some of the same signals it had felt in the Belgian Congo in 1964. The Pathet Lao, Khmer Rouge, and Viet Cong were becoming so hard-pressed by American firepower and counterinsurgency tactics that they 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 Mule'le' god Ahtu and the Khmer Rouge god Angka–whose name was also used for the title of the Khmer Rouge's political party. Angka made Delta Green very, very nervous. Something would have to be done.

The End?

In November of 1969, a Marine colonel with Delta Green clearance launched an operation into Cambodia against a temple devoted to bringing Angka down to Earth. The mission, organized without Delta Green approval, was a complete disaster. Nearly 300 U.S. servicemen were killed. The survivors fought their way back across the border, found the Marine colonel who sent them in, and killed him. In May of 1970, when U.S. and South Vietnamese troops invaded Cambodia, they were met with stiff resistance from the well-prepared Viet Cong and Khmer Rouge. Delta Green was blamed for tipping off the guerrillas and was investigated by the Joint Chiefs of Staff. After the embarrassment of the 1968 Tet offensive, the revelations about the secret bombings in Laos, and the My Lai Massacre, the Pentagon did not want to have to explain to Congress about what Delta Green was doing in Cambodia seven months before the official invasion. The decision was made to sweep the entire incident under the rug and disband Delta Green.

On January 24, 1970, DELTA GREEN clearance and classification were officially deactivated, and those little green triangles were removed from hundreds of personnel files. There are people who remember those little stickers on those government files, and they even remember how they stopped seeing them around 1970, but few ever knew for sure what they were for or why they were removed. Soon Delta Green faded into little more than a bureaucratic myth. However, this would not be the end of Delta Green.

Rebirth

That same summer of 1970, forty federal officials who had previously held Delta Green clearance met secretly and unofficially in Washington. The subject of their meeting was to determine what was to be done about the supernatural

threat to national security now that Delta Green was disbanded. Some were aware of Majestic-12's existence and didn't believe MJ-12 was geared toward handling the paranormal threat. Other Delta Green alumni believed that, because of MJ-12's orientation, any supernatural threat to national security might be viewed by MJ-12 as a potentially exploitable resource. Delta Green had been oriented towards destroying the supernatural and the occult, not finding ways to harness their powers.

The forty former Delta Green members decided to quietly reestablish contact with other active government officials who had possessed Delta Green clearance and let them know that Delta Green was back in business, albeit unofficially. Slowly old contacts were renewed and old alliances reforged. Delta Green's first "unofficial" operation was to arrange for several flights of B-52 bombers to stray off course and "accidentally" bomb every identified or suspected Tcho-Tcho village in Indochina off the map. By Christmas 1971, Delta Green was back in business with no budget, no headquarters, no staff, and no files. In fact, in some ways, things worked even better than before.

Initial Reorganization

From 1970 until very recently, there was no Delta Green organization. Delta Green existed as an unofficial and secret fraternity of federal law enforcement, intelligence, and military personnel. Delta Green itself had no funding, but those who were 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, in various capacities, for other organizations such as the FBI, the CIA , the USAF, the IRS, etc. They were "assigned" to a Delta Green Operation (or Op) by their Delta Green-member supervisors, who camouflaged their activities as being part of their regular duties.

There were no regular meetings, no headquarters, no executive steering committee, etc.; members simply contacted each other when their respective agency stumbled on something that Delta Green was better equipped to handle. In other words, Delta Green was little more than an *ad hoc* assembly of people "in the know," an old-boys-network, with no central command. When one member happened upon something, he contacted a few others who might be able to help, and together they dealt with the situation.

The result, predictably, was dead agents. Deprived of a central command and a central intelligence collective, Delta Green agents typically went into operations with no knowledge other than that of the current situation. Delta Green's policy towards paranormal events was a scorched-earth one: stop what's going on, destroy all evidence of it, and leave no trace behind. The information gained by one group might have been of tremendous (even life-saving) use to another–but without a way to transfer that information, and without



When the CIA chose the Tcho-Tcho as allies, things didn't go as planned.

a centralized command to distribute it, the information was lost. So were many lives, though numerous incidents were successfully contained by the reborn Delta Green.

This suited the old guard. By and large, they were bitter old men disenchanted with their government, who felt that only they knew what was going on, and that the best solution in any situation was to destroy the situation utterly. No longer hampered by bureaucrats, they directed a kill-'em-all policy motivated more by spite than pragmatism. This continued for the first fourteen years of Delta Green's new unofficial, illegal existence—a period about which little is known, and much is suspected.

Fairfield

In February of 1994, U.S. Army Major General Reginald Fairfield (retired) was assassinated in his home by members of DELTA, a wetworks branch of the Majestic-12 organization—the organization formed by President Truman to deal with extraterrestrials in the aftermath of the Roswell incident. MJ-12 outlived Delta Green and exists to this day, having "successfully" made contact with the aliens and negotiated an accord with them. Fairfield had been a member of Delta Green (officially and, later, unofficially) for decades and was one of the old masters of the group that kept it going after it was officially disbanded. He had been investigating MJ-12 for some time, and apparently had learned enough that he was seen as a threat. This was the first direct action taken by MJ-12 against Delta Green, and suddenly things were very different.

Because of its structure and membership, Delta Green was not equipped to make any sort of rapid response to Fairfield's assassination. By 1994, only forty former members of the "official" Delta Green still lived. Of these, only half were still in government service, and almost all were due for mandatory retirement in the next ten years—the old guard had done little to recruit new agents throughout the 1980s. There were over two hundred people in government service who had served on at least one Delta Green operation of some kind. There were, perhaps, another two hundred retired government officials who had served Delta Green in the past. Retired members were sometimes called on for Delta Green ops, but their usefulness was limited by their lack of official standing. There were many thousands of Delta Green "friendlies" inside and outside government service. Delta Green friendlies were people who knew a Delta Green member but did not necessarily know of that member's affiliation with Delta Green nor of the group's existence; they did know of the member's interest in the "weird" cases or events that turn up from time to time. Friendlies did nothing more than pass on the information of the case or event to the Delta Green member.

Realizing the threat posed by MJ-12 to the autonomy of the federal government, to the safety of the general public, and to the continued existence and operations of Delta Green in particular, Professor Joseph Camp (an aging OSS and Delta Green veteran working as a librarian in the Library of Congress' research division) decided it was time for a change, and over the next several months he convinced the rest of Delta Green's old guard that one was due. The growing paranoia and corruption of MJ-12 had become a major concern, and it was time for Delta Green to become something different. By the fall of 1994, this change was underway and Delta Green was reborn yet again.

Delta Green Today

Delta Green remains an unofficial, illegal conspiracy within the federal government, just as it has been since 1970. The group's internal organizational structure has changed, however, to one modeled on the classic cell structure of organized conspiracies—and specifically on the structure used by OSS-organized partisan groups formed to fight the Axis during World War II.

Each member of Delta Green is a member of a three-person cell consisting solely of active agents. (Note, however, that though not all agents work in the field, they are all fully a part of Delta Green.) The members of each cell know the other two members of the cell by their names and occupations. The members of all other cells, however, are known by code names. These names are assigned alphabetically by the top cell, beginning with the same letter per cell and descending alphabetically. The members of the top cell of Delta Green, therefore, are known as Adam, Andrea, and Alphonse. There are never more than twenty-six cells active, resulting in a maximum total of seventy-eight active agents. All members of a given cell know the code name of the leader of the cell above theirs as well as the code name of the leader of the cell below theirs. Ideally, this prevents any cell member from directly betraying anyone besides the members of his or her own cell.

Communication between cells is supposed to be conducted through electronic mail whenever possible (using code names only), and all such mail is encrypted and routed through multiple anonymous computer servers that prevent any form of tracking as long as the servers are not physically compromised. Phone contact is permitted, but such calls are supposed to be placed through an automated central encrypted telephone router. Agents who need to contact other agents outside their cell either send email to one of the servers or place a call to the router. They only need to provide the code name of the desired recipient (putting it in the address of the email message, or typing it into the telephone keypad if calling), and their communication is routed and encrypted automatically. The phone and email server/routers are as secure as modern technology allows, and their physical locations are known only to the members of the top

cell–and no one cell member knows all the locations. Should any one cell member be compromised, that member will not know enough about the locations of the server/routers to stop the lines of communication from continuing. The encryption used is unbreakable by current methods, so long as the physical security of the servers is maintained.

In practice, of course, things aren't this perfect. Most Delta Green teams involved in an operation are composed of more than three agents, and naturally agents within a team learn each other's names and occupations. However, teams are formed of cells not directly adjacent to each other whenever possible, to minimize damage should an agent be corrupted or interrogated. 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, the knowledge of actual identities will peter out and the organization's integrity will be maintained. Hopefully.

Besides the active agents among the seventy-eight possible positions, there are the aforementioned Delta Green friendlies. These individuals do not take a code name and are not part of any cell structure. Many friendlies know little or nothing of Delta Green and are simply contacts made by individual agents who appear to be on a routine assignment as far as the friendly is concerned. Some friendlies do know about Delta Green, however; all contact with such friendlies is supposed to be routed through clandestine email or phone contact by the central computer systems. Agents are encouraged to use their code names when dealing with DG-aware friendlies whenever it is possible. In the field, however, such distinctions blur and some friendlies become *de facto* agents–and may eventually be recruited as full agents. Friendlies with that level of contact are still insulated from the Delta Green cell structure as much as possible, however, and are given no names besides those of the agents they usually deal with.

A third classification, that of inactive agents, exists only informally. Inactive agents are agents who are no longer active, due to retirement, mental instability, criminal incarceration, or other reasons. These are officially considered friendlies, unless of course they left Delta Green under unfriendly circumstances (in which case they're considered Bad News). Inactive agents are not members of the cell structure and have relinquished their old code name–assuming they were even in Delta Green post-1994 and therefore had one. Besides these people, there are individuals targeted as potential recruits for Delta Green agenthood. Such people are also considered friendlies, but when openings in the cell structure occur, these people are brought on board as full agents of Delta Green.

It isn't a perfect system, but it has worked so far. Delta Green's leaders realize that a full-scale investigation into their activities would inevitably destroy Delta Green, and the best they can do is to keep things quiet enough to prevent any such investigation from occurring. The organization's wide range of contacts means that most normal investigations into the organization's existence and structure would be quickly discovered and (hopefully) misdirected or stopped before they went very far.

Unfortunately, it is clear to Delta Green's leadership that the most likely source for such an investigation is Majestic-12, and Delta Green has no reliable lines of information coming from that area. For this reason, Delta Green has set its sights on gathering as much intelligence as possible on MJ-12 and its activities. Professor Camp and the other leaders of Delta Green hope that when push comes to shove, Delta Green will have accumulated enough incriminating evidence on MJ-12 that they can blackmail its leaders into backing off. Only time will tell if they're right.

Goals & Beliefs

At present, Delta Green's statement of purpose is as follows:

- Δ To protect the citizens of the United States from threats originating with paranormal phenomena.
- Δ To maintain the security of the United States from paranormal threats.
- Δ To gather intelligence on paranormal phenomena.

High-level Delta Green agents might well add a fourth goal to that list: To uncover those aliens active on Earth who are collaborating with elements of the government, and to eliminate the threat posed by those elements to the autonomy of the federal government and to the authority of the Constitution of the United States. What this means is that Delta Green's leaders want to expose and destroy Majestic-12. MJ-12 is aware of this goal and considers Delta Green to be a serious threat to national security and to the ongoing alliance between the federal government and the aliens. For more information on this topic, see the *Majestic-12* chapter.

Many Delta Green agents hope that the organization could become an official part of the federal government again, and rationalize their illegal actions by believing that one day, all such actions will be forgiven and accepted as appropriate. Such agents place a premium on gathering intelligence, in the hopes of eventually presenting a persuasive case to the executive branch that will result in the reinstatement of Delta Green as an official organization.

Other agents relish the cowboy nature of the organization and have considerable empathy for the scorched-earth policy of old. They have little interest in gathering information and prefer to resolve situations through irreversible action. To these agents, the best intelligence that can be retrieved is "no survivors, no evidence." Many of these agents have a bitter attitude towards the government and believe that it is up to self-reliant, responsible individuals to do what the government is unwilling to do or incapable of doing.

One of the many secrets buried in the vaults of the ICE CAVE.



Still other agents are passionate crusaders for truth. They believe that Delta Green is doing a disservice to the American people by keeping knowledge of paranormal phenomena a secret, and that the organization should seek to expose such phenomena to the world at large for the safety of all. These agents are in the extreme minority. Delta Green's leaders believe (at present, at least) that such a decision is beyond even the self-defined authority of Delta Green, and that such authority truly belongs within the executive branch. As a result, most agents recruited into Delta Green fit one of the previous two profiles; agents fitting this latter profile are more likely to be friendlies rather than agents, whose knowledge of the big picture is limited and whose viewpoints are not shared by the majority of the Delta Green organization.

Agents

Delta Green agents—those among the seventy-eight—come from many different areas of the government, nearly all of which have law-enforcement powers even if the individual agents don't. (Some Delta Green agents are simply researchers, bureaucrats, or specialists within law-enforcement organizations.) About half come from just a handful of organizations: the FBI, the CIA, and the DEA. The other half come from areas as diverse as the IRS, the National Park Service, the Department of Commerce, the U.S. Postal Service, and many more. Agents are almost exclusively drawn from government agencies with law-enforcement powers, so that their activities can be camouflaged under legitimate law-enforcement functions even if the particular agent does not have law-enforcement authority. (Agents such as Professor Joseph Camp of the Library of Congress, which has no law-enforcement authority, are very rare.) Any number of other government organizations are represented by Delta Green friendlies; many of these latter organizations don't have law-enforcement powers but do have particular specialties and areas of knowledge that are of use to Delta Green.

The typical Delta Green agent is a career federal employee in his or her middle to late thirties, with at least ten years' experience in law enforcement. Delta Green makes law-enforcement experience a high priority during agent recruitment, rightly figuring that only those intimately acquainted with the statutes, procedures, and bureaucracy of law enforcement can successfully and consistently circumvent them during a Delta Green operation. In addition, possessing relevant law-enforcement authority and credentials is vital in executing operations and ensuring the cooperation of citizens and local law enforcement. Finally, the paranormal threats faced by Delta Green agents present genuine dangers to the lives of agents and citizens alike, and individuals with law-enforcement training are believed to be better-suited to this hazardous fieldwork than others with different training would be. Fewer than two dozen of the seventy-eight Delta Green agents do not carry a badge and a gun as part of their day-to-day work.

Friendlies

On the other hand, Delta Green friendlies are frequently a different breed. There are more than 250 such friendlies, and only a quarter of those are people with law-enforcement powers. The rest are an eclectic mix of researchers, scientists, academics, bureaucrats, politicians, and civil servants. Delta Green friendlies come from all walks of life; a friendly might be anyone from a postal carrier to a retired general to a New Age store owner. All friendlies are kept track of by Delta Green's top cell, which keeps notes as to their career status, location, and areas of knowledge; 80% of all friendlies are federal employees.

(Should Delta Green's databases be compromised by an investigation, the friendlies would be the first and easiest targets, as all of their records are stored on each server/router. They are the unwitting sacrificial lambs of Delta Green. The organization's leaders hope that the daunting task posed by investigating 200+ federal employees, most of whom have little or no knowledge of the organization and have committed few transgressions, will stall any such investigation for a lengthy period and give the real agents time to deal with the investigation properly. No friendlies and only a handful of agents are aware of this grim but expedient stratagem.)

The majority of friendlies are simply contacts made by Delta Green agents—contacts who have assisted with an investigation indirectly, and who have some knowledge of paranormal phenomena but no knowledge of Delta Green. These contacts have recognized the existence of the paranormal and have done what they could to deal with whatever situation is at hand, usually through remote consultation and analysis of evidence (whether forensic, financial, or whatever). Typically, such friendlies believe they are assisting in a legitimate, secret investigation and will abide by whatever instructions they are given regarding the clandestine nature of their duties, up to and including hiding such duties from their superiors, colleagues, and subordinates.

A minority—perhaps 20%—of Delta Green friendlies are *de facto* agents, individuals who have directly participated in an operation as a team member. Such friendlies know of the existence of Delta Green, but they believe it is a legitimate organization and believe that their actions are sanctioned by the government. Friendlies can only learn of Delta Green's unofficial and illegal status if an agent informs them, and while Delta Green's leaders insist that there had better be a damn good reason for doing so, it sometimes occurs out of simple camaraderie or to impress upon the friendly the importance of the threat at hand and the need for secrecy. Most often, friendlies who are aware of Delta Green's true status have been indoctrinated due to MJ-12 involvement in a situation; Delta Green's leaders have agreed that direct MJ-12 involvement constitutes a need-to-know situation, as it means that said friendlies may be engaging in direct (even lethal) action against members of their own government.

Operations

The overriding standard operating procedure that Delta Green agents follow is that of scrupulously maintaining the secrecy of their participating in Delta Green ops. It is most important to have cover stories to explain an agent's absence from his usual work. The best way to cover up an agent's participation is dictated by the idiosyncrasies of the individual agency. A Delta Green operation involving FBI agents might be disguised as a "Bureau Special." CIA or military intelligence agents might work under the cover of conducting a "black op" outside the country. When a Delta Green agent is killed, the agent's employer might list that agent as MIA in some place like Nepal or Peru, or the agent's death could be covered up as training accidents or misadventures that occurred while the agent was on "administrative leave."

Delta Green agents also ensure that their operations leave no "bureaucratic footprints," or paper trails, in the records and files of their agencies. Most Delta Green ops will usually leave some bureaucratic trace, and covering them up too diligently can draw attention to them. Usually a Delta Green operation will appear as a hastily sanctioned operation, perhaps a little light on documentation, producing inconclusive results. In extreme cases, members of Delta Green have doctored their agency's records or substituted counterfeit files for files that might have revealed too much about a Delta Green operation. At all times, evidence of paranormal activity is explained away in the official reports.

As often as not, Delta Green does not launch the investigation or mission itself. Often some other agency—such as the DEA or EPA—is conducting an investigation into events which come to the attention of a Delta Green member. That Delta Green member then kicks the relevant information up to the top cell, who subsequently ensure (through the actions of other cells) that either responsibility for the case is shifted to an agency with more Delta Green agents, or that Delta Green agents are assigned to the investigation. The motivation and lines of reasoning of those Delta Green agents attached to the investigation typically diverge widely from those of the official investigators.

Hybrid-Delta Green ops are often used when Delta Green does not have enough manpower or firepower to get a particular job done. Since the end of its official existence, Delta Green can no longer mobilize the resources for an operation like the 1928 raid on Innsmouth. Instead, Delta Green members sometimes have to manipulate other agencies into doing their work for them. A good example of a hybrid Delta Green operation was the ATF raid on the Branch Davidian compound near Waco, Texas, in 1993—a raid that was also the last major operation under Delta Green's old "cowboy" organization.

Delta Green agents had been investigating fringe religious groups for some time, and found connections between the Branch Davidians and two religious sects with sin-



Why Deep Ones no longer respond to Contact spells.

ister occult ties. The involvement of the Davidians in Mythos activity was never established, but the agents forged ahead anyway. They learned of the Davidians' violations of federal firearms laws and tipped off the ATF. By the time the standoff was underway, only a handful of ATF and FBI agents on the scene were DG-aware.

The Waco inferno was a disaster of the sort Delta Green was all too familiar with. Still, Delta Green's old guard considered it a successful hybrid operation. Delta Green's involvement was not exposed, a legitimate agency did the grunt work, and whatever threat existed at Waco was eliminated. Of course, no intelligence could be gathered from the ashes to demonstrate whether an occult threat was even present–but that didn't matter much to Delta Green in 1993.

Anecdotes aside, hybrid ops serve a function other than the exploitation of large-scale resources. They are often used to spot talented and open-minded federal officials who might make good recruits for Delta Green.

Recruitment

Like any fraternity, Delta Green recruits new agents from among their friends or from among people with skills or experience they need. Usually Delta Green only recruits people who have had some kind of paranormal experience or who have encountered evidence of things or events beyond the explanation of conventional science. Either that, or the person being recruited must have skills or access to materials desperately needed by Delta Green. Recruiters for Delta Green do not attempt to convince a potential recruit of the existence of the paranormal, no matter what evidence may be at hand; Delta Green's leaders strongly believe that an individual must first make a personal commitment to belief in the paranormal before he is ready for recruitment into the organization.

There are a few of the old-time Delta Green agents who do nothing but sift through the files of their respective agencies looking for reports that have a certain "paranormal bouquet." However, reports describing paranormal events in explicit terms (*e.g.*, "My partner was eaten by zombies.") indicate that the agent filing the report may not have the discretion to be initiated into Delta Green. Once an appropriate-smelling case has been dug up, the person filing the report is researched from birth to his current position. Then the recruit is approached about a "sensitive security matter" and asked to go over the incident that caused him to file the report that drew the attention of Delta Green. The interviewers do their best to worm the real facts of the incident out of the recruit. If the recruit did indeed experience something that he has no logical explanation for, he is "tagged" as available to be sent on a Delta Green operation.

This first Delta Green operation is camouflaged so that the recruit believes he is participating in an ordinary operation for his respective agency. The recruit is temporarily reas-

Some say the Karotechia still exists.



signed from his usual duties along with one or two initiated Delta Green agents to perform a Delta Green operation. After the recruit's second taste of the paranormal, he is sent back to his regular assignments, with strict orders not to mention what happened to anybody. The recruit is then placed under observation to see how he handles the experience. If the recruit doesn't go shooting his mouth off, start seeing a psychiatrist, or pick up a nasty prescription barbiturate habit following the operation, then the recruit is tagged for another pass. If the recruit didn't perform up to expectations, he is never approached again.

Assuming the recruit still looks suitable, the next pass is made several months later. A Delta Green supervisor inside the recruit's agency gives him a regular assignment, completely unconnected with Delta Green. However the approach and the "temporary reassignment" are designed to give the recruit the feeling that he is going to be up against something weird again. If the recruit doesn't go jumping at shadows, doesn't attach paranormal explanations to every occurrence, and competently performs his mission, he will be given his introduction to Delta Green. If the recruit fails this test, he is adjudged to be "of the wrong temperament" for Delta Green and is never approached again.

The introduction is performed by the supervisor who originally pulled the weird report the recruit filed. When the recruit arrives at this next clandestine meeting, he is greeted by a number of other Delta Green agents as well. Usually there is at least one representative from the FBI, the CIA, the NSA, the DIA, and the three military intelligence branches. The intent is to dazzle the recruit with the sheer number of Top-Secret security clearances. The recruit is then given a highly edited version of Delta Green's history and an explanation of its mission: to protect the citizens of the United States from paranormal threats, to maintain the security of the United States from paranormal threats, and to gather intelligence on paranormal phenomena. The recruit is then asked if the organization can call on his services sometime. The recruit is given contact instructions for the Delta Green agents who took him on his first operation (under their code names) so that he can alert Delta Green to anything unusual he encounters. The recruit is introduced to other Delta Green agents as needed, and only by their code names if the contact is going to be brief.

At this point the recruit is led to believe that Delta Green has official sanction from the government. In fact, perhaps as many as 15% of Delta Green's agents at any given time are unaware that the organization has no official sanction. Eventually, the new agent either stumbles upon the truth or is told by another Delta Green agent. By that time, the new agent is in too deep and has seen too much to back out. By the time the new Delta Green agent knows the truth, he has probably passed on Top-Secret information, misappropriated government funds and equipment, and deliberately falsified or destroyed government reports to cover up

his involvement in these highly questionable activities. He is subject to all manner of federal prosecution if these facts are ever discovered. The threat of prosecution is not held over the new agent, unless it has to be; the agent is never threatened with assassination, but it is an option. Usually most Delta Green members understand that the threats they face are worth the cover-ups that go along with the work.

Intelligence

The question "What does Delta Green know?" is one that must be resolved by the Keeper. The current in-transition nature of Delta Green–from a cowboy, scorched-earth group to an organized, information-gathering conspiracy–allows the Keeper maximum flexibility in setting up a campaign and providing the investigators with only the resources appropriate to the plot needs of the scenario. If the investigators are facing a Fire Vampire, Delta Green may well have files that would be helpful–or not. It's up to the Keeper.

In broad strokes, Delta Green's meager central files (assembled primarily by Professor Camp) focus on two main areas: the Deep Ones and the Greys.

Delta Green's knowledge of the Deep Ones is consistent with what has been presented elsewhere in this chapter. Stated briefly, Delta Green recognizes the existence of an amphibious humanoid civilization dwelling primarily underwater, which is inimical to humans outside of its purpose to use them as breeding stock. These creatures make use of magic and/or technology unknown to most humans. They are secretive, and they seem to have little interest in conquest or expansion; their primary goal seems simply to be survival and propagation of their race. They are known for corrupting isolated seaside communities, turning important members of such communities towards the worship of strange aquatic deities/entities, and encouraging the interbreeding of Deep Ones and humans. Deep One hybrids (the offspring of such matings) appear human for their first twenty or thirty years of life, generally speaking, before their Deep One genes begin to transform them into an amphibious creature and instill in them a psychological attraction to the sea. The Deep Ones are perhaps one of Earth's few remaining indigenous cultures that have retained their autonomy and way of life; were they not so alien, so hostile, and so rarely encountered, Deep Ones would become the darlings of anthropologists worldwide. The current actions and plans of the Deep Ones are difficult to guess, however, as there have been only five known sightings of Deep Ones or reports of Deep One activity since the mid-1970s.

The Greys are another matter. Their existence is common knowledge–or at least common folklore–among citizens, especially given the popularization of UFO and conspiracy folklore in the last few years. Delta Green knows that the Greys have presented themselves as peaceful (if enigmatic) beings from a dead planet who seek friendly contact with Earth and, especially, with the government of the United States. In practice, this means that the government agrees to cover up the Greys' activities on Earth–including a wide variety of experiments that violate the rights of U.S. citizens–in exchange for information on superior technologies and other such benefits. The principal group within the government who deal with the Greys is known as Majestic-12, or MJ-12; this group has nearly complete autonomy within the

The Other Question

Besides asking, "What does Delta Green know?", the Keeper also has to ask, "What do Delta Green agents know, and what can they be told?" The answer boils down to, "Whatever you want." There's no rank in Delta Green, other than the fact that there are the three key leaders in Cell A. Seniority does count for something, but there's no given point in your career as a Delta Green agent where the leaders hand you *The Big Book of Secret Knowledge* and allow you to read it.

In the course of an investigation, an agent can put in a *general request* for information. This request is made directly to Cell A and should consist of a report on the current situation. Email (through DG's secure routers) is the preferred form of communication. Cell A will check their files, and may contact other agents who have had similar experiences.

The end result is that the agent gets a call in twenty-four to forty-eight hours. The call can be from Cell A, with either some sort of information or a response that nothing was found, or it can be from a fellow agent or friendly who can relate his or her own experiences in a similar matter. Note, however, that the interpretations Cell A makes in deciding what files could be relevant may be faulty; for that matter, there may be surface similarities but nothing more.

Agents can also make *specific requests*. Such requests are usually for more-mundane information. Examples might include personnel files on government employees, classified documents, immigration records, a particular piece of history or folklore, *etc.* Specific requests are usually filled in twelve to eighteen hours and should also be made by secure email.

Keep in mind that players should not use general and specific requests as a crutch. The support of Delta Green is an important part of the campaign and the Keeper shouldn't make it worthless, but agents who barrage Cell A with niggling requests will receive a stern warning to be more selective. The more contact there is between Cell A and individual agents, the greater the risk of discovery. Cell A requests don't have to be the option of last resort, but neither should they be a substitute for player initiative and deduction.

government. MJ-12 has negotiated a treaty with the aliens which allows the aliens to operate within the U.S. with the complicity of the government. Delta Green believes that the Greys are not who they say they are, and that they may well be a terrestrial race akin to the Deep Ones who have adopted the guise of the Greys to better interact with humans (Delta Green is only half right). Delta Green also believes that the Greys have corrupted MJ-12 to their own ends, and that the aliens are using MJ-12 to advance their own secret agenda.

Besides these two areas, any information Delta Green has on paranormal activity is sketchy at best. Obviously, Delta Green has many friendlies experienced with traditional paranormal phenomena such as poltergeists, psychic powers, and the usual gamut of fringe weirdness. The forces of the Mythos are another matter. Delta Green has no understanding of the Mythos as such, and instead assumes that Deep Ones and other such Mythos entities are simply part of the larger paranormal world that might as well include Bigfoot as Cthulhu. Delta Green may have files relating to some portion of the Mythos, but correlations among Mythos phenomena are rare at best. With centuries of human folklore and superstition to wade through, who can tell the Mythos from the rest of the strange stuff that has gone on in our world? Delta Green can't, so far.

Conclusion

Delta Green's continued survival hinges on secrecy, and in particular it hinges on not ticking off MJ-12 too much. MJ-12 has a great deal of power and could destroy Delta Green if it needed to. So far, that need has not been felt, and Delta Green would like to keep it that way for the time being.

Delta Green investigates a wide range of phenomena; only a small portion of such investigations deal with the Greys and MJ-12. Delta Green looks into phenomena ranging from hauntings to disappearances to cult activity and much more. Given this latitude, almost any scenario can be constructed for Delta Green agents to get involved in.

MJ-12 is a shadowy threat, and many (perhaps the majority) of Delta Green agents know little or nothing of the group's existence and/or purpose. Most agents have heard of MJ-12 through UFO conspiracy theories, of course, but many dismiss the idea of MJ-12's existence as no more credible than theories that Elvis is alive. These agents focus on other forms of paranormal threats, particularly those dealing with cult-related activity. History has shown that a handful of marginalized fanatics are capable of wreaking much destruction, whether in Innsmouth or Cambodia. In addition, the actions of lone maniacs with paranormal interests can result in terrible events. It is threats such as these that make up the bread and butter of Delta Green ops.

Delta Green's future is uncertain. Most agents believe that the group will operate illegally for a long time to come, and few realize how close Delta Green really is to getting into a clandestine war with MJ-12. Should even a single group of agents screw up, the whole organization could be compromised. For this reason, new agents are chosen carefully, and the distribution of information is limited. Agents on an operation that gets into Grey/MJ-12 activities, for example, might be provided with only limited intelligence from Delta Green's leaders, to prevent the agents from taking their investigation too far up the MJ-12 chain of command. The leaders of the group must weigh requests for intelligence carefully–the need for vital intelligence necessary to complete a mission with a minimum of danger has to be balanced against the secrecy that the group must maintain.

Given the seeming rise of paranormal phenomena in the last few decades and increased alien activity, Delta Green agents are certain to be kept fairly busy. It's a big world out there, and behind it lurks an unseen world that offers terrible threats to life and sanity. Delta Green has the thankless task of keeping that unseen world at bay–whatever the cost.

Innsmouth Survivors

Several Deep Ones and hybrids captured in the raid on Innsmouth are still in the hands of the government–but not even the government really knows it. They're kept at a facility in the Atomic Energy Commission's reserve at Los Alamos known as YY-II, or the ICE CAVE. This same facility is better known for hosting a living Grey from 1947-1981.

The Innsmouth survivors have been catatonic since the early 1940s, driven mad by their decade-long forced separation from the ocean and the call of Cthulhu. Their lives are maintained, and they do not seem to age, but no one besides the personnel of ICE CAVE knows they're still around. No one's even *asked* about the prisoners since the 1960s, but ICE CAVE was charged with storing them indefinitely and store them they do. Access to the prisoners is governed by security clearance COVENANT, a clearance that dates back to 1930. Today, no one besides the ICE CAVE personnel possesses that clearance; those who had the clearance in years past have long since retired or died, and with the Deep Ones catatonic for so long the clearance has been forgotten by everyone but ICE CAVE.

There are Delta Green agents who know about the Deep Ones, and they may know that the government once had living specimens. But of course, they think that's ancient history and those beings must be long dead or destroyed. The forgotten prisoners still live, all but buried in the nuclear catacombs beneath the New Mexico soil. The ocean is far, far away.



If you do not have COVENANT clearance, please remove this page and destroy it.

DELTA GRE

Timeline: Delta Green

Adam Scott Glancy

1917: Office of Naval Intelligence establishes P Division.

July 1927: Robert Martin Olmstead flees Innsmouth, Massachusetts, after learning of long-term Deep One infiltration of the town and interbreeding with its residents. Treasury agents begin an investigation of Innsmouth.

February 1928: The Treasury Department and the Department of the Navy launch Project COVENANT, which concludes with a massive raid on Innsmouth and the bombing of the Deep One underwater city of Y'hanthlei at Devil's Reef.

November 1, 1929: Treasury Department Project COVENANT agents are reassigned, and the Black Chamber is disbanded. ONI's P Division absorbs most of the Project COVENANT and Black Chamber personnel.

1930: P Division raids the island of Piedra Negra in the Philippines archipelago. Five hundred prisoners are taken and a huge trove of artifacts related to the Esoteric Order of Dagon is recovered; the operation is touted as a major success.

1933: P Division raids the fishing village of Agua Verde on Nicaragua's Pacific coast. The operation yields no operational intelligence or prisoners. A few artifacts are recovered and added to P Division's collection.

1933–1942: P Division mounts no more large-scale operations during this period, and instead confines its work to small-scale investigations inside U.S. territory.

February 12, 1942: Lt. Commander Martin Cook, P Division commanding officer, briefs OSS chief Major General William J. Donovan on P Division's experiences with the supernatural and the occult. Cook recommends P Division be merged with the OSS. Donovan agrees, and within a week it's done. The new organization is known unofficially as Delta Green, after the security clearance created for the group.

February 1942–October 1945: Delta Green battles the SS Karotechia during the war in Europe.

December 1942: Delta Green commandos and French partisans raid a meeting between Karotechia agents and representatives from a Deep One colony off the coast of Cornwall. The Nazi attempt to open a dialog with the Deep Ones is disrupted.

June 1, 1945: Operation SUMMER BREEZE: Delta Green works to smuggle valuable Karotechia files out of Soviet-occupied Vienna.

June-September, 1945: Operation LUNACY: Delta Green eliminates the WEREWOLF organization.

October 1, 1945: The OSS and Delta Green are disbanded.

June 24 (?), 1947: Thunderstorms result in UFO crashes near Corona and Horse Springs, New Mexico.

July 7, 1947: U.S. Army Air Corps 509th Bomb Group mounts operation to recover the UFO wreckage and cover up the crashes. Several Delta Green veterans called back to service to assist this project.

September 24, 1947: President Truman forms the Majestic-12 Special Studies Project to analyze the UFO wreckage. MJ-12 answers and reports only to the president. Delta Green veterans successfully lobby to reinstate Delta Green, allegedly to deny the use of alien technology to hostile foreign powers; in truth, Delta Green has little interest in flying saucers.

October 1947: Delta Green begins operations in Europe and South America tracking down former members of the SS Karotechia.

December 30, 1947: MJ-12 creates the Air Force's Project SIGN to cover up and discredit UFO sightings. Project SIGN "examines" 243 cases. Some Delta Green personnel are permanently transferred to MJ-12 to help cover up what the Air Force can't explain away.

1948–1956: Delta Green runs Operation SOUTHERN HOSPITALITY, an effort to track down and eliminate former Karotechia members living in South America.

April 1952: Delta Green launches its Antarctic raid as part of the continuing Operation SOUTHERN HOSPITALITY.

November 1952–February 1953: Delta Green runs Operation SIC SEMPER TYRANNIS in Siberia, destroying an NKVD project researching longevity and life-extension.

1955: Project COVENANT and P Division files are destroyed by an insane Daniel Freis.

April 10, 1963: USS *Thresher* sinks with all hands a hundred miles east of Cape Cod. Delta Green uncovers Deep One involvement.

April–May, 1963: Delta Green Operation RIPTIDE utterly destroys the Deep One city of Y'ha-nthlei, which had only been damaged by the submarine attack in 1928.

1964: Delta Green Operation KURTZ eliminates the Ahtu cult of the Simba and Mule'le' in the Belgian Congo.

November 1969: A Delta Green operation in Cambodia fails disastrously, resulting in the deaths of almost 300 U.S.

Just because you're paranoid doesn't mean they aren't out to get you.



servicemen. The Joint Chiefs of Staff begin an investigation to fix blame and deny knowledge of the incident.

July 24, 1970: Delta Green is officially disbanded by the Joint Chiefs of Staff, and the group begins its unofficial existence as an illegal conspiracy.

December 1970: Delta Green's first unofficial operation occurs this month when B-52 bombers are diverted from Communist targets in Southeast Asia to bomb Tcho-Tcho villages and religious sites.

1971–1993: Between fifty and eighty Delta Green operations occur in these years. Little or no information exists on these clandestine, *ad hoc* ops.

1993: A Delta Green investigation into cult activity at a Mount Carmel retreat near Waco, Texas, ends in the destruction of the Branch Davidians.

February 25, 1994: Long-time Delta Green member Major General Reginald Fairfield, U.S. Army (Ret.), successfully transmits his files on pre-1970 Delta Green operations to other Delta Green members before he is assassinated in his home by agents of NRO DELTA, the wetworks branch of Majestic-12.

Spring/Summer 1994: Professor Joseph Camp of Delta Green persuades surviving Delta Green veterans to reorganize the group so that intelligence can be gathered and centralized, particularly to counter the increasing threat of Majestic-12.

Important Individuals: Delta Green

Adam Scott Glancy

Dr. Joseph Camp

In 1942, Joseph Camp was recruited out of Harvard's Far-Eastern Studies Department by Delta Green when it was still part of the OSS. His doctoral work on Far-Eastern religions made him a prime recruitment target. Although he never served in Europe, he was familiar with Delta Green's operations against the Nazi Karotechia. During his missions in China, Tibet, and Southeast Asia, Camp had more than a few brushes with the Mythos and its agents. Camp served with distinction and attained the rank of Major before the end of the war. Camp briefly worked for the Central Intelligence Group but returned to Delta Green as soon as it was reorganized in 1947. Professor Camp's investigations into the paranormal revealed many unsettling truths about the nature of the universe. Despite this, Camp never suffered the mental collapses that claimed such Delta Green legends as cryptographer Daniel Freis and Delta Green's commanding officer and founder, Navy Commodore Martin Cook. Camp continued to work with Delta Green right up to the point at which the Pentagon disbanded the operation in 1970.

Following the second disbandment of Delta Green, Camp found that despite his OSS and CIG credentials, the stigma of the Delta Green scandal had left him unemployable in the intelligence community. Since he knew he wasn't equipped to handle the publish-or-perish environment of academia, Prof. Camp chose instead to take a position with the Library of Congress as a researcher and administrator. Not long after that, Professor Camp was contacted by several former members of Delta Green and asked to attend a secret conference to unofficially resurrect Delta Green. Since that time, Prof. Camp has been one of the most enthusiastic supporters of Delta Green's latest incarnation.

In 1994, following MJ-12's assassination of Delta Green veteran Major General Reginald Fairfield, Camp came to the conclusion that Delta Green's freebooting non-organization was not up to the task of dealing with the threats posed by MJ-12 and the Greys, let alone the usual paranormal activity. He led a drive to organize Delta Green along the lines of a classical conspiracy and ended up as its leader. He is the senior member of Cell A, and is the single most valuable (and most at-risk) member of Delta Green.

Prof. Camp is one of the last surviving members of the original OSS Delta Green and is the only one still spry enough to contribute to current Delta Green operations. His collection of Mythos-related texts is the largest of any member of Delta Green. His three Chinese texts, found in the WWII Japanese military archives, are hidden in the rare documents vault of the Library of Congress. There is a particularly ancient and complete copy of *The Seven Cryptical Books of Hsan* and two books related to the Order of the Bloated Woman: *The Goddess of the Black Fan* and *The Tale of Priest Kwan*. One of the few Delta Green officers ever to learn or use magic, Camp has used The Eye of Light and Darkness to protect the Library of Congress.

Prof. Joseph Camp
Leader of Delta Green, age 78
Affiliation: Agent
Code Name: Alphonse
Race: Caucasian

STR	6	CON	10	SIZ	15	INT	18	POW	17
DEX	7	APP	9	EDU	21	SAN	61	HP	13

Damage Bonus: +0
Education: Ph.D. Middle and Far-Eastern Studies, Harvard University
Occupation: Librarian, Library of Congress Research Division
Skills: Anthropology 72%, Archælogy 73%, Climb 61%, Cthulhu Mythos 38%, History 87%, Library Use 83%, Navigate 42%, Occult 86%, Persuade 72%, Psychology 51%, Spot Hidden 62%
Languages: Arabic 61%, English 95%, Farsi (Iranian) 38%, Japanese 49%, Khmer (Cambodian) 34%, Mandarin Chinese 86%, Nepali 43%, Pushtu (Afghan) 12%, Tcho-Tcho 41%, Tibetan 34%, Vietnamese 45%

Attacks: .45 Colt Auto (WWII vintage OSS issue) 63%, 1D10+2
Spells: Brew Space Mead, Create Liao Drug, Dust of Suleiman, Elder Sign, Eye of Light and Darkness, Find Gate, Powder of Ibn-Ghazi, Power Drain, Shrivelling, View Gate, Voorish Sign, Wrack
Magic Items: Elder Sign, Dust of Suleiman, Powder of Ibn-Ghazi
Mythos Documents:

The Seven Cryptical Books of Hsan

Language: Classical Chinese; **Mythos Gain:** +11; **SAN Loss:** -1D4/-1D8; **Spell Multiplier:** x4; **Study Time:** 52 weeks; **Spells:** Contact Chthonian, Contact Deep Ones, Contact Fungi from Yuggoth, Contact Ghoul, Contact Hound of Tindalos, Contact Lloigor (the deity), Contact Nyarlathotep, Contact Zhar, Create Gate, Create Liao Drug, Elder Sign, Eye of Light and Darkness, Find Gate, Gate of Oneirology, Resurrection, Shrivelling, Summon/Bind Byakhee

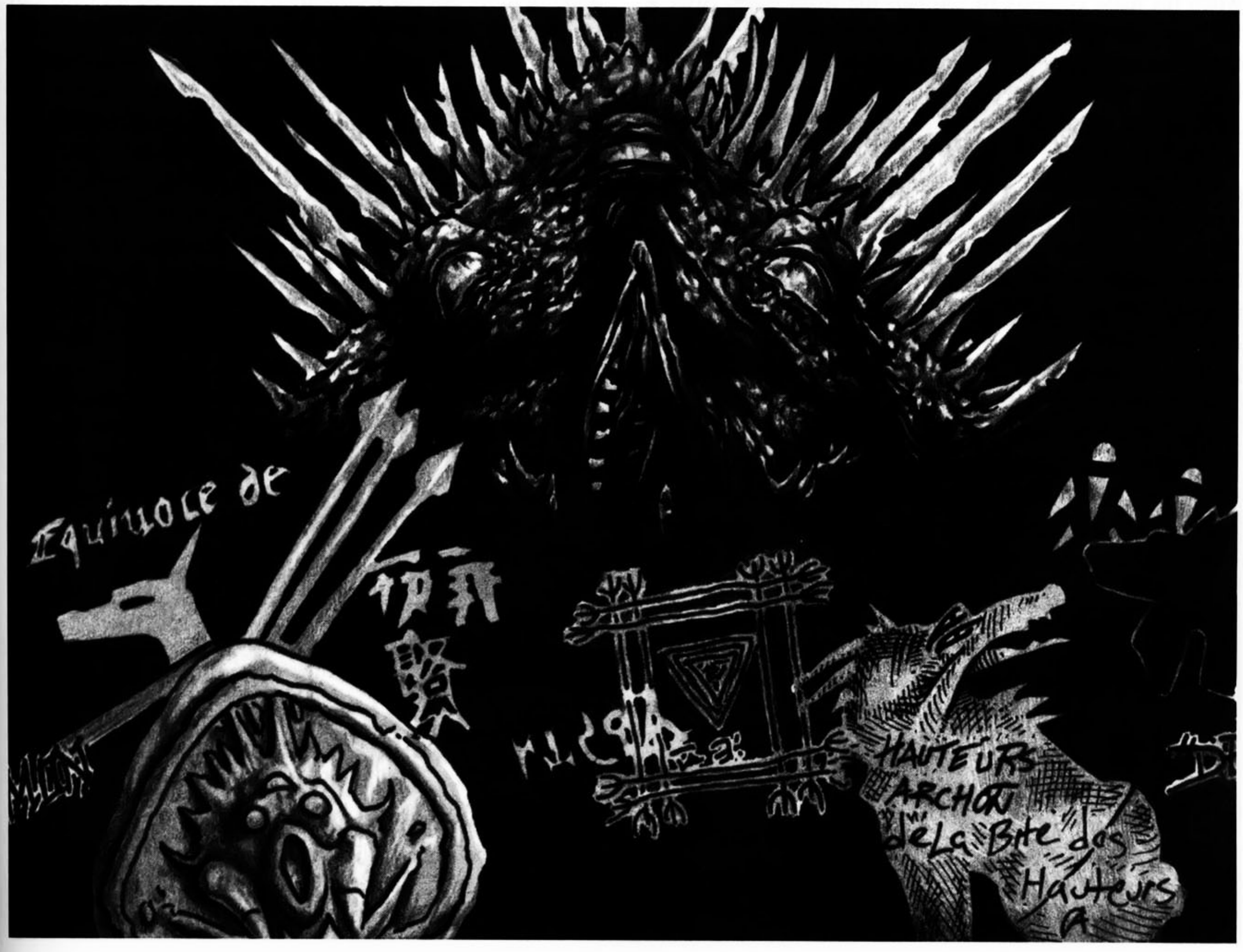
The Goddess of the Black Fan

Language: Classical Chinese; **Mythos Gain:** +5; **SAN Loss:** -1/-1D4; **Spell Multiplier:** x5; **Study Time:** 12 weeks; **Spells:** Contact Nyarlathotep (Bloated Woman aspect)

The Tale of Priest Kwan

Language: Classical Chinese; **Mythos Gain:** +5; **SAN Loss:** -1D3/-1D6; **Spell Multiplier:** x1; **Study Time:** 12 weeks; **Spells:** Grasp of Cthulhu, Power Drain, Shrivelling, and Steal Life

Physical Description: Prof. Camp stands 5'6" and weighs 200 lbs. He is short, but broad and sturdy-looking, like a fire hydrant. His features are round and blunt in a Mediterranean fashion. His snow-white hair is receding, revealing a very high and broad forehead. He wears a neat, trim goatee to cover his double chin. Camp walks with a slight waddle due to an old leg wound from his OSS days in China. His ice-blue eyes are failing him, and he carries several sets of glasses.



Dr. Camp's mind is a library of horrors.

Agent Matthew Carpenter

Special Agent Matthew Carpenter began his career with the FBI in 1976, making his start with the Organized Crime Unit in New York City. He stayed with that office and had a large role in the FBI's pursuit of New York's five major crime families. Carpenter was recruited by Delta Green following a 1985 incident in the Carroll Gardens district of Brooklyn. Carpenter and another agent had gone to the Red Hook Social Club to arrest Mafia capo Salvatore "Fat Sally" Casparo. They found the club deserted except for a shivering Bruno Casparo, Salvatore's brother, who kept muttering about how hungry his brother was. It was about then that Carpenter noticed that the ceiling was sagging and creaking under the weight of something in the rooms upstairs.

Seconds later, Salvatore Casparo crashed through the ceiling and crushed Bruno to a pulp—"Fat Sally" had somehow grown to one thousand pounds, and was little more than a mass of hungry, roiling flesh. The other FBI agent fled screaming as Carpenter emptied his 9mm into Fat Sally and then jumped out the front window. Salvatore, or whatever he was, rolled after Carpenter but was momentarily blocked when his mass couldn't fit through the front door. After a few seconds of effort, Salvatore burst through the door frame and flopped into Martense Street just in time to be blown to pieces by a ten-round burst from Carpenter's 12-gauge auto-shotgun. The other agent suffered from amnesia and could not recall the incident; Carpenter was left to provide a cover story, namely that Fat Sally had accidentally blown himself, his brother, and the front of the club up with a hand grenade while resisting arrest. The "Red Hook Massacre" quickly attracted the attention of Delta Green.

Agent Carpenter worked on over a dozen Delta Green cases before advancement within the FBI prevented him from taking any more field assignments. Since 1992 he has been a Deputy Director at the FBI National Headquarters in Washington, D.C. By virtue of his position with the FBI, Carpenter has the power to create multijurisdictional and multiagency task forces to investigate a wide variety of criminal activities. Furthermore, he has the bureaucratic know-how to erase every trace of such a task force ever existing. This makes him one of the most important people in Delta Green. It was through his efforts, with special technical assistance from Chun-te Wu (p. 60), that Special Agent Qualls' security files (p. 57) were "updated." Carpenter has been keeping records on Delta Green missions, both the successes and failures, and trying to develop some idea of the big picture. The majority of his files are made up of dossiers on individuals and organizations that have an interest in the supernatural. Everything from Aleister Crowley to the (probably) defunct Special Department 8 of the Soviet GRU can be found in these files. Carpenter is a perfectionist who demands nothing less from the people working for him. While this can make him difficult to work for, he does respect people who will stand up for themselves and their positions.

Special Agent Matthew Carpenter, FBI
Task force organizer, age 43
Affiliation: Agent
Code Name: Adam
Race: Caucasian

STR	14	CON	16	SIZ	14	INT	16	POW	14
DEX	13	APP	14	EDU	20	SAN	70	HP	15

Damage Bonus: +1D4
Education: J.D. (Law), University of Miami
Occupation: Deputy Director, FBI Organized Crime Task Force
Skills: Computer Use 23%, Cthulhu Mythos 8%, Dodge 37%, Drive Automobile 73%, Fast Talk 68%, Hide 59%, Law 62%, Library Use 73%, Listen 58%, Occult 52%, Persuade 66%, Psychology 53%, Sneak 57%, Spot Hidden 76%
Languages: English 95%, French 23%, Italian 22%, Russian 18%, Spanish 24%
Attacks:
Fist/Punch 73%, 1D3+db
Head Butt 52%, 1D4+db
SPAS-15 12-gauge Auto Shotgun 74%, 4D6
Colt Delta Elite 73%, 1D10+1
Mythos Documents:
Delta Green Files
Language: English; **Mythos Gain:** +4; **Skill Gain:** +4 History, +4 Occult; **SAN Loss:** -1D8; **Spell Multiplier:** 0; **Study Time:** 32 hours; **Spells:** None; **Notes:** Personal files, plus newspaper clippings and copies of FBI files.
Physical Description: Matthew Carpenter stands 6'2", weighs 192 lbs., and has sparse, dark brown hair and hard blue eyes. Carpenter takes out his frustrations in the weight room and on the local jogging courses, and is in very good shape.

Captain Forrest James

Captain James, Annapolis Class of 1970, was captain of the swim team and an Olympic Bronze medalist. He served three tours in Vietnam as a Navy SEAL, hunting guerrillas in the Mekong Delta and disrupting NVA infrastructure north of the DMZ and along the Ho Chi Minh Trail. Following the withdrawal of U.S. forces from Vietnam, James chose to remain in special operations. In 1981, Lt. Commander James' SEAL team was sent to recover electronic espionage equipment from the USS *Santa Cruz,* a spy-ship that had unaccountably sunk with all hands just inside Vietnamese territorial waters. The SEAL team was transported to the target area by the nuclear attack sub USS *Corpus Christi* and then descended to the wreck in a small deep-sea submersible. Once at the wreck, some 900 feet below the surface, James and his fellow SEALs discovered the horrifying aquatic creatures who had sunk the USS *Santa Cruz* and claimed its crew. The SEALs, outnumbered, and outmatched in the sea-creatures' home environment, were overwhelmed. James was the only survivor, fleeing in the submersible while something huge and octopoid rose from the depths beneath him. Back aboard the USS *Corpus Christi,* James begged the captain to get the sub away as quickly as possible. Knowing the truth would never be believed, James claimed the wreck was a Soviet trap, teeming with naval Spetsnaz divers, and that undoubtedly Soviet attack subs were closing in on their position. The sub's sonar operator detected several large targets closing with the Corpus Christi, but fortunately the captain did not stick around long enough to identify them. The incident was subsequently hushed-up as a training accident.

James couldn't imagine he was the only person who'd ever seen these monsters, so he began searching for evidence that would corroborate his experience. In six years he amassed (by fair means and foul) an impressive collection of material on the Deep Ones, including: several examples of their statuary and jewelry; the published version of Hoag's *Ponape Scripture*; a U.S. Coast Guard report on its part in the 1928 raid on Innsmouth; and taped testimony of several of the eyewitnesses of, and participants in, the Navy's aerial bombardment of Devil's Reef in 1963. While doing this research, James came to the attention of Delta Green. Some of the retired Navy personnel James had interviewed about Operation RIPTIDE had informed Delta Green that someone was looking into this old bit of business. Delta Green agents contacted Commander James and questioned him about what happened on the wreck of the Santa Cruz. After James told them what happened and what he had subsequently learned, the Delta Green agents offered him a chance to get some "payback" as a member of Delta Green.

Since 1988, Captain James–now the commander of SEAL Team 7–has served Delta Green as a resource for commando operations. He has proven, on a dozen occasions, to be a discreet and reliable operative, albeit perhaps obsessed with slaughtering Deep Ones. He remains understandably paranoid about Deep One hybrids and closely examines people he suspects of having their taint. After sixteen years of hunting and killing Deep Ones, James will not lose his composure at the mere sight of them.

Captain Forrest James, USN
Commando and Deep One specialist, age 46
Affiliation: Agent
Code Name: Darren
Race: Caucasian

STR	13	CON	15	SIZ	13	INT	17	POW	16
DEX	14	APP	13	EDU	22	SAN	73	HP	14

Damage Bonus: +1D4
Education: Annapolis Naval Academy
Occupation: Commanding Officer, SEAL Team 7
Skills: Credit Rating 42%, Cthulhu Mythos 13%, Demolitions 77%, Dodge 66%, Hide 64%, Listen 53%, Martial Arts 62%, Navigate 59%, Parachute 67%, Persuade 44%, Pilot Mini-Sub 67%, Psychology 28%, Scuba Dive 84%, Sneak 66%, Spot Hidden 72%, Swim 81%
Languages: English 95%
Attacks:

- Bangstick 71%, 4D6
- Commando Knife 62%, 1D4+2+db
- Fist/Punch 74%, 2D3+db
- Grapple 72%, Special
- Kick 64%, 1D6+db
- Colt M16A2 Assault Rifle 64%, 2D6
- Speargun 68%, 1D10

Mythos Documents:

Ponape Scripture (Published Version)

Language: English; **Mythos Gain:** +5; **SAN Loss:** -1D3/-1D6; **Spell Multiplier:** 0; **Study Time:** 10 weeks

Coast Guard report on Project COVENANT, 1928

Language: English; **Mythos Gain:** +2; **SAN Loss:** -1/-1D2; **Spell Multiplier:** 0; **Study Time:** 1 week

Tapes and transcriptions of eyewitnesses to Operation RIPTIDE, 1963

Language: English; **Mythos Gain:** +3; **SAN Loss:** -1/-1D4; **Spell Multiplier:** 0; **Study Time:** 1 week

Physical Description: Captain James stands 6'2", weighs 180 lbs., and has green eyes, and graying blonde hair and a mustache, both cut to regulation length. He has a long face, low brow, and high cheekbones. He is obsessed with destroying the Deep Ones, and his resulting near-constant edginess and anger leave him with a harsh expression and quick, darting eyes. He still bears the marks where a Deep One raked his chest on the bridge of the USS *Santa Cruz*.

Lt. Col. Emil Furst

Emil Furst was on the fast track to the top of the Pentagon. The West Point class of '75 valedictorian, Furst joined the Special Forces and, four years later, the U.S. Army's most covert "special operations" unit, the Intelligence Support Activity. His missions took him to Africa, the Middle East, and Latin America, fighting brushfire wars, smoking out guerrilla encampments, and destroying terrorist networks. In 1989, however, Lt. Col. Furst discovered a struggle far older than the Cold War.

Furst was leading a joint ISA/Special Forces team into the Ugandan "Mountains of the Moon" in search of guerrilla bases supporting the return of dictator Idi Amin. The team, disguised as Ugandan soldiers, was operating without backup or outside support, when they came across a shuffling mass migration of near-dead AIDS victims. Thousands of Africans were converging on a missionary aid station on the shores of Lake Edward where a cure for AIDS was reputed to be found. Since ISA intelligence hadn't revealed the existence of such an aid station, Furst's team investigated. What they found was a stronghold of the cult of Glaaki, recruiting undead servants for their god from the hopeless ranks of the terminally ill. The discovery cost the lives (and worse) of every member of the ISA team save Lt. Col. Furst.

Horribly wounded and half mad, Furst wandered delirious for weeks before he was found by Tutsi tribesmen in Rwanda. Over the next two years, he recovered his strength, healed his mind and body, and studied at the feet of an ancient and powerful Tutsi shaman. After learning the skills he would need to battle the undead, he returned to the stronghold and destroyed the Glaaki cultists with a combination of guerrilla warfare and tribal magic. But he did not have the magic or the firepower to destroy the idol-gate at the bottom of Lake Edward that allowed Glaaki to appear.

When Furst returned to civilization, he made the mistake of truthfully telling his superiors everything that happened. He was immediately packed off to a V.A. mental hospital and given a Section Eight discharge. After six chemically blurred months, Delta Green sprung him and pitched him a job offer, one that he only partially accepted. He agreed to work for Delta Green, but only on his terms. Since then he has cooperated with Delta Green when it has suited him. He is in no hurry to end up as a "disposable/deniable asset." While skilled in firearms, he seldom carries them, relying instead on his magic and traditional weapons. When between missions, Furst prefers to "walk the earth," wandering from place to place, listening to the land and looking for signs of the Mythos. Furst recognizes that the Mythos is eternal, and he directs more of his energy toward helping its victims than destroying its agents.

Lt. Colonel Emil Furst (retired)
Compassionate warrior-shaman, age 41
Affiliation: Agent
Code Name: Matthew
Race: African-American

STR	17	CON	14	SIZ	16	INT	18	POW	21
DEX	12	APP	8	EDU	22	SAN	81	HP	15

Damage Bonus: +1D6
Education: West Point Military Academy
Occupation: Former U.S. Army Intelligence Support Activity Officer
Skills: Climb 82%, Conceal 46%, Cthulhu Mythos 18%, Dodge 44%, Hide 72%, Jump 84%, Listen 73%, Martial Arts 72%, Navigate 57%, Occult 48%, Persuade 62%, Sneak 72%, Spot Hidden 41%, Track 39%

Languages: Arabic 22%, English 95%, Spanish 24%, Swahili 63%
Attacks:

Fist/Punch 53%, 2D3+db
Grapple 74%, Special
Handgun 65%
Headbutt 42%, 2D4+db
Kick 58%, 2D6+db
Pranga (African Knife) 77%, 2D6+4+db
Rifle 72%
Throw 74%

Spells: Call Power of Nyambe, Call Zombie, Cast Out Devil, Destroy Zombie, Earthly Serenity, Flesh Ward, Heal, Journey to the Other Sides, Mind Linkage, Seek the Lost, Several Speak With and Command (African) Animal Spells
Magic Items:

Ward Necklace: Made of beads, claws, teeth, and feathers. Will cause arrows, thrown objects, and other low-velocity projectiles to miss wearer completely. High-velocity projectiles like bullets have their chance to hit halved. Hand-held weapons are not affected.
Flywhisk: Adds 6 magic points for defending against magic attacks. Adds 25% to wielder's chance to use any skill to search out hidden evil.
Scepter of Nyambe: Short wooden scepter with Swahili runes. Anyone grasping the scepter will, for one hour, be granted 10 magic points, to be used for any purpose. Scepter regenerates its magic points every sunrise.
Sky-Metal Pranga: Made from meteoric iron, with human bone handle. Acts as an enchanted weapon, always impales (2D6+4 damage), requires no STR roll to remove after impale.

Physical Description: Col. Furst stands 6'9" and weighs in at 250 lbs. of muscle, bone, and scar tissue. He is missing his left eye and part of his ear, and has ragged scars that furrow his nose and brow. He wears a pair of dark sunglasses to cover the ragged socket. He is very dark skinned, wears his hair long, and has a full beard. His personal attire is a combination of traditional Central-African charms and wards and U.S. Army surplus, blending the two warrior motifs.

Agent Jean Qualls

Debra Constance (the name Jean Qualls was born under) was always fascinated by the darker aspects of the human mind, so it was no surprise when she became an FBI forensic psychologist. For five years she tracked serial killers, examined crime scenes, created psychological profiles, and studied the few "monsters" who had been captured. An open-minded and imaginative agent, she quickly caught the eye of a supervisor with Delta Green connections. Constance passed her initiation with flying colors and has served Delta Green since 1990.

Her Delta Green career almost came to an end in 1992 after she received a visit from a dead man. Theodore Morse, an old college friend and New Orleans society columnist—who had vanished in 1989 and was presumed dead—invited Constance to a meeting in New Orleans. Constance kept the appointment, but instead of the plain, middle-aged man she expected, she encountered a beautiful young man claiming to be "her Teddy." "Teddy" explained that he had been transformed by a new way of life. This new life allowed him to indulge his every sexual fantasy as whichever sex he chose and to know the secrets of the dead. He said he'd loved her since college and wanted her to join him in his "wondrous new life." Then "Teddy" offered proof of his assertions and transformed himself from a tall, lithe young man into a voluptuous young woman. Constance, more than a little frightened, begged off, but "Teddy" asked her to take a strangely bound book with her and read it before she made a decision. Unfortunately, Constance agreed.

As Constance turned the last page, unholy hungers flared within her. For five agonizing days she fought these pangs, but on the sixth day she suffered a blackout and awoke to find herself in the city morgue feasting on a John Doe. After fleeing in horror, she spent the next day watching herself transform into a ghastly parody of a human being. "Teddy" visited her in his true shape—that of a ghoul—and explained that she would have to stay with him now; the "unripened fruit," as he called humans, would never take her back. Constance fled with *The Ghoul Manuscript* and sought out her colleagues in Delta Green, begging them for sanctuary. Surprisingly, they helped her—Constance secretly feared they might shoot her on sight. They provided a safe house with guards where she could study the cursed tome for a solution to her predicament. A ritual for taking on the form of the recently dead presented itself as the only option, and the fresh body of an O.D.'ed L.A. party-girl was procured. Then her Delta Green colleagues began the meticulous task of altering her government records to conform

with her new appearance and fingerprints, and providing her with a new identity: Jean Qualls.

Family, friends, and co-workers all believe that Debra Constance is dead. With no remaining friends other than her Delta Green colleagues, Qualls is having a difficult time making the adjustment to her new life. Her life-span has been increased by perhaps a century due to her ghoulish transformation, so she may have the time to find a way to regain her true shape. She is undergoing therapy to better deal with her new life, and in the course of this has found that when she is placed under hypnosis she can recall the unconscious memories of anyone she has eaten. She has performed this ritual for Delta Green several times as a way to gather intelligence, but always reluctantly. Rationalizing her diet as a "forensic tool" has helped preserve her sanity.

Qualls knows little about the modern-day practices of ghouls, and nothing about the internal struggle between traditionalist and neophyte ghouls going on beneath the streets of New York and other cities (see p. 13). She could, however, somehow introduce the investigators to this conflict at the Keeper's choosing.

Special Agent Jean Qualls, FBI
Unwilling ghoul, age 36 (22)
Affiliation: Agent
Code Name: Nancy
Race: Ghoul (appears Caucasian)

STR	21	CON	15	SIZ	12	INT	16	POW	15
DEX	13	APP	6/17	EDU	21	SAN	59	HP	14

Damage Bonus: +1D6
Education: Ph.D. Forensic Psychology & M.D. Medicine, Temple University
Occupation: Investigator, FBI Psychological Crimes Unit
Skills: Chemistry 57%, Climb 59%, Cthulhu Mythos 11%, Forensics 67%, Hide 56%, Jump 64%, Law 33%, Library Use 44%, Listen 56%, Medicine 64%, Occult 76%, Pharmacy 62%, Psychoanalysis 87%, Psychology 73%, Sneak 83%, Spot Hidden 62%, Track (by scent) 64%
Languages: English 95%, Ghoul 28%
Attacks:
Claws 55%, 1D6+db
Bite 33%, 1D6+db+worry for 1D4 until STR vs. STR
Colt Delta Elite 52%, 1D10+1
Armor: Firearms and projectiles do half damage, round up.
Spells: Cloud Memory, Consume Likeness, Contact Ghoul
SAN Loss: 0/1D6 (in ghoul form)
Mythos Documents:
The Ghoul Manuscript
Language: English (sub-literate); **Mythos Gain:** +5; **SAN Loss:** -1D4/-1D10; **Spell Multiplier:** x1; **Study Time:** 52 hours; **Spells:** Call Mordiggian, Cloud Memory, Consume Likeness, Contact Ghoul, Enthrall Victim
Notes: Bound in human leather and hinged with human bone, this cursed book will cause the reader to transform into a ghoul.
Physical Description: Although Jean Qualls has retained most of her humanity, her true form is as hideous as that of any ghoul. The likeness she consumed is that of an attractive young woman, 5'11" and 140 lbs., with fair skin, long blonde hair, large blue eyes, and distinctly Nordic features. Her eyesight remains poor, but is corrected to 20/20 with thick glasses, giving her an intense, inquisitive look. She has also retained her eastern-Tennessee accent and manners.

Dr. Nadja Fulani

Dr. Nadja Fulani is one of the few Delta Green friendlies who has never worked for the federal government. She is politically active and radically liberal in her views—absolutely the last person anyone would suspect of having contacts with the intelligence community. Nevertheless, Dr. Fulani is one of Delta Green's staunchest allies, having worked with the organization while it was still officially sanctioned. Dr. Fulani is an anthropologist, specializing in the study of secret societies: everything from the Knights Templar to the Ku Klux Klan to the National Security Agency. Dr. Fulani is fascinated by the sociology and psychology of secrecy and has

made her career by delving into the secrets and rituals of groups that jealously guard their privacy and anonymity.

In 1967, Dr. Fulani was researching her doctoral dissertation on secret societies in the Roman Catholic priesthood of the Spanish New World colonies. Her research led her to a contemporary group, the Mexican arm of an organization called "The Fate." The Fate kidnapped her from her hotel by means best described as supernatural. After lengthy questioning by an unidentified man, Dr. Fulani was told that she would be devoured by the "Great Mother" and made one with the Fate. Before that could happen, Dr. Fulani was inadvertently freed during a military-style attack on the Fate by a Delta Green team led by Major General Reginald Fairfield, who subsequently recruited Dr. Fulani into Delta Green.

Dr. Fulani serves Delta Green by providing intelligence on cults and secret societies, both new and old, while she continues to conduct her own anthropological studies. Her published works have revealed such diverse secrets as the influence of the ancient Cult of the Bloody Tongue on the Leopard Society rebels during the 1952 Mau Mau Uprising in Kenya; the connections between the Black Man of the European witch-cults and Baron Samedi of the Ton Ton Macoute in Haiti; and the existence of the Karotechia, a secret society inside the Nazi ODESSA network in Latin America. She is not so much of a detached observer or moral relativist that she can't recognize real evil when she sees it. There have been plenty of occasions where she has called in Delta Green to neutralize groups that she has concluded to be real and substantial threats.

Dr. Fulani owns a copy of the Golden Goblin edition of Von Junzt's *Nameless Cults* and has recently acquired a copy of *The Thurston Papers*. These papers, collected by Prof. Francis W. Thurston shortly before his death in 1927, detail an allegedly worldwide cult that worships a hibernating alien god known as Tulu, Cathulhut, and Clulu, and by several other variations. Dr. Fulani is particularly interested in this cult, because the circumstances of Professor Thurston's death raise the possibility that the cult is organized enough to protect its secrets. She is just beginning to research this new (or perhaps old) cult.

Dr. Nadja Fulani
Advisor on cults and occult folklore, age 54
Affiliation: Friendly
Race: African-American

STR	10	CON	11	SIZ	11	INT	18	POW	12
DEX	13	APP	16	EDU	23	SAN	60	HP	11

Damage Bonus: +0
Education: Ph.D. Anthropology, UC Berkeley
Occupation: Professor of Anthropology, UCLA
Skills: Anthropology 82%, Archæology 42%, Climb 68%, Credit Rating 42%, Cthulhu Mythos 21%, Fast Talk 58%, First Aid 49%, History 66%, Jump 47%, Library Use 48%, Natural History 42%, Navigate 62%, Occult 73%, Persuade 71%, Psychology 67%, Swim 54%
Languages: Bantu Dialects 23%, English 95%, German 42%, Latin 58%, Patois (Haitian) 27%, Spanish 28%, Swahili 32%
Attacks: None
Mythos Documents:

Nameless Cults
Language: English; **Mythos Gain:** +9; **SAN Loss:** -1D8/-2D8; **Spell Multiplier:** 0; **Study Time:** 30 weeks

The Thurston Papers, including:

The Webb Monograph
Language: English; **Mythos Gain:** +1; **SAN Loss:** -1/-1D2; **Spell Multiplier:** x1; **Study Time:** 2 weeks; **Spells:** Contact Cthulhu

The Legrasse Report
Language: English; **Mythos Gain:** +2; **SAN Loss:** -1/-1D2; **Spell Multiplier:** 0; **Study Time:** 1 week

The Angell Compilation
Language: English; **Mythos Gain:** +3; **SAN Loss:** -1D2/-1D4; **Spell Multiplier:** 0; **Study Time:** 4 weeks

The Johansen Narrative
Language: Bad English; **Mythos Gain:** +5; **SAN Loss:** -1D3/-1D6; **Spell Multiplier:** 0; **Study Time:** 1 week

Physical Description: Dr. Fulani stands 5'9" and weighs 144 lbs. She is a strikingly beautiful woman, bearing a close–albeit duskier–resemblance to the famous Egyptian bust of Nefertiti. She wears her hair short-cropped and natural, very close to her scalp. Her figure is still toned from the years she spent walking through the most inhospitable terrain of the Earth. Even today, in her mid-fifties, Nadja Fulani can turn heads.

Agent Chun-te Wu

For as long as he could remember, Chun-te Wu knew he wanted to be a "Fed." In 1973 he was turned away by the FBI, which was still a "white-males-only" club at the time. That was their loss. Instead, he landed a job at the IRS. Having gotten in at the ground floor of the computer revolution, Special Agent Wu found himself in high demand. For the next twenty years, he was one of the federal government's top investigators of international financial crimes. When the Financial Crimes Enforcement Network was set up in 1990, Special Agent Wu became one of its charter directors.

Special Agent Wu's first brush with the Mythos came in 1986 when he began, but never finished, an audit of New World Industries, Inc. NWI was chartered and headquartered in the Bahamas, and since NWI 's Chairwoman of the Board, Thalassa Chandler, regularly brunched with the Bahamian Prime Minister, obtaining a search warrant from a Bahamian court was impossible. After several months of investigating, Wu was contacted by an NWI executive who claimed that NWI wasn't just evading taxes, laundering drug money, and financing international terrorism as the IRS suspected–he offered to deliver proof that NWI was run by pagans and Satanists and had sinister occult goals. Doubtful but intrigued, Wu went to the meeting, arriving just in time to see "something" take the informant away. One minute the man was there, screaming; the next, he and his inhuman assailant just faded away to nothing. Not long afterward, under congressional pressure, Wu's superiors disbanded his unit and reassigned the agents to other duties.

Since that first unsuccessful audit, exposing NWI became a pet project of Wu's. He was justly afraid to attack NWI directly and instead limited himself to illegally hacking into NWI 's subsidiaries. The legal inadmissibility of the evidence that he collected continued to frustrate him, until he encountered Delta Green. A group of agents came to Wu for information about some of his findings. The agents weren't concerned with admissibility or civil rights; they just wanted to know if the information was correct. Once they were convinced that it was, they went out to the NWI facility and blew it up. Then they asked if Wu knew about anything else that could use some blowing up. From that moment on, Chun-te Wu was a dedicated member of Delta Green.

Wu has a wife, Meo-Lin, and two daughters, Cho (age 21) and Tara (age 17), who live with him in suburban Washington, D.C. Because of his concern for his family's safety, Wu prefers to assist Delta Green from behind the scenes. Primarily, he provides Delta Green with financial intelligence on the targets of their investigations. With the resources of FinCEN, Wu can tell who owns what, where their property is located, when they acquired it, what they bought it with, and where the money came from. He has reconfigured the FinCEN operating system so his Delta Green information-accessing will not be recorded. He has also, on occasion, hacked into companies and government agencies for information that FinCEN cannot legally access. Wu has put together a loose national network of "Tiger Teams"–non-Delta Green hackers who assist him in his cyber-espionage. The people who make up these Tiger Teams range from anarchist college kids to engineering professionals to computer criminals, and they know nothing of Delta Green or the paranormal. Wu is confident that given enough time and technological resources, he and his teams can retrieve, destroy, or alter any information that can be accessed through the Internet.

Special Agent Chun-te Wu, IRS
Computer intelligence expert, age 47
Affiliation: Friendly
Race: Chinese

STR	10	CON	14	SIZ	12	INT	17	POW	14
DEX	12	APP	13	EDU	22	SAN	70	HP	13

Damage Bonus: +0
Education: B.S. Computer Science, J.D. (Law), University of Southern California
Occupation: FinCEN Director of Computer Services
Skills: Accounting 92%, Bargain 42%, Computer Use 95%, Credit Rating 53%, Cthulhu Mythos 12%, Electronics 92%, Fast Talk 42%, Law 87%, Library Use 89%, Persuade 66%, Psychology 47%
Languages: English 95%, Mandarin Chinese 95%
Attacks: Beretta M92 40%, 1D10
Physical Description: Chun-te Wu stands 5'9", weighs 160 lbs., and has black but graying hair, and black eyes. He is anything but inscrutable, with an open, animated smile and eyes that broadcast every emotional current and eddy. He claims that unfiltered cigarettes are the secret of his good health.

Greg Mason

Greg Mason was trained to make movies, not hunt monsters. For several years he made a living in the Midwest working for TV stations and independent film companies. In 1987, he privately produced a documentary film on Chicago's El Rukin criminal organization, which he entered in the Sundance Film Festival. Hollywood didn't notice, but the DEA did—the documentary was a masterpiece of hidden surveillance techniques. Mason had gotten shots of people and places the DEA never got close to. Mason was immediately offered a job as a "non-special agent urban surveillance consultant." Mason took the job, but soon learned that being a "consultant" usually involved skulking around rooftops and fire escapes in some very bad neighborhoods.

Mason noticed signs of the existence of Delta Green long before Delta Green noticed him. Too often surveillance footage, warrants, and DEA paperwork were disappearing shortly after certain "non-standard" operations closed up shop. Mason suspected a renegade organization within the DEA, and, in a way, he was right. He finally crossed paths with Delta Green in 1990, when Chicago was the scene of a series of grisly and inexplicable murders. Asian immigrants were turning up with their lungs and digestive tracks pulled out through their mouths. Mason inadvertently caught one such attack on video while staking out a Thai street gang, or rather he caught the image of a man being turned inside out by something that didn't show up on video. Mason's tape caused quite a stir, and it wasn't long before a group of out-of-town Feds arrived to take over the investigation. Mason was not privy to most of the investigation but was called in to conduct surveillance on the local offices of a Malaysian import-export company from Singapore. Of course, the out-of-town Feds turned out to be Delta Green, the Malaysian importers turned out to be Tcho-Tchos, and Mason turned out to be the unlikely hero of the day when he tipped a large, stone Buddha through a skylight and onto the Tcho-Tcho high priest just before the priest would have killed several agents. The grateful agents invited Mason to join Delta Green on the spot.

Mason's contributions to Delta Green include developing photographic techniques to render certain entities photographable, and performing research on the existence of legendary lenses reputed to allow those gazing through them to see "beyond." To that latter end he has been repairing an antique camera owned in the 1930s by the famous photographer David Niles. He also maintains a collection of some of the best video and audio recordings of Mythos-related phenomena in the world. Mason leads a bohemian lifestyle, frequents Chicago's alternative-music scene, and is an unrepentant but highly apologetic womanizer. His library of rare and obscure poetry includes Derby's *Azathoth and Other Horrors* and Geoffrey's *The People of the Monolith.*

Greg Mason
Surveillance/Photography expert, age 33
Affiliation: Friendly
Race: Caucasian

STR	10	CON	13	SIZ	12	INT	15	POW	11
DEX	14	APP	18	EDU	18	SAN	51	HP	13

Damage Bonus: +0
Education: B.S. Video and Television Production, Northwestern University
Occupation: DEA Surveillance Expert
Skills: Art (Literary History) 82%, Art (Write and Perform Poetry) 62%, Climb 59%, Conceal 68%, Cthulhu Mythos 9%, Dodge 47%, Electrical Repair 41%, Electronics 63%, Fast Talk 36%, Hide 42%, Jump 47%, Library Use 33%, Listen 66%, Mechanical Repair 38%, Persuade 36%, Photography 92%, Sneak 32%, Spot Hidden 53%
Languages: English 90%
Attacks: None
Mythos Documents:

Surveillance video compilation
Format: 3 VHS videotapes; **Mythos Gain:** +2; **SAN Loss:** -1D2/-1D4; **Spell Multiplier:** 0; **Study Time:** 6 hours

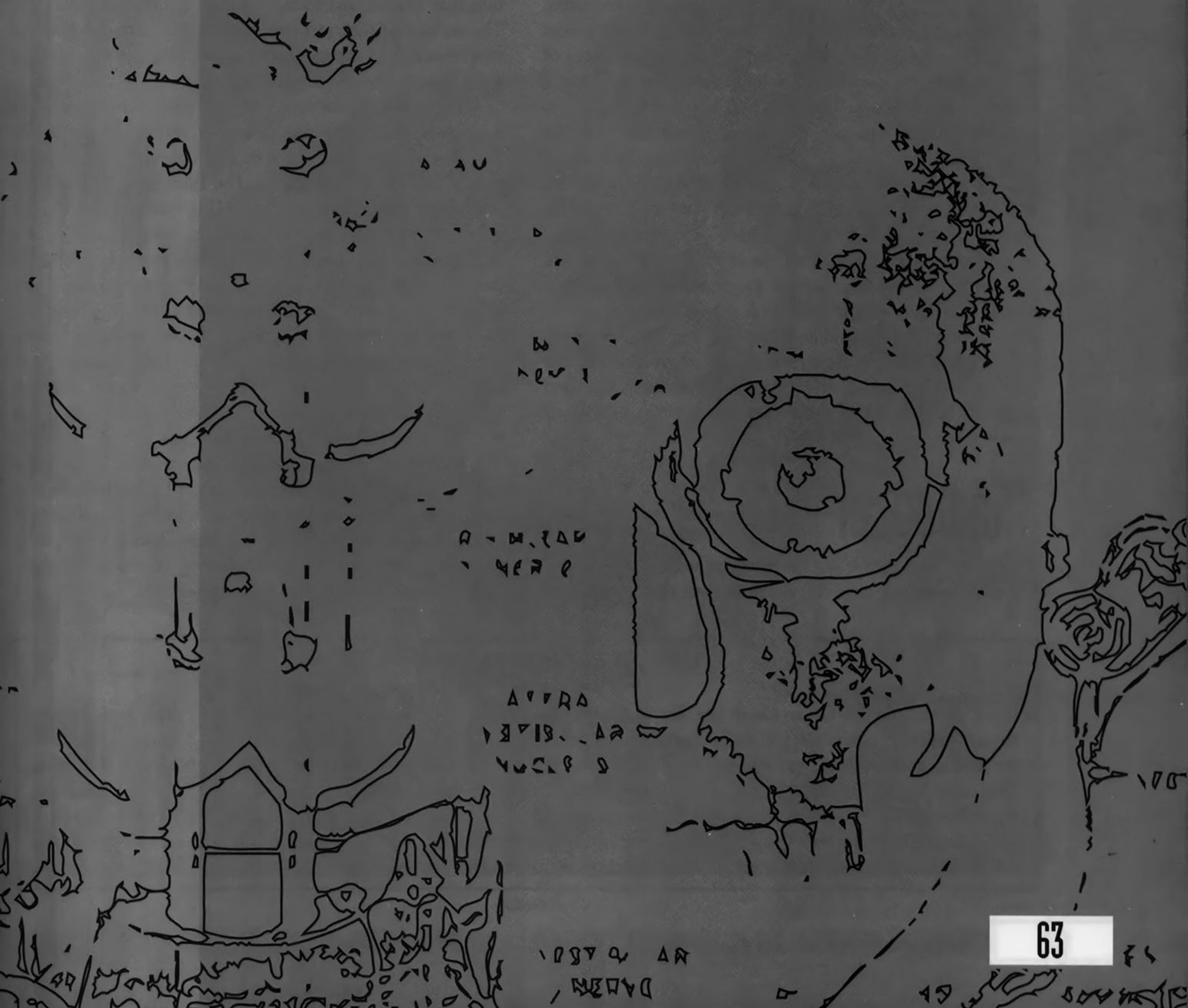
Azathoth and Other Horrors
Language: English; **Mythos Gain:** +4; **SAN Loss:** -1D2/-1D4; **Spell Multiplier:** 0; **Study Time:** 1 week

The People of the Monolith
Language: English; **Mythos Gain:** +3; **SAN Loss:** -1/-1D3; **Spell Multiplier:** 0; **Study Time:** 1 week

Physical Description: Greg Mason stands 6'1", weighs 160 lbs., and has brown eyes and shoulder-length, wavy brown hair, which he usually keeps tied in a ponytail. The DEA Chief for Chicago has let him keep his ponytail, since it is important that Mason not "look like a Fed," but he still requires Mason to shave. Mason wears glasses to correct his astigmatism, but is not particularly near-sighted. His looks are both boyish and devilish.

MAJESTIC-1

ONCE IN OFFICE, REAGAN DIRECTED MJ-12 TO FINALIZE THE DETAILS OF THE ACCORD, AND IT WAS DONE. THE FIRST INTERPLANETARY TREATY WAS A REALITY.



Majestic-12

Adam Scott Glancy with Dennis Detwiller and John Tynes

In 1947, the 509th was the only bomber group in the world armed with atomic weapons. Is it any surprise that when extraterrestrials arrived on Earth, they went there?

In July of that year, the 509th was alerted by a local sheriff that a farmer had reported discovering some type of aircraft wreckage on his land. Major Jesse Marcel, a respected WWII pilot and expert on aircraft, went out with a crew at 9AM the next morning (July 7) expecting to find a weather balloon or some sort of small aircraft. What he found instead was a debris field two and one half miles in diameter, scattered with thin, tinfoil-like pieces of metal, strange pieces of incredibly light, wood-like material, and several pieces of thicker metallic material with hieroglyphs on it. Marcel quickly realized that this was the partial wreckage of an extraterrestrial craft. He took several pieces back to his car, left one of his men at the crash site, and headed to the base.

The superiors at the base were notified, and everyone waited. Meanwhile, Marcel tested the paper-thin metal. It couldn't be damaged by pliers, dented or otherwise altered by sledgehammer blows, or even heated by a blowtorch. That night, soldiers were sent to secure the crash site.

Marcel went home and took a piece with him. He showed his son the metal and told him that soon everyone would know that an alien craft had crashed. Indeed, the next day it was leaked incorrectly that a *flying disc* had been captured. By that afternoon it made the front page of newspapers all over the world.

The Saucer

Marcel returned to the site the next day with a crew to collect the debris in a large truck. It was then that a recon aircraft reported a silver-gray disc had been spotted two miles from the debris field and farm, deeper in the desert; bodies could be seen nearby. A detachment of soldiers secured weapons from the trucks and headed for the disc.

About a half hour later they came to the craft, which had apparently skidded sporadically for some time (thus the source of the debris field) before coming to a rest embedded in a dune. The craft was thirty feet in diameter. The entire rear half was blown off (it was the remnants of this section that Marcel had found the day before near the farm). The surface of the craft was made of the same silver metal that Marcel had experimented on, and the interior seemed to be almost like packed earth or clay.

The bodies in the sand were tiny and colored grey, with huge eyes, and a tiny mouth and nose, but no genitals or hair. There were four of them, and one was obviously still alive, although not conscious. The three corpses had been savaged by coyotes and crows. (This was curious, since it raised the question of why earthly scavengers would even recognize alien bodies as food.) The soldiers set up a perimeter and radioed back to Roswell; they were informed that a second group was already in transit. Shortly afterwards, Army trucks disgorged one hundred and fifty men. Members of the Central Intelligence Group were on hand, and they escorted Marcel and his men away. (The CIG was the successor to the OSS of World War II and was in turn folded into the newly minted CIA later that same year.)

Marcel and the members of his team were subjected to two days of psychological "examination," and when released they denied the story of the saucer and the aliens. Marcel even posed for photographs with dummy remnants of the weather balloon that the government was claiming were mistaken for an alien flying disc. Meanwhile, the disc, the

About this Chapter

If you've read the Mi-Go article in the first chapter of this book, you'll be expecting discussion of them here. (If you haven't read that article yet, you really should read it before reading this chapter.) But you won't find a single reference to the Mi-Go here until the very end (under "The Truth," p. 85). The copious information preceding that point represents Majestic-12's understanding of the alien visitors, which includes nothing relating to the Cthulhu Mythos. MJ-12 knows about flying saucers, spindly humanoid aliens, and anti-gravity technology, not strange fungal beings that worship dark gods. Keep this in mind as you read this chapter, for it is only the truth as MJ-12 understands it. The very last section of this chapter explains the real truth behind the beings MJ-12 has been dealing with.



Roswell.

wreckage, the corpses, and the sole survivor disappeared into CIG hands. Within a few months, however, someone else took control.

MJ-12: The Beginnings

On September 24, 1947, President Truman formed the Majestic-12 Special Studies Project to investigate the alien spacecraft crash. President Truman organized the project around a task force of twelve leading figures in the military, scientific, and intelligence communities. Majestic-12 SSP (sometimes called MJ-12, for short) would answer and report only to the president and would control all information related to the U.S. government's investigation into UFO phenomena. Officially, MJ-12 was subordinate to the National Security Council; this was the case only on paper, so that the NSC could protect the president with a shield of plausible deniability in case of a scandal.

The disc was moved by special transport to Wright Field in Ohio (later renamed Wright-Patterson Air Force Base), which was the home of the Army Air Corps' Foreign Technology Analysis Division, while the bodies and the surviving "Grey" quickly found their way to a facility on the Atomic Energy Commission's reserve at Los Alamos. The facility, known as YY-II, or the ICE CAVE, was combined with what was left of P Division's Deep One/Hybrid containment facility in order to consolidate the government's xenobiology expertise. Majestic-12 was under orders that the alien be treated as a guest of the U.S. government, albeit one who could not leave. Vannevar Bush of MJ-12 began his examination of the aliens and their artifacts at YY-II, while examination of the craft was handled by MJ-12's Detlev Bronk at Ohio's Wright Field.

It wasn't long before President Truman expanded MJ-12's mission from the crash-site investigation and wreckage analysis to total responsibility for preventing further extraterrestrial incursions into U.S. territory. The president felt, and the MJ-12 Steering Committee concurred, that until the nature, capabilities, and intentions of the aliens could be discovered, along with some method of dealing with them, the public should be kept ignorant of the facts in order to prevent a national panic. So while the analysis of the bodies and wreckage continued, MJ-12 began looking for more incidents of extraterrestrial visitation and covered up those incidents they discovered.

Vannevar Bush's Team

MJ-12 Special Studies Group 1 (SSG1), led by Vannevar Bush, was responsible for studying the lifeforms recovered from the crash. The three alien corpses were autopsied by a group of military doctors, but their findings were simple and inconclusive. At the end of a four-day project, the doctors were not even sure if the newly named EBEs (Extraterrestrial Biological Entities) were extraterrestrial at all. Subtle things about the bodies—fingerprints, fingernails, iris arrangement, and epiglottis—were suspiciously close to human physiognomy. Not to say that the creatures were typically human: when the chest and head cavity were opened, a foul-smelling greenish liquid spilled out, revealing several simple pumping organs and little else. In the head, a small smooth organ that was thought to be the brain was removed.

By observing the living alien, it was determined by day four that the EBE's were photosynthetic, as the EBE became sluggish and finally went into hibernation after not being exposed to sunlight for eight hours. When plant lights were used in its quarters, it again became active.

The theory was put forth that this green liquid, their "blood," was pumped through their epidermis—collecting whatever gases were needed—then through their body and again to the epidermis, this time expelling any waste products, hence the EBE's foul smell (like "burning cardboard").

During this time several events occurred involving the disappearance of personnel at the base. Security was increased after the second disappearance, but none of these men were ever found. Two soldiers, a scientist of some repute, and an entire lab full of animals simply vanished over-

The Fate of Major Marcel

Marcel was transferred to Washington, D.C., in October of 1947, less than four months after the Roswell crash. He was promoted to lt. colonel in December of that year, and was placed in charge of an Army special weapons project. Marcel's group studied air samples taken from around Eurasia to see if they contained nuclear fallout—which would be evidence that the USSR had detonated an atomic bomb. When Harry Truman announced to the nation that the USSR had the bomb too, he had been briefed with one of Marcel's reports. Some researchers have commented that if Marcel had indeed mistaken an ordinary weather balloon for an alien craft (leading to one of the biggest publicity flaps of the post-WWII period) it is surprising that he was promoted so quickly afterwards and given a position of such importance.

Marcel was diagnosed with cancer in the 1980s. Shortly before his death, he announced that indeed he had found an "alien disc" in the summer of '47, and that the CIG and the U.S. government forced him to change his story. Things grew more complicated in 1995 when UFO researchers examined Marcel's service record and found that he had lied about his post-Roswell career (the promotion, Truman, *etc.*)—or else someone had altered his files. Questions remain.



One of the alien dead.

night. (When contact was made with the EBEs in later years, the soldiers' dog tags were returned along with several dental fillings and some personal effects. When asked, "Where are the men?" the EBE responded, "They were.")

SSG1 Theories

The first theory meeting at YY-II was a mess, as several hugely varying theories were discussed around the table. There were three main camps.

The first and most well-received was Vannevar Bush's—that the creatures were indeed extraterrestrial, and that advanced life in carbon-based life-cycles always ends up in a similar state (hence two arms, two legs, hands, thumbs, etc.), and that the creatures were like us at one point in their development but were now so far beyond us that only minor similarities could be seen. Bush pointed towards the usage of photosynthetics in the bloodstream as the most obviously alien difference. He theorized that the plant and animal kingdoms on this world were not as divided as on Earth.

The second theory, no matter how far-fetched it sounds, had a large following also. This team felt that the creatures were humans from the distant future who had returned in a time machine to observe their ancient times. The main argument stemmed from the physiological similarities listed earlier, and that the small number of creatures aboard the craft (and the craft's small size) implied only a short-term trip rather than one across a galaxy. The team felt that if the creatures had crossed interstellar distances, they would have had more supplies, ships, and crew.

The third theory was the least well-received, and was of course the right one. It stated that these creatures were far too close to humans to have been a "real" alien race, and that they must have been created by the true alien race to help make the first contact with humanity go smoothly by virtue of similarity. Indeed, the aliens and their craft seemed to these theorists to have been constructed or fabricated to get the exact response they did from the government. That was exactly the case, though even today Majestic-12 is not aware of this fact.

Biological & Psychological Study

Little was found over the next few months, research having reached a dead end on the biological front. The Greys slowly became a known quantity as the living one was observed at length. Its bodily functions were determined using gas spectrographs and careful measurements of the air in the isolation room. The theory of photosynthesis was proven correct. It was given the classification *Homonid Xenoanthropus,* which soon was shortened to H.X. within MJ-12.

Interaction between the surviving Grey and the staff was minimal. On the few occasions that the Grey answered questions posed by researchers, the answers only confused

the team more. Although the Grey could speak very clearly, it seemed to understand the concept of plurals poorly at best. When asked any questions about identity or name, it always referred to itself as "we."

When the team asked questions such as "Who are you?" the Grey responded with "We are." The team (most believed the alien would spill out the secrets of the universe if someone just talked to it right) finally decided to measure its intellect using a standard barrage of tests. Since it refused to write, although it could clearly read English, the test was given verbally. The doctor who administered the mathematical portion of the test later committed suicide after scrawling on the wall in his own blood one of the equations the creature had given him for an answer.

This equation—along with all the answers to the mathematical section of the test—was responsible for several deaths over the next forty years. The mathematicians who handled the scoring on the tests could not prove or disprove the alien's responses, as each formula and answer made some sort of sense. Some of them made far too much sense, and some others hinted towards the workings of the alien disc. The alien's mathematics snapped physics and geometry into a chaotic mess, and the formulae were enough to keep most of the M-12 SSGI occupied for nearly five years.

Torpor

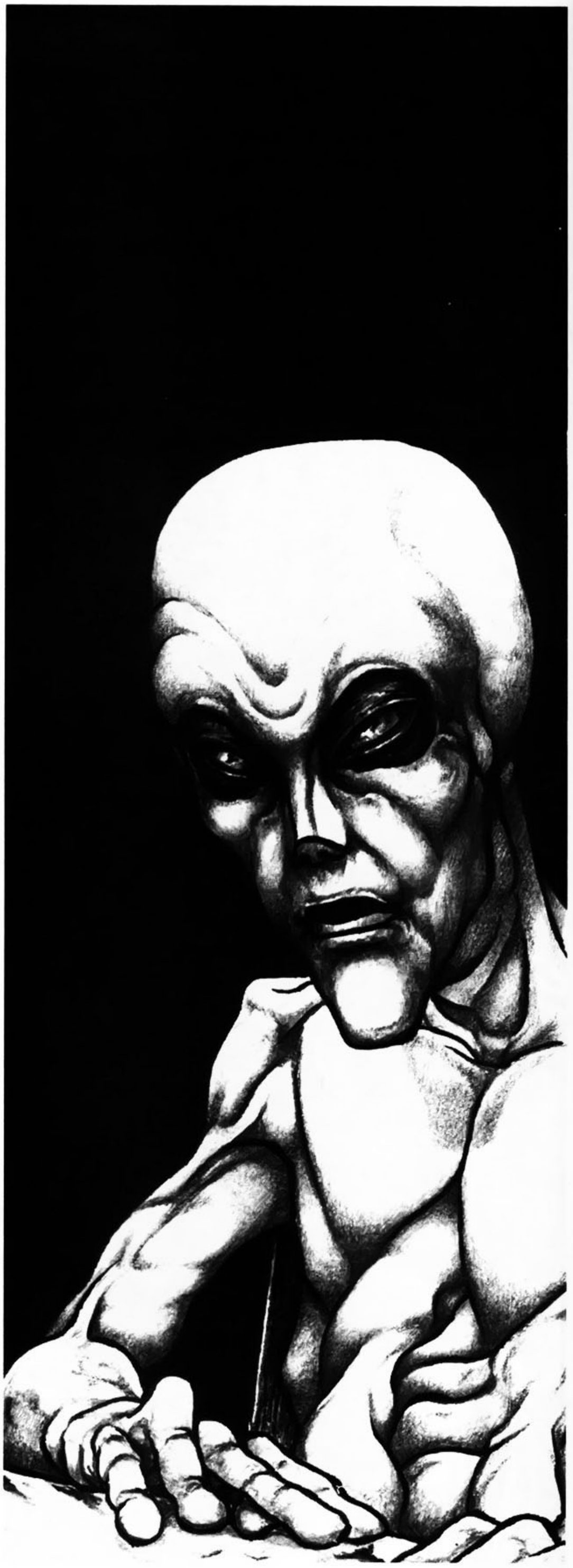
Shortly after this test (which proved inconclusive as far as I.Q. went) the Grey lapsed into a torpor from which it could not be roused. The body became amazingly cold to the touch, and it was feared for a time that the Grey had died. No vital signs or processes could be detected.

A small skin sample proved that all biological activity had ceased in the being, even activity on the molecular level. Again this was a problem that fascinated the MJ-12 SSGI team for decades. During the next thirty-three years the creature did not move from the room in which it was kept.

Linguistic Study

Study turned to the aliens' language. The hieroglyphics that had covered many of the pieces of debris from the saucer were analyzed for similarities to Earth languages (the archæological intelligence people were betting that the aliens had influenced Earth culture in the ancient past) and indeed similarities to ancient Mayan and Egyptian languages were found. Several symbols proved to be nearly synonymous in both the alien and an ancient Earth language, and this proved to be the key to discerning a partial structure.

Several fragmented phrases could clearly be translated but made little sense, and although later statistical analysis suggested that the analysis must be correct (due to the necessity of certain symbols appearing more frequently than others), the team remained confused as to the meaning of most of the writing.



He answered questions, and men went mad.

Certain recurring themes were predominant throughout the translated writings, including the image of eternity and the afterlife (the Egyptian ankh was there, albeit stylized) as well as symbols for both humans and animals. Certain phrases were clear such as "We go here after (above)" and "The God(s) rest(s)."

The final analysis seemed to point towards the language being little more than a derivative pidgin that could not serve as a full language under any circumstance.

Conclusions

Using the information gleaned from the living Grey, the MJ-12 SSG1 team came to the (protracted) conclusion in the summer of 1949 that the Greys had developed a psychic hive mentality somewhere during their evolution, whereupon all forms of writing and data storage became nothing more than a nostalgic activity (much like decorating an aircraft). Information exchange was instantaneous and complete among all members of the species, and they were in fact one mind in many bodies. It was unknown (the Grey was not clear on this point) if there was any hierarchy or command structure in their culture, such as a hive queen of some sort as bees have; MJ-12 SSG1 was very interested in this possibility (as were the members of the CIA), seeing in it potential uses against the Greys.

The following was later extrapolated through the assemblage of information MJ-12 SSG1 collected from the living creature:

- Δ The aliens originated on a small world in the M-31 star cluster. This planet was destroyed in a catastrophic event that consumed their star (it is unclear what occurred, but several references are made to the star swallowing a smaller companion star). They had maintained a perfect society for over three thousand years, and their technology had changed little since that time. Space travel had existed as far back as their hive memory could recall. Technology had been abandoned by the society at large at some point in the past due to its detrimental effects on their world. The alien culture returned to a simple life.
- Δ Only several thousand of the "Others" were in the their "World Ships" when their star began to falter. The Others were a caste or a certain species of alien bred for intellectual pursuit and interstellar travel, and it is the Others that have been encountered here on Earth. They are apparently the only remaining species of this culture. Only two of the five world ships escaped in time, and each set off in different directions: one towards the center of the galaxy, and the other towards the rim.

These events occurred over three million years ago, and in that time the Greys have moved from planet to planet collecting genetic samples to rejuvenate their inbred race. So far they have barely been able to break even, keeping their young's mortality rate low through the careful use of tailored genetic agents. These agents were difficult to create, due to the differences between the Greys and the donor species.

(The "genetic collection" explanation was considered somewhat dubious. Some SSG1 members hypothesized a few years later [after Watson & Crick's work on DNA was published] that the Greys had some sort of unstable DNA structure that needed splicing to be maintained or for procreation to occur. Conceivably, this could have been a sort of planned obsolescence on the part of the Greys' creators so that the population level of the Grey space-faring caste could be controlled. On the other hand, other members simply thought that the story was "dumbed-down" for the benefit of simple humans, or was misunderstood by SSG1, or was entirely false.)

When they discovered Earth (just before 2500 B.C.) they were impressed to discover a race almost identical (95% compatibility) genetically. They settled their world ship in a deep orbit past Pluto and began investigating humanity.

Until 1947 they had had no problem in hiding from humanity, but with the crash (which was caused by electrical storms) and the seemingly rapid advancement of humanity, the Greys had considered opening diplomatic relations with mankind. The crash has seemingly forced their hand, and relations would be opened when those on the world ship deemed humanity "ready."

By 1954, SSG1 was renamed Project DANCER. Little more was learned by DANCER over the next thirty years.

Detlev Bronk's Team

MJ-12 Special Studies Group 2 (SSG2), led by Detlev Bronk, began to disassemble the Grey craft at Wright-Patterson Air Force Base in the fall of 1947 after they completed a detailed examination (with explicit photographs and measurements). The craft was code-named "the Bucket."

The team did their best to conjecturally discern the purpose and proper usage of each component of the craft before disassembly. Often this took years, and whole teams of men spent hours each day attempting to get what appeared to be a light to work, or a door to mechanically open.

"The Bucket" was thirty feet in diameter, twelve feet tall from top to bottom and weighed close to twelve pounds. A full grown man could push the craft easily for hours; a single shove would send it great distances. It hovered approximately a foot and a half above the ground at all times (although the craft listed severely to the rear where it was damaged); several sources of light and sound intimated that the craft's power system, whatever it was, was still functional. The hull's surface (covered in the same tinfoil-like substance found at the ranch) was frictionless and impervious to all penetration techniques. (Later at the DOMAIN testing

ground Bronk placed a piece of the foil at ground zero of a ten-megaton blast; it remained unblemished.)

The interior was small and cramped and poorly suited to humans, and the team soon became used to squatting all day long. Inside the craft, the rooms seemed to be almost molded of a clay-like substance, carefully manicured and shaped into ergonomic designs. This "clay" could be easily picked away and cracked but soon would regrow to a perfect replacement. The substance was discovered to be a mold-like lifeform which somehow reproduced only when an imperfection occurred.

No seats or beds could be detected or were ever found within the craft. What seemed to be the "controls" for the craft were little more than odd geometric markings on a free-standing plate in the center of the elliptical dome which later would be nicknamed "the Kitchen." The top of the dome as well as three triangular windows could be made transparent by touching the central console. These windows, although perfectly clear, retained their material strength, and could not even be scratched by diamond saws and drills.

It was soon discovered that Earth-like gravity (1.0015 G) was maintained on the inside of the craft at all times. This fact was accidentally stumbled upon when a small push cart loaded down with heavy materials struck the side of the "Bucket" after rolling down a short incline. The craft (with people still inside it) rebounded swiftly and flipped over. Inside, although the craft was now floating upside down, nothing changed. The scientists remained on firm footing, completely inverted, staring out the dome and windows at the concrete floor and worried soldiers. Several scientists and soldiers were injured, however, while trying to get in and out of the craft in this state and thus passing between one gravitational field and another.

Dr. Courtis

Dr. Stephen Courtis of SSG2 was a brilliant young mathematician who took a special interest in the sigils inscribed within the craft. These markings would at times glow or change color, seemingly in response to the presence of people within the craft and to the actions they took. Eventually, he was able to work out how to manipulate the sigils by touch. In doing so, he was able to start up the Bucket's source of power. Lights came on, some sort of engine/power-source sound was heard, and so forth. He was unable to move the ship, but Courtis was confident that operation of the craft was within his grasp.

As his work continued, Courtis became increasingly withdrawn, and he soon refused to work with the rest of the team. It was clear that he was onto something, however, and so this odd behavior was overlooked.

One of Courtis' key discoveries was recognizing the source of the strange gravitational effects within the craft. A series of tiny sigils, composed of triangles, circles, and squares (to give them approximate names), lined the entire ceiling of the craft. They glowed softly when any movement in the craft occurred, and glowed brightly when the craft was inverted. He therefore conjectured that these sigils were connected with the ship's gravitational powers.

Soon he made a number of further discoveries. Courtis recorded a sequence of sigils which, he believed, could activate some sort of a warp through space and possibly time. His work in this area was breathtaking, but his source of inspiration was unknown; two of his colleagues, Drs. Wexler and Malbayam, suspected that he was being telepathically influenced by the ship or by the "Others" and that this was the source of his understanding. No one else could duplicate Courtis' work, and his theories could not be readily tested.

It was the gravitational sigils that were his downfall. On December 12, 1949, Courtis inscribed a complicated sigil on a wooden overhang within his work room. The sigil was fourteen inches in diameter, though the sigils in the craft were never larger than one inch or so. Late that night his body was discovered on the floor directly beneath the sigil; he had been crushed to death by an unknown force.

Examination of the sigil and the area of his death quickly revealed that the sigil formed the point of a cone-shaped field of intense gravitation, in excess of 190G (190 times the normal gravity of Earth). The cone was clearly visible to the naked eye as an area of distortion. When he com-

When the Unbreakable Broke

One of the questions that haunted SSG2 was how the tinfoil-like metal on the ship's surface—which resisted every human attempt at harm up to and including nuclear detonation—came to blow apart and be scattered across the debris field near Roswell. It was a question that SSG2 could not definitively answer. Their best hypothesis was that the fierce electrical storms on the night of the crash led to some sort of malfunction in the ship's engine which resulted in an explosion. Given the fact that the engine was understood little better than the metal, it was conceivable that an engine malfunction could generate the force or particular conditions necessary for the metal to be shattered.

SSG2 could not answer this question, but its successor—Project REDLIGHT—did. In 1972, an attempt to restart the ship's engine briefly succeeded. Within moments, however, the engine apparently malfunctioned and the entire ship was destroyed. (Four research personnel were slain in the blast.) Finally, the scientists had found a force sufficient to damage the strange metal—and they unwittingly blew it to bits.



Dr. Courtis and his unseen friend.

pleted the sigil, it activated and crushed him. A circular area of pavement beneath the sigil was sunk by 1/15 of an inch. The weight and position of the plank was not changed.

This plank was later removed, and it continued to exert force in the direction the sigil was pointed. A counterforce was not generated (at least in this dimension), so the plank could be freely moved. This defied all understanding.

Extensive testing led SSG2 to suspect that a false bend in time/space was caused by undetectable matter or energy. Light-bending effects such as photoelectronic and magnetic scrambling occurred in the area of the cone, resulting in (among other things) a slight blurriness within the field.

The range of the sigil was profound. When placed face-up, the sigil on the plank could destroy a target radiosonde fifteen miles aboveground. Further testing was curtailed, as even limited manipulation of the plank frequently resulted in the collapse of walls, floors, and so forth. Eight people were accidentally killed in the brief period that SSG2 experimented with the sigil. Today the plank with the sigil remains safely locked in a vault at MJ-12's S-4 laboratory located on the USAF Nellis Test Range in Nevada.

Drs. Wexler & Malbayam

Two of Courtis' colleagues were assigned the task of analyzing his notes and continuing his work. It was hoped that a two-man team would offer additional safeguards against unwise experiments and mental duress. They attempted to replicate Courtis' sigil-drawing efforts, but they got nowhere. Malbayam conjectured that the components of such sigils must be drawn in a particular order, and that otherwise the sigil would be powerless.

The buddy approach taken by SSG2 in continuing Courtis' work proved wise. Dr. Malbayam had some sort of hysterical fit and began destroying Courtis' notes. Dr. Wexler attempted to intervene and was attacked; he was forced to shoot and kill Dr. Malbayam to save his own life.

Tragedy & Futility

Besides the deaths of Courtis and Malbayam, and those during the brief testing of the gravity sigil, numerous other deaths and outbreaks of insanity occurred in SSG2 throughout the 1950s. (During this period, SSG2 was rechristened Project REDLIGHT.) By 1960, the Bucket and its secrets had killed or mentally incapacitated three dozen of the brightest minds in the nation. Stringent controls were implemented, with scientists working under armed guard. Many such scientists were given the opportunity to work on the project only if they would drop out of society (their deaths faked by MJ-12) and become permanent residents of the REDLIGHT facility. REDLIGHT's measures grew more and more paranoid as time went on and the body count rose.

It was all for naught. The deaths of Courtis and Malbayam brought an end to meaningful developments at

A BLUE TEAM operative in over his head.



Wright-Patterson. The years would pass with teams of workers lost in trivia, and nothing new was learned. No one besides Courtis ever had any special insight into the subject. If there was indeed some strange source of inspiration granted to the man, the power behind it did not see fit to share it with anyone else.

Early Actions

On December 30, 1947, MJ-12 assigned the newly organized Air Force Project SIGN to cover up and investigate UFO sightings. Project SIGN was MJ-12's first operational arm and examined 243 cases of UFO sighting or contact in 1948. Former Delta Green personnel were permanently transferred to MJ-12 to help cover up what the Air Force's Project SIGN couldn't explain away. One of its most important missions was to obscure the facts surrounding the death of Air National Guard Captain Keith Belmont and the destruction of his aircraft by a UFO in 1948.

In February of 1949, MJ-12 created the Air Force's Project GRUDGE to take over functions of Project SIGN. Project GRUDGE examined 244 cases of UFO sightings or contacts between 1949 and 1952. On December 6, 1950, a second UFO crash occurred near El Indio, Texas. Project GRUDGE had previously formed a special USAF craft-recovery unit called the BLUE TEAM. BLUE TEAM recovered the minimal debris at the site and covered up the incident.

Finally, in March of 1952 MJ-12 moved to create the Air Force's Project BLUEBOOK, its final public disinformation campaign. Project BLUEBOOK examined over 13,000 cases between 1952 and 1969 and was designed to convince the public once and for all that there was no evidence of the existence of extraterrestrials. Meanwhile, the Air Force's BLUE TEAM continued to secretly investigate UFO sightings and collect evidence for MJ-12's panel of experts to analyze.

On December 18, 1952, President-Elect Eisenhower was briefed on the existence of MJ-12 and its purpose. Once in office, he was taken to view the crash debris from Roswell, the Bucket, and the three alien corpses. Eisenhower was also shown a film of the crash survivor, who had been in torpor for several years. Faced with such overwhelming proof, President Eisenhower authorized the continuation of research into the intentions, capabilities, and plans of these extraterrestrials, as well as the disinformation campaign to keep the public in the dark. He also agreed to expand MJ-12's budget, authority, and manpower.

Also in December of 1952, MJ-12 consolidated its UFO investigations in Project AQUARIUS, a project of the then-completely "black" National Security Agency. The NSA's secrecy was considered to be so critical to national security that the NSA did not show up on Top Secret congressional budgets until 1957. The NSA's Project AQUARIUS continues to this day and is the primary operational organ of MJ-12. The USAF's crash debris recovery operation (known as the BLUE TEAM) was reorganized as Project MOON DUST, with Operation BLUE FLY as its primary operational arm.

Growing Power

On July 14, 1954, MJ-12 briefed President Eisenhower on Project AQUARIUS's first big break. NSA listening posts and electronic eavesdropping stations had been picking up odd

signal noise for some time. After nine months of investigation, the NSA determined that the signal noise was actually fragments of intelligent and systematic communications originating from deep space. Only fragments of these transmissions had been detected, none of which proved to be decipherable by the NSA's top cryptographers. The general consensus at NSA was that the signals were coming from the moon and were aimed at sites on the Earth and in high orbit. This piece of the puzzle earned praise from President Eisenhower and an even bigger operational budget.

On November 23, 1953, an F-89C Sabre jet was observed by USAF radar crews being "absorbed" into an unidentified radar contact. No trace of the fighter or its two crewmen were ever found. This incident, the earlier death of Captain Belmont, and the disappearance of two soldiers in New Mexico during the Roswell recovery operation reinforced the need for absolute secrecy. The fact that the U.S. military was powerless to protect U.S. airspace was the most sensitive secret the U.S. government possessed. No method of maintaining this secret was too extreme—MJ-12 was not above using assassination to deal with breaches in security. During the Roswell recovery, a U.S. Army Air Corps nurse was assassinated to prevent her from talking about what she'd accidentally seen of the EBEs' preliminary autopsies.

In order for MJ-12 to preserve its secrets, it did not even exempt its own members from the prospect of termination. On May 22, 1949, MJ-12 member and Secretary of Defense James Forrestal "jumped" from a sixteen-story window of the Bethesda Naval Hospital. He had been sent to the Hospital for treatment of emotional strain.

Autonomy

Following the assassination of President Kennedy on November 22, 1963, MJ-12, for reasons of security, chose not to brief President Johnson on its existence. MJ-12's self-selecting inner circle decided that they would not reveal the existence of MJ-12 to a new president until such time as there was anything new to report on either the crash debris analysis, the attempt to repair the Bucket, the post-mortem examination of the three dead Greys, the attempts to communicate with the survivor, or the deep-space signals. While Kennedy had been completely in favor of MJ-12's work (even going so far as to suggest sending manned missions to the moon in order to search for the suspected extraterrestrial base on the dark side from whence the alien communications came), there were fears that a new president might decide, for whatever reason, to release the truth to the public and cause a worldwide panic. The security risks associated with bringing unpredictable or uncontrollable publicly elected officials into the picture were simply too great. After all, a president could not be disposed of as easily as a "mentally unstable" Secretary of Defense.

On December 17, 1969, MJ-12 (acting through the Air Force) terminated Project BLUEBOOK. Project AQUARIUS, however, continued to secretly investigate and cover up evidence of UFO phenomena through its operational force, Project MOON DUST. Cattle mutilations, UFO sightings, potential crash sites, cases of human abduction, and unidentified deep-space transmissions were simultaneously investigated and covered up by Project AQUARIUS, but little of substantive value was discovered.

Attempts to restart the Bucket's motor ended in the destruction of the craft and the deaths of four government personnel in 1972 at the Air Force's AREA-51 on the Nellis Test Range in Nevada. While this was a new (if unenlightening) development, MJ-12 opted not to bring President Nixon into the picture. With the Watergate scandal just getting rolling and the withdrawal from Vietnam going badly, MJ-12 was worried that President Nixon might use revelations about the EBEs to distract the public from his own faltering political fortunes.

Contact

There weren't any significant developments until 1978, when a lone cryptographer in the NSA's Project AQUARIUS finally deciphered part of the extraterrestrial transmissions that AQUARIUS had detected in 1954. The transmission was a message from the EBEs, or Greys, stating that they were ready to initiate contact whenever we were able to translate the message and send a response. This would indicate to the Greys that we had become "sufficiently advanced" to warrant direct contact. The response should be a coded laser transmission aimed at specific coordinates on the moon, using prearranged light frequencies.

Coded transmissions eventually led to a face-to-face meeting between MJ-12 and a group of EBEs on October 31, 1980, at AREA-51. MJ-12 had a ground crew ready to greet a flying saucer; when the Greys simply materialized within the conference room, three shots were fired by panicky guards (no one was injured), and for several tense moments MJ-12's steering committee feared they'd unintentionally started an interplanetary war. NRO DELTA agent Adolph Lepus (who was overseeing security for the meeting) immediately drew his sidearm and shot the two trigger-happy guards dead. Fortunately, the Greys seemed unfazed by the incident and didn't even mention it.

(Some analysts later conjectured that perhaps the Greys assumed this was a diplomatic greeting, a symbolic gesture, and even recommended that random soldiers be shot at each subsequent meeting. Their suggestion was ignored.)

The EBE survivor from the Roswell crash was present at the meeting, and for the first time in thirty-three years moved and spoke. It said, "Thank you," and strolled away to rejoin its companions.

The Accord

The meeting that followed was perhaps one of the most important meetings in U.S. history. In brief, the Greys explained that they had need of human genetic material (among other things), and that they desired to enlist the aid of the U.S. government in covering up their actions. The two peoples would form an Accord of mutual support and protection. The Greys would provide knowledge that would benefit the U.S. and the U.S. would keep the Greys a secret.

As a token gesture, the Greys brought with them what became known as "the Cookbook." It was a hefty, bound book made of a thin leather-like material whose 3500 pages held the keys to human genetics. Written in a dense style and accompanied by puzzling illustrations and formulæ, the Cookbook was immediately recognized as a major revelation—and as a major challenge. Fifteen years later, MJ-12 scientists were still grappling with the issues and possibilities raised by the document, and they have only recently entered (since 1990) the phase of practical applications. Even this is on an experimental level.

What's more, the Greys offered something that stunned MJ-12: the initial edition of a periodical document giving a complete breakdown of world military forces, inclusive. *Absolutely* inclusive. From a lone guerrilla camped in Honduras to the location of every Soviet warhead, the document offered a level of detail impossible to achieve through conventional intelligence-gathering. The Greys promised to update the document every other month, and occasionally more often if needed. ("The Report," as it came to be known, would eventually become the U.S.'s key to winning the Cold War in the late 1980s.)

In return, the Greys would be free to operate within the U.S. They could "harvest" (kidnap) U.S. citizens temporarily, provided they did no lasting harm. They could conduct biological and psychological experiments on U.S. soil. They could have free flight over U.S. airspace. And so on.

Awestruck, MJ-12's steering committee was finally faced with a decision too big to make alone. A week later, as the nation celebrated the election of Ronald Reagan, the committee decided it was time to bring the chief executive back into the loop.

The Reagan Era

Luckily for MJ-12, President-Elect Ronald Reagan had once seen what he'd thought to be a UFO back in 1974 when he was governor of California. It wasn't hard for MJ-12 to sell the president on the idea of contact with an alien intelligence. The Greys agreed to meet again in January of 1981, once the new president had taken office. In the interim, MJ-12 scurried to verify that the Cookbook and the Report were authentic. They were.

Once in office, Reagan directed MJ-12 to finalize the details of the Accord, and it was done. The first interplanetary treaty was a reality.

The negotiations were almost derailed by an investigation of MJ-12 by the Office of Naval Intelligence. ONI, however, did not want to expose MJ-12, but instead wanted a share of the technological bonanza provided by the Greys. Having been brought into the picture, ONI kept quiet.

As the Reagan Revolution rolled on, MJ-12 slowly realized that the Greys weren't living up to the Accord. Humans harvested by the Greys were frequently injured or killed, and many were simply never returned. Cattle mutilations and a wide variety of other strange phenomena were the work of the Greys, and went well beyond what MJ-12 anticipated.

In 1984, MJ-12 politely contacted the Greys and requested another meeting to discuss the situation. The Greys had little or no understanding of the niceties of diplomacy and negotiation, however. They offered no explanation or justification for their actions, and stated simply that the U.S. government would continue assisting the aliens as agreed. MJ-12 took this as a threat, swallowed hard, and agreed. It had been proven that the Greys' crafts were impervious to every form of weaponry (including nuclear) known to humanity, and MJ-12 knew enough to realize that there was no point in forcing the issue.

Moreover, despite the loss of U.S. citizens' lives and the *de facto* loss of control by the U.S. government over its destiny, much had been gained. Reagan was able to use the immense military intelligence offered in the successive Reports to get the Soviet Union to back down—when your opponent knows more about your military than you do, you are already defeated. An upheaval in the Politburo followed this stunning revelation of U.S. superiority (credited to advanced spy satellites and high-level moles within the Politburo), and Gorbachev became the first Premier to come to power under this new, enforced *detente*. The New World Order had arrived, and thanks to the Greys, the U.S. was at the top of the food chain. When George Bush was elected president in 1988, he was already in the loop on MJ-12 from his days with the CIA, and he continued Reagan's MJ-12 policies (full funding, top secrecy) faithfully.

Meanwhile, the Greys parceled out small bits of technology here and there. Weapon systems based on sonic energy were field-tested in the Gulf War (a conflict that also demonstrated the value of the Report's military intelligence, though for some reason the Greys would not update it quickly enough to provide reliable data as to the location of the always-moving Saddam Hussein), and the Greys offered occasional examples of the genetic-manipulation possibilities within the Cookbook.

The Reagan Era drew to a close with the defeat of George Bush in 1992. MJ-12 chose not to inform newly elected President Clinton of its existence or the nature of the Accord, pending some new development.

Interstellar diplomacy at its finest.



Majestic-12 Today

MJ-12's full title is the Majestic-12 Special Studies Project of the National Security Council. It is referred to as MJ-12 for short, but only informally and never in internal documents. MJ-12 is so secret and highly compartmentalized that only those at the top understand what it is they are protecting. The majority of MJ-12 personnel are security personnel involved in covering up the Greys' activities on Earth as well as the government's complicity with them. Most of the rest are technicians and scientists involved with finding applications for the Greys' gifts of technology and intelligence. A tiny percentage are involved in directly negotiating with the Greys, receiving their technology and intelligence, and setting MJ-12 policy.

The element that binds the diffuse elements of MJ-12 together is MAJIC clearance. Anything related to the U.S. government's contact with the extraterrestrials is classified MAJIC: material requiring MAJIC-level clearance for access. MAJIC-level clearance is the highest security classification available in the United States government, and makes the holder a "super-user" in the intelligence community. MAJIC clearance holders are able to access information and enter facilities no matter what organization the MAJIC clearance holder belongs to, or which intelligence agency has the information or operates the facility. Former members of MJ-12's inner circle retain MAJIC clearance after they leave government service and even certain extremely wealthy and influential private citizens have acquired MAJIC clearance.

MJ-12 is diffuse. Its membership, facilities, intelligence files, and budget are spread out among the CIA and the various branches of the Department of Defense. MJ-12's current membership is confined to select members of the NSC, the CIA, the DIA, the NSA, the NRO, the U.S. Space Command, the Air Force Intelligence Agency, the Army Intelligence and Security Command, and the Office of Naval Intelligence. Over the years, the CIA has been losing its influence in MJ-12 due to encroachment by the NSA, DIA, and the military intelligence branches. The Department of Defense controls the lion's share of MJ-12's resources and personnel. MJ-12 is well-organized and well-financed.

At the top of MJ-12's organization is the Majestic-12 Steering Committee, made up of twelve active members of the intelligence community and military possessing MAJIC clearance. The Steering Committee negotiate and maintain the Accord with the Greys, and decide policy and strategy for the organization. The President of the United States is not a member of the MJ-12 Steering Committee and is briefed at the discretion of the Committee's membership. Each member of the Steering Committee oversees an important function of MJ-12. The twelve members are designated as MJ-1 through MJ-12 (which is why Majestic-12 never refers to itself as MJ-12 in its own documents). While Majestic-12's

organization has changed over the years, its Steering Committee and the projects they oversee are currently organized as follows:

MJ-1: Director Project AQUARIUS, Justin R. Kroft
MJ-2: Director Project PLATO, Dr. Abner Ringwood
MJ-3: Director Project GARNET, Gavin Ross
MJ-4: Director Project SIGMA, Dr. Friedreich Lounds
MJ-5: Director Project MOON DUST, Lt. General Eustis Bell, USAF
MJ-6: Director Project PLUTO, Maj. Gen. Kurtis Schenk, USAF
MJ-7: Director Project REDLIGHT, Dr. Edward Penn
MJ-8: Director Project DANCER, Dr. Robert Varney
MJ-9: Director Project OVERVIEW, Dr. Antony Correlo
MJ-10: Director Project SIDEKICK, Lt. General Thomas Deerhausen, U.S. Army
MJ-11: Director Project LOOKING GLASS, Vice Admiral George Gates, USN
MJ-12: Director Project DELPHI, Dr. Wayne Harl

Not every member of MJ-12 believes the Greys' claim that they are interested in studying humans for scientific and "reproductive" purposes only. Even those who believe the Greys' purported agenda are not comfortable with the implications. The issue splitting the Steering Committee is whether MJ-12 should continue honoring the Accord. At present, the majority of the MJ-12 Steering Committee wish to continue to honor the Accord and reap the benefits of their relationship with the Greys. The minority bide their time and wait for more evidence to develop so they can prove that the Accord is doing MJ-12 (and, incidentally, the United States) more harm than good. This political rift between the members of the Steering Committee is a closely guarded secret and is kept from even the highest-ranking members of the various MJ-12 sub-projects. One of the by-products of this rift is ongoing research into weapon systems capable of fighting the Greys should the need arise. This research has resulted in few deployable applications, but for now the work continues in Sub-Projects EXCALIBUR, GABRIEL, ZEUS, and JOSHUA (described later).

The following is a description of the twelve main projects, along with notes on the current directors, their factional allegiances, and their areas of interest or antipathy.

MJ-1 Project AQUARIUS

Officially organized under the NSA, Project AQUARIUS is responsible for all matters related to the government's interest in extraterrestrials. Project AQUARIUS manages, coordinates, and provides logistics and financing for the other MJ-12 projects. Project AQUARIUS is also the personnel office. A small AQUARIUS staff constantly reviews the records and files of thousands of U.S. military, intelligence, and scientific-community personnel, looking for their next recruit to work on MJ-12's various projects. AQUARIUS is also always on the lookout for new technologies or equipment that will assist MJ-12 in its work, such as "hush" technologies for Operation BLUE FLY's stealth helicopters and MKULTRA's mind-control techniques. The AQUARIUS staff conducts background checks in conjunction with MJ-3 Project GARNET.

MJ-1 Director, Justin R. Kroft

Justin Kroft is Chairman of the Majestic-12 Steering Committee and supervisor for all of the various projects and subprojects. He is whole-heartedly in support of the Accord because of the wealth and power he has obtained. He owns several aerospace and high-technology firms, to which he diverts technological trinkets from the Greys. He has also (secretly) used his access to biological experiments to improve his immune system, prolong his life, and pursue other dubious ventures. Kroft doesn't mind the anti-Grey weapons research–after all, it pays to have some insurance–but he won't do anything to alarm the Greys and jeopardize the delivery of the next technological trinket. He is very interested in removing Lt. Gen. Bell (MJ-5) and Dr. Harl (MJ-12) from the Steering Committee. Dr. Harl is close to retirement and may be eased off the Committee, but Kroft has no qualms about using more extreme methods for removing Lt. Gen. Bell. (For that matter, Gavin Ross [MJ-3] wants Kroft himself off the committee; Kroft has not realized this yet.)

MJ-2 Project PLATO

Established in 1954 to open diplomatic relations with the extraterrestrials and (hopefully) limit their intrusions into U.S. territory, Project PLATO works today as a strategic planning group. Prior to 1980, the twelve active members of MJ-12 would meet at the COUNTRY CLUB, a secret facility in Maryland accessible only by air, to brainstorm about hypothetical contact scenarios and to draft provisional treaties. After Project SIGMA made contact with the Greys in 1978, Project PLATO used the COUNTRY CLUB to hammer out the details of the Accord. The twelve members of the MJ-12 Steering Committee meet regularly at the COUNTRY CLUB to discuss strategy and policy priorities for MJ-12. The only existing copy of the Accord is on display in the Steering Committee's central conference room. The Accord is sealed in a bomb-/bullet-proof glass case and is protected by several pounds of thermite set to go off if the case is breached.

MJ-2 Director, Dr. Abner Ringwood

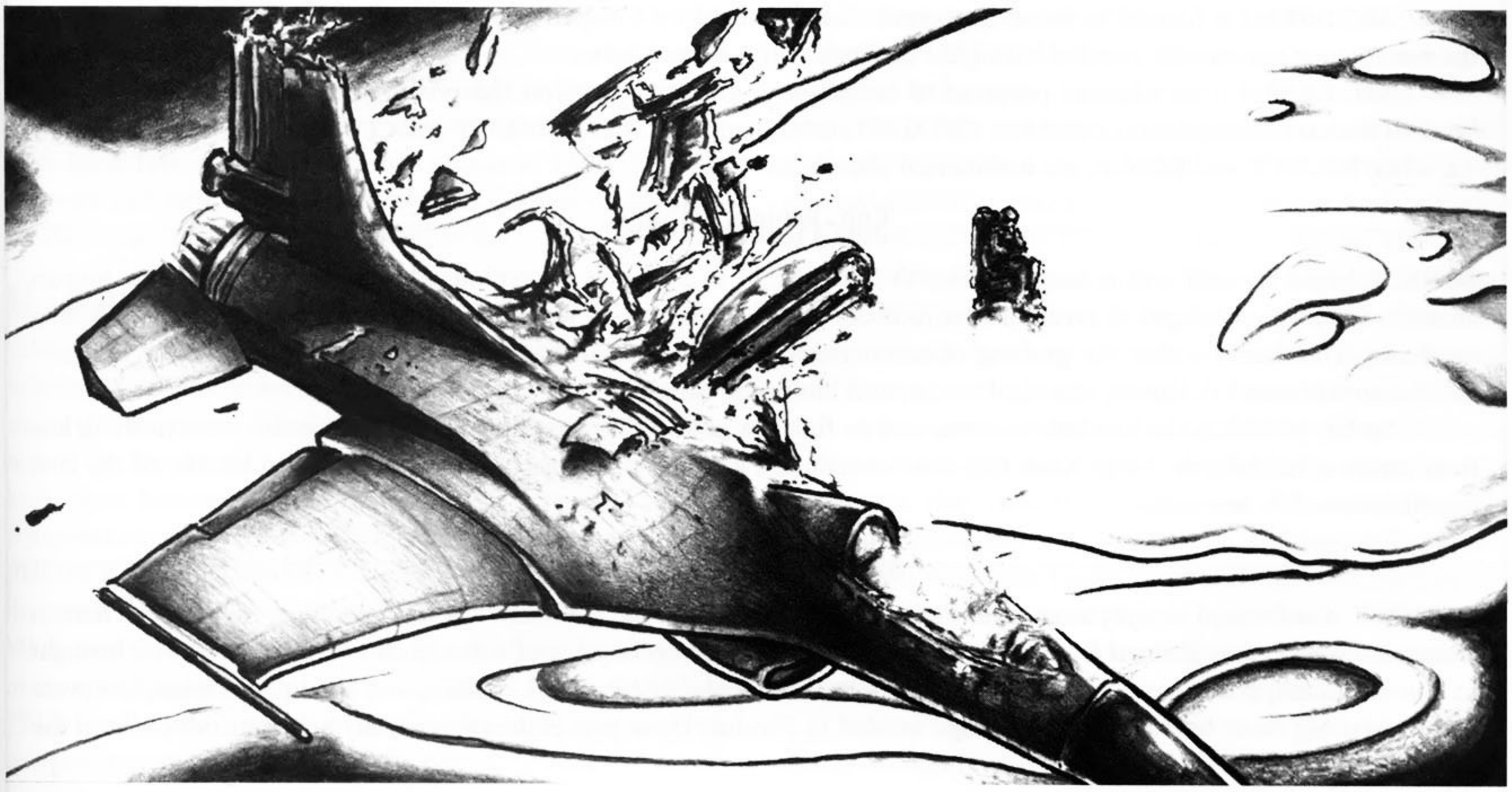
Dr. Ringwood was the man who broke the Greys' coded invitation for first contact in 1978 and helped negotiate the Accord in 1980–81. He is enthralled with the Greys and idol-

izes their "advanced and peaceful" civilization. Dr. Ringwood is too enraptured with the idea of a superior alien civilization to critically analyze the Greys' story. He views humanity as "dangerous primitives whose primary concern for the past two million years has been tribal warfare," and he idolizes the Greys. Dr. Ringwood is a socially inept–yet brilliant–misanthrope. He supports the Accord because, although he wouldn't admit it, he cannot relate to people and feels more affinity with the emotionless and sterile Greys.

MJ-3 Project GARNET

GARNET is responsible for control of, and accountability for, all information and documents regarding Project AQUARIUS, MJ-12, and the U.S. government's relationship with the Greys, as well as concealing the Greys' terrestrial activities. Project GARNET is MJ-12's counterintelligence and information security arm. Project GARNET's most valuable security tool was the secret success of the CIA's MKULTRA mind control research. By the mid-1970s, MKULTRA had developed several reliable methods for creating artificially induced selective amnesia. This allows security risks to simply "forget" what they knew about MJ-12, thereby avoiding the complications associated with arranging accidents or permanent disappearances. Assassinations, even those designed to look like accidents, draw too much attention. When "termination with extreme prejudice" is nevertheless required, Project GARNET still calls on the resources of MKULTRA in the form of "programmed" assassins. Conditioned using a combination of drugs, hypnosis, and electrical impulses aimed at key brain functions, these "Manchurian Candidates" perform assassinations without awareness of what they're doing. GARNET's wetwork is often disguised as random shootings carried out by "lone-nut" gunmen who often end their rampages by taking their own lives. Project GARNET's field operatives are organized under the National Reconnaissance Office's SECTION DELTA.

(NRO SECTION DELTA operatives work under administrative cover as employees of the National Reconnaissance Office. Since the NRO doesn't officially exist, DELTA operatives have a second layer of cover as employees of the Department of the Air Force, NSA, or CIA. NRO DELTA only answers to the NSA's Project GARNET, which answers to Project AQUARIUS, which answers to MJ-12, which answers to no one. NRO DELTA operatives provide Project GARNET and all its sub-projects with physical security and information security as well as counterintelligence and disinformation services. Burglary, bugging, bribery, and blackmail are NRO DELTA's bread and butter. Any means justifies the end of maintaining the secrecy of MJ-12. The use of deadly force is always authorized. More often than not, NRO DELTA operatives do not know what it is they are guarding or covering up; there are layers of disinformation between NRO DELTA and the MJ-12 control group. DELTA operatives are recruited from the CIA, NSA, DIA, and the Military Intelligence branches. DELTA operatives provide cover stories and operational security for both Project MOON DUST and the Greys' terrestrial activities. They guard the ICE CAVE at Los Alamos; the COUNTRY CLUB in Maryland; the Majestic facilities at Wright-Patterson AFB, Edwards AFB, and Ft. Belvoir; AREA-51's S-4 laboratory on the Air Force's Nellis Test Range; and Sub-Project ARC DREAM's Facility-12. They also operate disinformation campaigns against UFO investigators such as SaucerWatch [p. 112].)



Operation MOON DUST has a close encounter of the third kind.

MJ-3 Director, Gavin Ross

Gavin Ross purports to be in favor of the Accord because he believes it is easier to spy on the Greys while allied with them. In truth, he pays close attention to the warnings of Dr. Harl (MJ-12). Ross thinks that Dr. Ringwood (MJ-2) is insane and under the influence of the Greys. He also knows that Justin Kroft (MJ-1) and his toadies are manipulating MJ-12 for financial and political gain. He has plans to purge these men from the Steering Committee, reorganize MJ-12, and cease collaborating with the Greys. To further his plans, he intends to manipulate Delta Green into bringing down his enemies on the Steering Committee.

MJ-4 Project SIGMA

Begun in 1954 in order to establish communications with the extraterrestrials, SIGMA met with success in 1978 when NSA code-breaker Dr. Abner Ringwood (now MJ-2) unscrambled the extraterrestrial transmissions and made contact with them possible. This opened the way for MJ-2 Project PLATO. Project SIGMA maintains communications links to the Greys for use by Project PLATO. SIGMA maintains a "hotline" to the Greys at the S-4 laboratory at AREA-51 and at the COUNTRY CLUB.

MJ-4 Director, Dr. Friedreich Lounds

Dr. Lounds supports the Accord because he owes his position as Director of Project SIGMA to the influence of Dr. Abner Ringwood (MJ-2). He is Dr. Ringwood's creature and defers to Ringwood in most things, but genuinely supports the Accord because he believes that the Greys will put humanity in contact with other interstellar civilizations.

MJ-5 Project MOON DUST

MOON DUST was formed to intercept, shoot down, and recover any extraterrestrial craft, occupants, or evidence of visitation. The precursor to Project MOON DUST was the Air Force Material Command's BLUE TEAM, based at Wright-Patterson AFB. In 1954, Project AQUARIUS permanently detached the USAF BLUE TEAM personnel to Project MOON DUST. The crash-recovery unit, called Operation

MJ-12 Sub-Projects

The following are examples of current MJ-12 sub-projects, focusing on those related to the Cookbook. All of these sub-projects are under the authority of Project PLUTO. Other sub-projects may be developed by the Keeper as desired.

Sub-Project ARC DREAM

ARC DREAM is a team assembled in 1981 to study and work from the Cookbook of human genetics provided by the Greys. The Cookbook is a plain-English series of three and a half thousand pages (seemingly made of a strange material, like thin leather) about the manipulation and control of terrestrial biology. The original is kept under lock and key by Project PLATO. It was transferred to disk, and several print-out copies are kept in a series of five binders each. Only four sets of copies exist at this time.

ARC DREAM is housed in an underground complex north of Cooper, Montana, called Facility-12. This is one of the twenty-four nuclear-safeguarded biological facilities in the United States.

ARC DREAM is an ongoing program to assimilate and properly exploit the possibilities presented in the Cookbook. It directs its sub-projects BOUNCE, CATALYST, CORE, and RECOIL. CATALYST and CORE are also based at Facility -12, while BOUNCE and RECOIL are maintained elsewhere.

Sub-Project BOUNCE

BOUNCE began in 1988 and is based at the YY-II facility. It is a project to exploit advantages in known non-human anatomy (*i.e.*, alien biology) to create a new race of "clean" soldiers who will be little more than programmable killing machines. The theory is that the grafting of extraterrestrial genetic advantages onto humans will improve the humans' abilities to withstand radiation, chemical toxins, and biological agents.

So far, BOUNCE has had little success, and its first few tests combining human and alien genes were nothing less than catastrophic failures. Justin Kroft (MJ-1) is nevertheless keeping the project alive, as he plans to be one of the first beneficiaries of its research.

Sub-Project CATALYST

CATALYST was formed in 1985 after extensive study of the Cookbook. CATALYST was to produce fully grown human clones using processes gleaned from the text. This was easily accomplished, and although the bodies were never brought to consciousness, it was considered a success. By 1987, limb-replacement, nerve splicing, and total organ transplant were perfected using clone bodies. The knowledge needed to conduct these procedures is gradually being introduced into the scientific community at large.

CATALYST moved forward to the altering of voluntary "real" subjects from Operation BLUE FLY and NRO DELTA. Improvements included increased reaction speed and strength, night vision, enhanced smell, redundant organs, and improvements on protective structures. Only a handful of these subjects are serving active duty at any time, as their "improvements" tend to be unstable and subject to biological failure. Work continues, spun off into sub-project RECOIL.

Sub-Project CORE

CORE was created in 1986 to exploit the nonhuman aspects of the Cookbook, including microbiological research, animal experimentation, and so on.

Animals were altered and cloned, but this research was soon abandoned, as Justin Kroft considered it a waste of time. Kroft, anxious to find practical human applications, has pushed for human experimentation. Like the knowledge gained by CATALYST, the building-block formulae of these techniques are slowly being slipped into the mainstream.

The microbiological aspects of this research still continue. CORE came up with some of the favorite tools of MJ-12, including disease organisms tailored for specific people, chemical memory wipes (improved over MKULTRA's work), brain carbons (a biological substance that will duplicate a brain placed in it, which can later be "read" or used to make duplicate people), and other fringe science.

Sub-Project RECOIL

RECOIL is the field study of physiologically altered NRO DELTA and Operation BLUE FLY members, and has been active for less than two years. Extensive and meticulous medical records are kept on each member of the test group, who is not put on active service for more than a few weeks at a time. RECOIL has central archives placed with CATALYST at Facility-12, but its team is spread out across the country, working on a rotating schedule with control groups of altered agents.

RECOIL is especially worried about the possible interest the Greys have in their subjects. Several "traps" in the Cookbook have been discovered that have been overcome; these are instances of faulty data that cause fatal organ failure, madness, or complete biological seizure. These were thought to have been placed on purpose to test humanity. It is thought by most of CATALYST that the Cookbook is an I.Q. test, and that the speed at which it is assimilated is being measured by the Greys.

BLUE FLY, is staffed by USAF personnel, and operates in the field under the cover of a USAF aerospace rescue and recovery unit. Operation BLUE FLY is based at MAJESTIC-restricted facilities at Wright-Patterson AFB in Ohio; Ft. Belvoir, Virginia; and Edwards AFB in California. Project MOON DUST turns over all recovered materials to MJ-6 Project PLUTO and MJ-8 Project DANCER. Since the Accord was signed, Project MOON DUST's interception activities have been limited to non-Grey extraterrestrial craft, which have been few and far between. Operation BLUE FLY still recovers and removes evidence of Grey crashes or landings on those rare occasions when they occur.

MJ-5 Director, Lt. Gen. Eustis Bell, USAF

Lt. Gen. Bell is the most vocal opponent of the Accord. He believes MJ-12 should break relations with the Greys and proclaim U.S. territory off-limits. Lt. Gen. Bell is particularly disturbed by the thought that "those little grey parasites" may look upon humans as little more than raw material for the construction of more Greys. He has also expressed fears that the Greys may intend to colonize the Earth. He believes that with the technology MJ-12 has acquired from the Greys, MJ-12 can dictate terms to them. He is always pushing for more spending on sub-projects like EXCALIBUR, GABRIEL, ZEUS (under MJ-6), and JOSHUA (under MJ-8) that develop weapon systems useful against the Greys.

MJ-6 Project PLUTO

MJ-6 is jointly administered by the Air Force's Foreign Technology Division (based at Wright-Patterson AFB), the Naval Intelligence Support Center, the NSA's Office of Research and Engineering, and the CIA's Directorate of Science and Technology. PLUTO evaluates all information pertaining to advanced technology derived from recovered crash debris. Project PLUTO's centralized intelligence database is located at the COUNTRY CLUB in Maryland. Project PLUTO's primary MAJESTIC-restricted facilities are at the S-4 laboratory at AREA-51 on the Air Force's Nellis Test Range. PLUTO research is disguised as part of the Strategic Defense Initiative.

PLUTO has begun exploring fields previously dreamt of only in science fiction: a working antimatter reactor, propulsion systems that use gravimetric forces, materials that absorb radar signals, nanotechnology for repairing damaged systems (both organic and technological), crystal-matrix computers that pass the Turing Test for sentience, techniques for reterraforming, new anti-viral drugs, and vaccines for cancer. When the Greys come through with their promise to deliver a faster-than-light propulsion system, the United States will be an interplanetary, or perhaps interstellar, power—and PLUTO will make it happen.

Many Project PLUTO sub-projects are focused on developing weapon systems capable of effective deployment

against the Greys. Sub-Project EXCALIBUR is a family of high-yield nuclear missiles designed to be used against an invading alien force. Sub-Project GABRIEL is investigating low-frequency sound weapons for use against the Greys. Analysis of the Roswell crash debris suggested that a harmonic vibration might be effective against alien spacecraft. Sub-Project GABRIEL was abandoned in 1966, but reactivated in 1981, and prototype weapons were clandestinely tested in the field during the Gulf War. Sub-Project ZEUS is developing both high-energy x-ray lasers and charged particle-beam weapons for deployment in space. Technology gained from the Greys in the field of energy production has significantly advanced Sub-Projects GABRIEL and ZEUS.

MJ-6 Director, Maj. Gen. Kurtis Schenk, USAF

Major General Schenk fully understands that MJ-12 is helping to cover up the Greys' experimentation on American citizens, but believes the U.S. military couldn't stop the aliens from performing their experiments even with an all-out national effort. So it's just as well that MJ-12 is getting something out of the deal. Schenk believes the Accord is the best deal America could have hoped for under the circumstances, and that it is MJ-12's duty to follow it to the letter. A few U.S. citizens may be sacrificed, but the technology and intelligence provided by the Greys guarantees that America will remain *the* global superpower. Schenk firmly believes that the needs of the many outweigh the good of the few, and he'll support MJ-12 until the bitter end.

MJ-7 Project REDLIGHT

Originally established in 1947 for the purpose of repairing and flying the Bucket, by 1954 REDLIGHT (formerly Special Studies Group 2) had changed its orientation to applying alien technology to terrestrial aerospace research. Throughout the 1950s, analysis of the Bucket was conducted at Wright-Patterson AFB in Ohio. In 1961 the saucer was transferred to the Nellis Air Force Test Range in Nevada, and specifically to a top-secret section of the range known as AREA-51—nick-named Dreamland, the Skunk Works, and the Ranch. Located on 90,000 acres of desert near the Groom Lake dry lake bed, AREA-51 was the site of the CIA's U-2 and SR-71 test flights, the Air Force's development of the F-117 and B-2 stealth aircraft, and now the Aurora RS-91 sub-orbital surveillance aircraft. The S-4 laboratory is the MAJIC-restricted facility at AREA-51 where alien technologies are applied to terrestrial uses. There were numerous attempts to repair and operate the antimatter reactor and anti-gravity propulsion system on the Bucket. An attempt to restart the antimatter reactor in 1972 resulted in the destruction of the Bucket and the deaths of the four personnel handling the restarting procedure. AREA-51 had to be closed until 1973 to clean up the mess and repair the damage. Since the Accord was signed with the Greys, Project REDLIGHT has received technological assistance and has developed several working models of the antimatter reactor as well as a dozen antigravity generator stealth aircraft. To date, none of these advanced projects have reached the point of having ready-for-deployment status.

MJ-7 Director, Dr. Edward Penn

Dr. Penn is in favor of maintaining the Accord so that REDLIGHT will continue to advance. He has grown psychologically dependent on the Greys' assistance for this project. Dr. Penn is so engrossed by his work on these advanced-technology projects that he has trouble seeing beyond the walls of his lab to the effects the Accord is having on the rest of the world. His dream is the achievement of faster-than-light travel technology, which will allow humans to take their place among the stars.

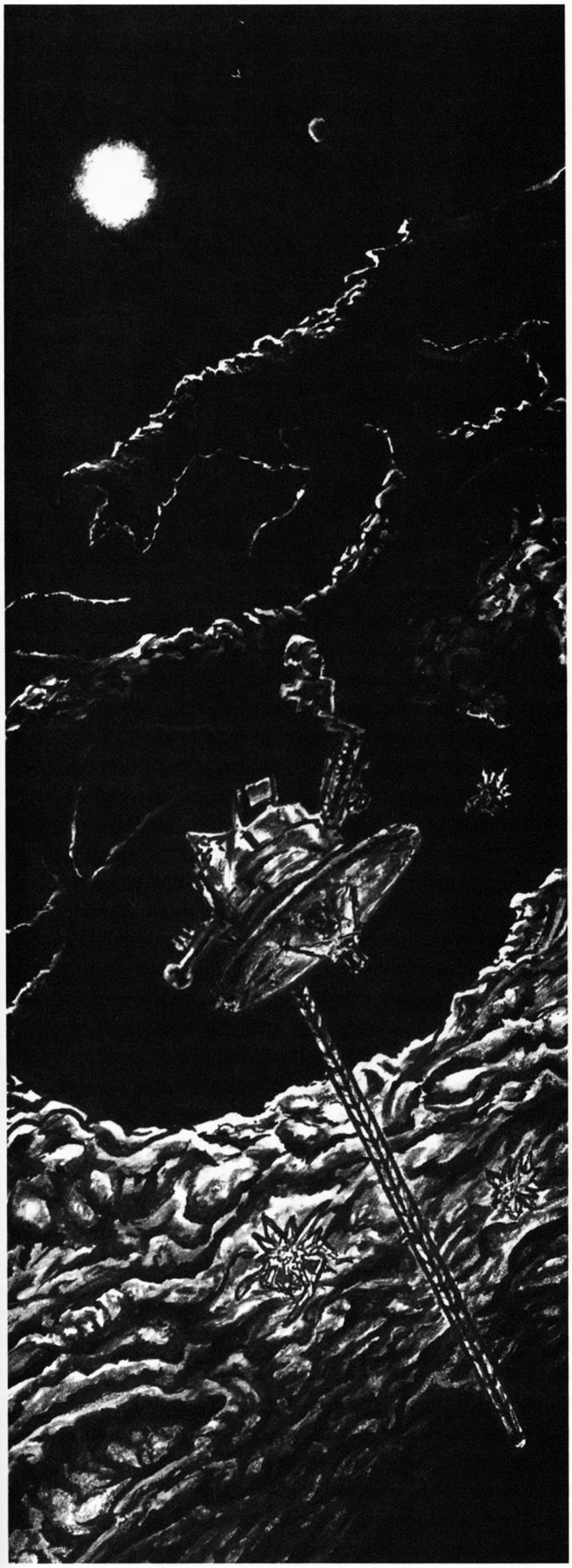
MJ-8 Project DANCER

DANCER is concerned with analyzing alien biology. Much of Project DANCER's initial xenobiology expertise was acquired when MJ-12 took over the Navy's old Innsmouth hybrid containment facility in Arizona. The hybrid population and the facility's staff were moved to a facility known as YY-II, or the ICE CAVE, located on the Department of Energy's Los Alamos reserve in New Mexico, along with the three dead Greys and the survivor. The original cadavers, and several other examples of xenobiology acquired by Project MOON DUST, remain there along with the few forgotten Innsmouth hybrids and Deep Ones that have not yet died (all of whom have been catatonic for decades, owing to their lack of contact with the ocean). Project DANCER (formerly known as Special Studies Group 1) is particularly concerned with understanding the genetic similarities between the Greys and humans, in order to unravel the Greys' interest in the human reproductive system—one of the least-understood elements of the Greys' work on Earth.

Beneath Project DANCER is Sub-Project JOSHUA, the most recent anti-alien weapon system project. Sub-Project JOSHUA is developing genetically engineered bacteria, viral agents, and chemical toxins that will be lethal to the Greys but harmless to terrestrial life forms. JOSHUA has met with at best questionable success, due to the lack of live Greys available for field-testing of the biochemical agents.

MJ-8 Director, Dr. Robert Varney

Dr. Varney generally supports the Accord. Project DANCER, however, has not acquired a fresh Grey cadaver in nearly twenty years, and has never had a live specimen upon which to experiment. As a result, Dr. Varney's research into xenocidal biochemical weapons and the Greys' reproductive needs is mostly theoretical. To remedy this, Dr. Varney would like to have Project MOON DUST covertly acquire live Greys for his laboratories.



Too bad Voyager's camera was off.

MJ-9 Project OVERVIEW

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

MJ-9 Director, Dr. Antony Correlo

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

MJ-10 Project SIDEKICK

Responsible for meeting with foreign military and civilian intelligence services in NATO and U.S.-allied countries to coordinate world efforts to address UFO phenomena, SIDEKICK keeps in contact with other government-sponsored UFO investigation agencies such as France's *Groupe d'Etude des Phenomenes Aerospatiaux Non-Identifies* (or GEPAN) and the United Kingdom's UFO think tank at Rudloe Manor in Wiltshire. In practice, this amounts to spying on other government-sponsored UFO investigation groups. SIDEKICK does not utilize MJ-12 assets for this espionage, instead relying on collecting their information through regular sources within the U.S. intelligence community. Knowledge of the Greys, the Accord, and even MJ-12's existence has never been revealed to a foreign power, whether enemy or ally.

MJ-10 Director, Lt. Gen. Thomas Deerhausen, U.S. Army

Lt. Gen. Deerhausen is in favor of maintaining the Accord because he reaps much of the same financial benefits from the Accord that Justin Kroft (MJ-1) does. His personal fortune has grown tenfold since he became privy to the secrets of the Majestic-12 Steering Committee. Unbeknownst to the

rest of the Steering committee, Kroft and Gen. Deerhausen faked evidence against the previous holder of the MJ-10 directorship and had him executed by NRO DELTA agents as a security risk.

MJ-11 Project LOOKING GLASS

LOOKING GLASS was originally responsible for liaisoning to foreign military and civilian intelligence services in Communist and former-Communist countries for the purpose of fostering an atmosphere of cooperation on matters concerning UFOs. Like NATO and Allied relations, this "atmosphere of cooperation" is a one-way street. Since MJ-12 has not revealed the existence of the Accord or the presence of the Greys, the staff of LOOKING GLASS (just like MJ-10 SIDEKICK) tries to determine how much other nations know about the Greys, and particularly whether any other nation has made a deal with them too. Since the countries LOOKING GLASS focuses on are not direct allies, they can be a little less tactful in their operations.

MJ-11 Director, Vice Admiral George Gates, USN

Vice Admiral Gates is in favor of maintaining the Accord in order to keep the United States technologically and militarily ahead of the former Sino-Soviet bloc. Gates sees the former Soviet and Red Chinese nuclear arsenals as more of a threat to America's security than the activities of the Greys.

MJ-12 Project DELPHI

DELPHI compiles the intelligence reports collected from the other MJ-12 projects, as well as sources in the military, intelligence, journalistic, and academic communities, and produces an up-to-date picture of the current situation and projects estimates for the future. DELPHI's staff works with the enormous and isolated database at the COUNTRY CLUB. There, DELPHI runs various "alien invasion" scenarios through their massive computers, attempting to determine how an armed confrontation with the Greys would turn out. DELPHI also runs computerized scenarios on how the public would react to finding out about the Greys and the Accord. DELPHI also works using Sub-Project ARCHINT, or Archæological Intelligence, to examine ancient terrestrial civilizations for evidence of contact with alien civilizations. DELPHI doesn't conduct archæological expeditions itself, but instead collects data from scholars and archæologists around the world.

MJ-12 Director, Dr. Wayne Harl

Dr. Harl is opposed to maintaining the Accord, because the computer simulations DELPHI has been running have shown a progressive encroachment of the Greys' influence on the Earth. Furthermore, his analysis of MJ-12's data suggests that there has been far more ongoing alien activity than the Greys have acknowledged credit for. Dr. Harl is concerned that the Greys may have been influencing human history for thousands or perhaps even millions of years. He believes that the Greys have a secret agenda to colonize the Earth and have been guiding human development to use us for unknown but sinister purposes. He insists that unless the Accord is abandoned, it is only a matter of time before humanity is displaced as masters of the Earth.

Current Intelligence

This is what MJ-12 believes about the alien presence on Earth. The Greys are a carbon-based life form, vaguely anthropoid in shape. The Greys are short, about 4' on average, spindly, devoid of body hair, with large oval-shaped black eyes, small noses, thin-lipped mouths, recessed ears, and enlarged craniums. Their hands have small palms and four long fingers (the pinky is the longest), and a thumb. Their arms are longer than a human's would be, but they are otherwise identical in anatomy to human arms. They have no external sex organs and internal examinations reveal no reproductive structures. Similarly, their digestive system seems to have atrophied like our appendix. They have strong voices, with an almost mechanical style of pronunciation. All their voices sound alike. They seem to be a hive mentality, or at least they have a constant telepathic link among themselves, although they don't seem to understand what telepathy is when asked. Their skin is hairless, much like a baby's skin; the tiny pores on it open and close as part of the photosynthetic process that supports them. Their movement is quick and lizard-like, and they often move and work in concert in a most unsettling manner. In general, their anatomy is very similar to that of humans, strikingly so, down to the shape of bones and joints.

The Greys claim to be from a dead star near Zeta Reticula III in the M-31 star cluster. They are not a true race but rather a genetic-construct race developed to live and work in space. When a supernova destroyed their home system, only the construct race (already in deep space) survived. They have since become a homeless race, each isolated world-ship wandering the stars for millennia. Besides their scientific and anthropological interest in humanity, the Greys do have one resource scarcity that they desperately need to replenish: genetic material. Because cloning is their sole means of reproduction and because the race which designed them put in genetic safeguards to prevent the Greys from making viable clones, they desperately need to acquire compatible genetic material for cloning new members of their race. Compatible genetic material is not easily found and cannot be artificially produced from non-organic materials. The Greys admitted their responsibility for the abductions of humans and for the mutilation of cattle. The Greys claim the purpose of the abductions and cattle mutilations is

The secret of the Greys.



to determine whether terrestrial DNA might be adaptable for their reproduction. Under the terms of the Accord, MJ-12 helps cover up the Greys' abductions and experiments, and the Greys convey to MJ-12 the secrets of advanced technologies. The Greys also claim to be in touch with a larger interstellar community and will put humanity in touch "when it is ready." They have refused to comment on when that will be, or what criteria will be used to make the decision.

Despite the Accord, MJ-12 is investigating weapon systems effective against the Greys and their spacecraft. MJ-12 has no idea when or if the Greys will ever seek to control the planet or even threaten it, but the organization wants to be as ready as possible, just in case.

MJ-12 is not concerned with paranormal phenomena and has no inkling of the Cthulhu Mythos. Information on the Deep Ones is buried in MJ-12's files, but no current MJ-12 Steering Committee members are aware of these creatures. (The personnel responsible for storing and guarding the incarcerated hybrids and Deep Ones have been more or less on autopilot for decades.) As mentioned, the Greys have admitted that there are other sentient beings among the stars, but the Greys claim that none of these beings have a presence on Earth.

MJ-12 and Delta Green

Some of the original members of the MJ-12 Special Studies Project were ex-Delta Green officers from the OSS, so MJ-12's intelligence files reflect that Delta Green was part of the OSS, that it was disbanded along with the OSS in 1945, and that it was reconstituted in 1947 about the same time MJ-12 was created. MJ-12 knows the details of Delta Green's 1970 fall from grace and understands that Delta Green specialized in destroying the supernatural and the paranormal. MJ-12 is aware that Delta Green is still active, albeit unofficially, and suspects that Delta Green's operatives could pose a threat to the Greys and MJ-12 relations with them. The general opinion around MJ-12 is that Delta Green is made up of a bunch of trigger-happy, knuckle-dragging cowboys who exterminate anything they can't understand. In 1994, however, they realized they were wrong.

A retired Delta Green agent—Major General Reginald Fairfield, U.S. Army (Ret.)—had made studying MJ-12 and the Greys a personal crusade. He had been aware of MJ-12 for years, but it was only after his retirement that long-time contacts admitted that MJ-12 was making deals with extraterrestrials. An arch-conservative and fervent patriot, Fairfield began collecting as much information as he could on MJ-12 and the aliens. He didn't like what he learned, and decided that MJ-12 had to be stopped from sacrificing the lives of U.S. citizens to an alien power.

Ultimately, MJ-12 had no choice but sanction. An NRO DELTA team led by Adolph Lepus broke into Fairfield's private bunker beneath his rural farm and murdered him. Of the six agents who entered the bunker, only one—Lepus—survived. He prevented backup agents from entering and in fact blew up the bunker, burying all the corpses. Only Lepus and possibly Gavin Ross (MJ-3), his superior, know what killed the DELTA agents—but rumor has it that Fairfield wasn't alone, and that Lepus and Ross are covering up whatever it was that killed the men. One variation of the rumor claims that Fairfield was working with an alien race other than the Greys, and that it was members of this unknown race who

How to serve man.



were guarding Fairfield that day. Still another rumor claims that the agents' deaths were simply due to Fairfield's extreme (read: lethal) security systems, and that Lepus blew up the place to destroy Fairfield's files; subsequently, Gavin Ross spread the other-alien rumor to further discredit the Greys as part of his ongoing factional struggle within the Steering Committee.

Lepus is the only one who knows the truth for sure. He's not talking.

MJ-12 Operations

MJ-12's primary source of activity is the concealment of the Greys in America. This can mean anything from recovering new crash debris, to silencing witnesses, to spreading disinformation, and so on. Generally, MJ-12 gets involved in a Grey operation near the tail end. They get the word (usually from the Greys) that the aliens have been up to something, and they do whatever it takes to clean up the mess the Greys leave behind. On rare occasions, the Greys request assistance at the outset of a given project. This usually occurs only on projects bigger than "harvesting" (kidnapping) citizens, such as month-long on-site experiments and so forth.

Besides direct assistance to the Greys, MJ-12 has to address the larger issue of public awareness of alien visitation. The steady rise of interest in UFOs from the 1950s onwards has built to an explosion in the last few years, to the point that the name and appearance of the Greys are common knowledge. Many citizens now believe that aliens are among us; the important thing, from MJ-12's viewpoint, is not to help them in that belief. Disinformation efforts work to discredit legitimate sightings and encounters, and larger operations even manufacture entire events from start to finish with no Grey involvement whatsoever. This often involves using MKULTRA-derived pharmaceuticals to program people to commit crop circle hoaxes, claim they were abducted, and so on. A forthcoming project (Operation MAPS) will establish a major new UFO study group, allow it to gain credibility for two to three years (based entirely on dramatic faked incidents), and then manipulate independent agencies (such as SaucerWatch) into exposing the group as completely fraudulent, so as to discredit the field of UFO studies as a whole.

Generally, MJ-12's operations are peaceful ones. They rarely need to do more than threaten a few farmers or dose witnesses with amnesia drugs. But on occasion, DELTA must up the ante to full-on covert wetwork action—black helicopters, machine guns, the whole nine yards. Incidents calling for such action are rare, but when they happen, DELTA does not hesitate to use lethal force.

A long-range plan under consideration is to use Delta Green as a patsy. Should Delta Green pursue Fairfield's interest in stopping MJ-12 (and MJ-12 does not yet know if this is the case), it is conceivable that MJ-12 could expose Delta Green as being some sort of anti-alien paramilitary faction and throw them to the wolves. Certainly, Delta Green's illegal status makes them very vulnerable to exposure—but such exposure would be all the more useful if it could at the same time deflect attention away from MJ-12's alien agenda.

Those MJ-12 members who are hostile to the Greys have individually considered feeding information to Delta Green about the Greys, in the hopes that Delta Green can do the dirty work of finding out just what the Greys are up to. If it turns out that the Greys are being honest, Delta Green can

be sacrificed to demonstrate MJ-12's good intentions towards the aliens. If the Greys aren't being honest, Delta Green can expose the truth—or die trying—without MJ-12 getting its hands dirty.

The Truth

The Greys are not real. The Greys are biological automatons mentally controlled by the Mi-Go. The Mi-Go are using the Greys as a false front, to gain the assistance of humans.

The Mi-Go staged the Roswell incident to see how the humans would react. The live occupant acted as a spy to monitor the humans' intentions and capabilities. When the Mi-Go dropped more debris and staged more incidents in succeeding years, they were impressed with how neatly and efficiently the "hairless monkeys" collected the debris and hid it from their fellow humans. Each succeeding incident arranged by the Mi-Go tested whether the U.S. government was capable of concealing the Mi-Go's activities and was willing to do so. The murder of Captain Belmont, the disappearances of men and aircraft, the abductions of civilians, and the various cattle-mutilation/genetic-harvesting epidemics were designed to see whether these humans were willing to overlook "warnings" and "signs of danger" in order to pursue their search for knowledge. When the Mi-Go decided that the humans were sufficiently competent and ruthless, they made contact. In 1978, the Mi-Go fed the knowledge of how to decode their transmissions into the subconscious of Dr. Abner Ringwood (now MJ-2). The result was that the NSA was suddenly able to "decode" the message and arrange first contact.

The Mi-Go cultivated this relationship because they needed help covering up their activities on Earth. Of particular concern were the few mining operations the Mi-Go still ran in northern New England, which were under increasing pressure from the encroaching human population. (The isolation of Tibet and the chaotic revolution in Peru ensured that operations in those areas remained undisturbed by humans.) By the 1950s, the Mi-Go's old cult of human collaborators had atrophied into an ineffective anachronism. The Mi-Go needed some new, technically competent, and ruthless (albeit unwitting) assistants. The U.S. government was the perfect instrument.

To approach the U.S. government, a naturally suspicious body, the Mi-Go developed two layers of deception. First they disguised themselves as the Greys; then they gave the Greys a "secret agenda" and a cover story. The Greys' cover story is that they are peaceful explorers in need of our assistance to save their cloned race from extinction. Their "secret agenda" is that they plan to harvest humanity for the raw material to reconstruct their race—a fatal process that will cost many lives. If MJ-12 uncovers the Greys' "secret agenda," then they will probably not look beyond the first deception to the truth about the Greys' true identities as the loathsome Mi-Go. Furthermore, the Mi-Go now believe that MJ-12 will continue covering up the Greys' activities even after the "secret agenda" is discovered. This has already begun, as the Mi-Go quickly overstepped the bounds of the Accord, and MJ-12 offered little resistance. The Mi-Go believe that MJ-12 will continue to act as an effective shield for Mi-Go activity by attempting to hide their complicity in the exploitation and abduction of U.S. citizens.

The Mi-Go's interest in the Earth goes beyond its geological treasures. They are also curious about the human brain. It performs like nothing they've ever encountered, for it is the first sentient mind they've found that is epistemically diploid. That is, it has two distinct aspects: a rational and an irrational side. The irrational side is the part of the mind that allows humans to make guesses that do not fit a logical extrapolation from their current theoretical models. The Mi-Go brain simply cannot do this. They cannot think intuitively. To a large extent, it could be said that they either know a fact or have had an experience or it doesn't exist for them. What is most frightening to the Mi-Go about the human mind is that its irrational leaps of logic are often correct. Going from the creation of radios to the deployment of nuclear weapons in a handful of years is something that greatly impressed the Mi-Go.

Much of their work as "Greys" has been to conduct experiments on UFO abductees. The Mi-Go subject each abductee's mind to bizarre and alien stimuli while monitoring its reactions. Some subjects are returned with the memory of the experience magically suppressed. (This is the basis for so many instances of "lost time" associated with alien abduction.) Sometimes a particularly promising subject is taken back to Yuggoth and subjected to further unspeakable experiments. The Mi-Go hope to be able to learn how to duplicate human intuition, presumably so that they can make use of this ability themselves.

The Mi-Go realize that the Earth has little time left before the stars come right and humanity is destroyed. They will intensify their efforts each year, harvesting more and more humans and expecting MJ-12 to cover their tracks. They also wish to hide the truth about the end of humanity for as long as possible, since they need a peaceful environment in which to conduct their experiments. If MJ-12 learned of the Mythos and the threat it poses, all bets would be off, and the Mi-Go would probably find themselves actively opposed on every front. They seek to delay this confrontation as long as possible in the hopes that they can learn what they need before their deception falls apart.

For the time being, the Mi-Go have found a perfect partner in the U.S. government. The Greys' trinkets of technology and the information contained in the Report have done their job as incentives, and MJ-12 has proven to be a reliable collaborator. As long as the U.S. government keeps its blinders on, the Mi-Go have nothing to fear.

Timeline: Majestic-12

Adam Scott Glancy

June 24 (?), 1947: Thunderstorms apparently result in a UFO crash near Roswell, New Mexico.

July 7, 1947: U.S. Army Air Corps 509th Bomb Group mounts operation to recover the wreckage and cover up the crashes. Several Delta Green veterans called back to service to assist this project. A press release announcing the discovery of a "flying disc" is issued, and then quickly retracted as the U.S. government works to cover up the incident. The wreckage is claimed to be that of a weather balloon.

September 24, 1947: President Truman forms the Majestic-12 Special Studies Project to analyze the UFO wreckage. MJ-12 answers and reports only to the president. Delta Green veterans successfully lobby to reinstate DG.

Fall 1947: One MJ-12 team (SSG1) studies the alien bodies and survivor while another (SSG2) analyzes the saucer and debris. The research results in a number of accidental deaths and in instances of insanity.

December 30, 1947: MJ-12 creates the Air Force's Project SIGN to cover up and discredit UFO sightings. Project SIGN "examines" 243 cases. Some Delta Green personnel are permanently transferred to MJ-12 to help cover up what the Air Force can't explain away.

1948: Air Force Captain Keith Belmont killed when his aircraft crashes while pursuing a UFO. Project SIGN covers up his death as an accident.

February 1949: MJ-12 creates the Air Force's Project GRUDGE to take over functions of Project SIGN. Project GRUDGE "examines" 244 cases.

May 22, 1949: MJ-12 assassinates MJ-12 member and Secretary of Defense James Forrestal when it appears that Forrestal is about to go public with what he knows about the alien visitors.

December 6, 1950: Second UFO crash near El Indio, Texas. Only minimal debris is recovered by Project GRUDGE's BLUE TEAM.

March 1952: MJ-12 creates the Air Force's Project BLUEBOOK to take over functions of Project GRUDGE. Project BLUEBOOK "examines" over 13,000 cases between 1952 and 1969.

December 18, 1952: President-Elect Eisenhower briefed on the existence of MJ-12 and its purpose. He increases MJ-12's budget, authority, and manpower as a result of the evidence presented to him.

December 1952: MJ-12 creates Project AQUARIUS (MJ-1) under the NSA to conduct UFO investigations in the field. Unlike Project BLUEBOOK, AQUARIUS remains secret.

November 23, 1953: USAF F-89C jet fighter is observed by USAF radar operators as it is "absorbed" by an unidentified radar contact. No trace of the aircraft or its two crewmen are ever found. Project AQUARIUS (MJ-1) determines that alien involvement remains a possibility.

July 14, 1954: MJ-12 briefing for President Eisenhower. Project AQUARIUS (MJ-1) detects intelligent but undecipherable signals from deep space.

1954: SSG1 is renamed Project DANCER (MJ-8). It continues studying the dead aliens and the comatose living specimen, but learns little. SSG2 is renamed Project REDLIGHT (MJ-7) and maintains its fruitless study of the captured saucer and debris. More accidental deaths occur as a result of this research. The USAF's BLUE TEAM is permanently transferred to the control of Project MOON DUST (MJ-5).

1961: The "alien abduction" phenomenon begins to appear in North America. Project AQUARIUS (MJ-1) detects alien involvement in many cases. The Roswell saucer is transferred to AREA-51 at the Nellis Air Force Test Range in Nevada.

November 22, 1963: President Kennedy (who supported MJ-12) is assassinated in Dallas, Texas, allegedly by a lone gunman. MJ-12 chooses not to brief President Johnson on its existence until such time as there is anything new to report. (This policy of leaving the chief executive of the United States out of the loop unless necessary continues to this day.)

December 17, 1969: MJ-12 terminates Project BLUEBOOK. Project AQUARIUS (MJ-1) continues to investigate UFO phenomena, albeit clandestinely.

1970: Delta Green is disbanded, but maintains an unofficial, illegal existence.

1972: Attempt to restart the saucer's motor ends in its destruction. Four U.S. personnel are killed. President Nixon is not informed about the incident (or MJ-12), out of fear that he would use the alien threat to quell his own problems with Watergate and Vietnam.

1973: Incidents of cattle mutilations rise dramatically. Project AQUARIUS detects the involvement of extraterrestrials and scrutinizes many cases.



Don't open your door.

1975: By this point, the CIA's Project MKULTRA has developed practical mind-control and amnesia drugs that soon gain frequent use by MJ-12.

March 23, 1978: NSA's Project AQUARIUS makes contact with "Greys" through deep-space monitoring surveillance antennas, thanks to cryptographer Dr. Abner Ringwood (now MJ-2). Project PLATO begins to negotiate with the Greys in order to reduce the number of abductions and cattle mutilations and the UFO incursions into U.S. airspace.

October 31, 1980: First face-to-face meeting held between MJ-12 representatives and Greys. The living alien "guest" is returned to the Greys after thirty-three years on Earth. Two guards at the meeting are killed by NRO DELTA agent Adolph Lepus after they mistakenly fire at the Greys. The Greys present their terms for a treaty, to be known as the Accord.

December 10, 1980: President-Elect Reagan is briefed on MJ-12, the Greys, and the Accord.

Winter 1980–81: MJ-12 works to verify the authenticity of two documents offered by the Greys as part of the Accord. "The Cookbook" is a massive treatise on human genetics, while "the Report" is an exacting breakdown of every military force on the planet. The works are eventually determined to be genuine, and Reagan gives the go-ahead to make the Accord a reality.

February 6, 1981: MJ-12 ratifies the Accord with the Greys for technology and intelligence transfer in exchange for covering up the aliens' terrestrial activities.

1984: After several years of overstepping the bounds of the Accord, the Greys agree to a meeting with MJ-12 to discuss their transgressions. MJ-12 is told that it will continue to cooperate. The Greys never say "or else," but the intent is clear. MJ-12 backs down. Meanwhile, President Reagan uses the information contained in the Report to force the Soviet Union into conceding the Cold War. The appointment of Gorbachev follows, and thanks to the Report, the Cold War soon ends.

1992: Following protocol, MJ-12 chooses not to brief President-Elect Clinton on its existence until such time as it is appropriate.

February 25, 1994: NRO DELTA head Adolph Lepus murders Delta Green veteran Major General Reginald Fairfield, U.S. Army (Ret.), when Fairfield decides to expose MJ-12. Five NRO DELTA agents are killed in the incident by unknown means; the bodies are not recovered.

1994: Fearing possible exposure, MJ-12 pressures its former member, Admiral Bobby Ray Inman, to withdraw his candidacy for Secretary of Defense.

Important Individuals: Majestic-12

Adam Scott Glancy with John Tynes

Justin Kroft, MJ-1

For almost twenty years Justin Kroft worked as a specialist in running CIA front companies, or "proprietaries." Kroft built a career by knowing how to get whatever anyone needed, whether they were CIA agents, U.S. Senators, or the directors of big companies. He is unique among the members of the Majestic-12 Steering Committee in that he knew of MJ-12's existence before he was recruited. Kroft recognized what alien technology would be worth to the men who controlled it and actively sought membership in MJ-12. His first job for MJ-12 was to recruit scientists and academics to do research for MJ-12 without letting the researchers know what they were working on. To that end Kroft set up and ran several phony aerospace firms, putting some of the best minds in academia and industry to work researching derivative technologies and Sub-Projects for Project PLUTO.

As one of the few members of Project PLUTO who had counseled against attempting to restart the Roswell saucer's motor, Kroft was elevated to the MJ-12 Steering Committee following the 1972 explosion that destroyed MJ-12's only near-intact alien spacecraft. As head of Project PLUTO, Kroft set the research priorities and distributed technology to the Pentagon and the (non-phony) aerospace industry. Many of the recipients of MJ-12's high technology were willing to pay large bribes for distribution priority. The private deals Kroft cut with industry and within the government earned him millions and expanded the budget and power of MJ-12.

When the Greys revealed themselves in 1980, Kroft was elated. The technological bonanza would never run dry so long as the Greys provided assistance. Kroft has never once stopped to consider the Accord's effect on the people used in the Greys' experiments. Other humans mean little to Kroft, beyond what they can do for him. However, he is afraid of violence and needs others to do his dirty work.

When he became the chairman of the MJ-12 Steering Committee, Kroft's one and only goal was to ensure his position of wealth and power. He owns controlling shares in March Technologies, a former MJ-12 front company since spun off on its own. Kroft makes sure that March Technologies gets the lion's share of the Greys' technological treasures. This ensures both March Technologies' place as one of the nation's pre-eminent defense contractors and Kroft's financial security. The money and influence Kroft acquired cutting his deals has made him one of the most powerful men in America. Kroft jealously guards his position from those within and without MJ-12, using every resource at his disposal. He has elevated two close associates to the MJ-12 Steering Committee and has plans to bring in others. He is particularly fond of using the talented—albeit heavy-handed—men from NRO Section DELTA. Several of March Technologies' competitors have suffered mysterious set-backs at the hands of NRO DELTA agents acting on Kroft's orders.

Justin R. Kroft (MJ-1)
Leader of Majestic-12, age 65
Race: Caucasian

STR	10	CON	11	SIZ	13	INT	18	POW	14
DEX	11	APP	15	EDU	23	SAN	37	HP	12

Damage Bonus: +0
Education: Law Degree, Yale University
Occupation: Director, NSA Project AQUARIUS
Skills: Accounting 72%, Bargain 81%, Computer 27%, Credit Rating 95%, Fast Talk 76%, Hide 44%, History 77%, Law 73%, Library Use 78%, Listen 41%, Persuade 82%, Psychology 88%, Sneak 46%, Spot Hidden 73%
Languages: English 95%
Attacks: Glock 20 10mm 44%, 1D10+1
Physical Description: Justin Kroft stands 5'11" and weights 170 lbs. His black hair—combed straight back—is graying around the temples. His narrow blue eyes look out from behind steel-frame glasses. Kroft is very glib and charismatic, with a tight, cool smile, high forehead, lazy eyes and long, narrow jaw.

Recently, Kroft has gone further into megalomania: he wants immortality. At first he pushed the budget and agenda for Sub-Project ARC DREAM, hoping to unlock a fountain of youth. But now Kroft's time is running out–in 1994 he was diagnosed with colon cancer. In his race to beat death he has made himself a test subject at Facility-12. He has taken experimental drugs that prevent all known diseases, and is receiving genetic therapy that will (theoretically) keep him at the same age for as long as the therapy continues; it should also arrest his cancer. At the Keeper's option, this experimentation could result in mental instability and even bizarre physiological changes in the leader of MJ-12.

Dr. Abner Ringwood, MJ-2

Dr. Ringwood was recruited by Majestic-12 in 1969 when he was the NSA's chief of Cryptographic Studies. MJ-12 approached him and asked if he'd like a crack at the "Gordian Cipher," a code of supposedly unknown origin that had remained unbroken for fifteen years. Dr. Ringwood made some progress and was able to determine that the cipher was not from a living language and suggested running substitution programs using ancient human languages. It was the best suggestion MJ-12 had heard in years. They brought Ringwood into MJ-12 and revealed that the "Gordian Cipher" was in fact an intelligent transmission from an extraterrestrial source. At first Ringwood doubted the truth of this, but after he reviewed the evidence, Ringwood was more than a believer–he was a zealot. Obsessed with contacting a "superior species," Ringwood drove himself beyond the limits of endurance. On three occasions he was hospitalized for nervous exhaustion. In 1978, after nine grueling years, Ringwood broke the code and deciphered the Grey's invitation to communicate with them. (Unknown to Ringwood, his breakthrough discovery was really the result of Mi-Go mind-tampering, which implanted the knowledge he needed to break the code into his subconscious.)

But Ringwood was disgusted by the thought of putting the "evil-minded national security goons" at MJ-12 in touch with what he hoped was a race of "benevolent and peaceful explorers." He didn't want the first contact with the new life form to devolve into MJ-12 trying to convince the aliens to help America win some ridiculous "tribal conflict." Ringwood destroyed his notes and work reports and presented the Steering Committee with an ultimatum: make him head of Project PLATO, and thus in charge of all diplomatic relations with the aliens, or nobody gets to talk to the aliens. The Steering Committee hastily agreed rather than face any delay in making contact.

Since then, Ringwood has elected himself "MJ-12's conscience." Ringwood has consistently argued against Sub-Projects like EXCALIBUR, GABRIEL, ZEUS, and JOSHUA, claiming that such hostile posturing will cause the Greys to break contact or even quarantine humanity as a dangerous and savage child-race. He sees the Greys as everything humanity should aspire to be: logical, intellectually curious, free of territorial urges and unpredictable emotions, and so on. Because he believes in the Greys' benevolence and perfection, there is nothing the Greys can say or do that Ringwood will not justify or rationalize. If the Greys withhold information, then we are not ready for it. If the Greys perform experiments on humans, then the results will undoubtedly benefit both races immeasurably. If the Greys take human life, then they must have been defending themselves. Even if the true identity of the Greys is revealed, it will not shake him. He'll simply justify the Mi-Go's deception on the grounds that they had to take a form that would not shock our primitive sensibilities. In truth, Ringwood is a misanthrope, isolated from personal relationships, who feels a closer affinity to his idealized Greys than his fellow humans. Unbeknownst to MJ-12, Ringwood has been using Project SIGMA's equipment to hold long informal discussions with the Greys on topics ranging from the nature of intelligent life to the details of the Steering Committee's latest meeting.

Dr. Abner Ringwood (MJ-2)
Majestic-12's Conscience, age 75
STR 11 CON 8 SIZ 17 INT 18 POW 8
DEX 10 APP 8 EDU 24 SAN 20 HP 14
Damage Bonus: +1D4
Education: Ph.D.s in Linguistics & Cryptography from Harvard University
Occupation: Director, Project PLATO
Skills: Astronomy 53%, Computer Use 81%, Credit Rating 57%, Cryptography 95%, Electronics 59%, History 68%, Library Use 54%, Linguistics 91%, Listen 47%, Physics 64%, Spot Hidden 48%
Languages: English 95%, Grey Hieroglyphs 23%
Attacks: None
Physical Description: Abner Ringwood stands 5'8" and weighs 254 lbs. Legally blind, he wears a severe eyeglass prescription. His curly white hair is long and he has a full beard. His eyes are small and squinty, and he has a round stubby nose; full, fleshy lips; and teeth that should have had braces.

Gavin Ross, MJ-3

The CIA recruited Gavin Ross right out of graduate school. His early work kept him south of the equator, but in the early 1970s he moved to the Counter-Intelligence Division. There he joined the infamous James Angleton's team of mole-hunters, searching for Soviet agents within the CIA. When Angleton was forced out of the CIA because of the "internal disruption and bad morale" that his search for traitors was causing, Ross began to have doubts. The Agency was more concerned with its image than maintaining its security. Ross was considering tendering his resignation, when he was approached and recruited by NRO Section DELTA.

When Ross joined NRO Section DELTA in 1975, he had little idea what NRO DELTA and the NSA's Project AQUARIUS were working on. All he knew was that he was charged with protecting information that he wasn't cleared to see. The Why of operations was never discussed by the NRO DELTA agents, only the What, When, Where, and How. But slowly Ross, like many of his fellow agents, figured out that they were working for the section of the intelligence community that dealt with extraterrestrial threats to U.S. security. This knowledge only galvanized Ross's resolve to protect and serve Majestic-12.

In 1990, Ross was promoted to the Directorship of Project GARNET and fully briefed on the Accord and the ongoing diplomatic relations with the Greys. Many aspects of the Accord and MJ-12's relationship with the Greys troubled Ross. Ross was particularly disturbed that many members of the Steering Committee either accepted the benevolence of the Greys unquestioningly, or believed they could exploit the Greys for their own benefit. In Ross's assessment, MJ-12 was giving too much aid and assistance to a group of entities about whom they knew next to nothing. The Steering Committee has forbidden Ross from following up on some suspicions he has about the Greys, because they fear the Accord would be jeopardized. Worse, Ross has witnessed the head of the Steering Committee, Justin Kroft (MJ-1), repeatedly use Project GARNET assets to promote his business interests and to eliminate his competitors. Last summer, Ross came to the conclusion that MJ-12's upper ranks were in need of a purge.

Ross's first step toward that end has been to begin recruiting like-minded MJ-12 operatives. However, he prefers to have a little "biographical leverage" on an operative before he approaches him—that is, information with which to blackmail an operative into doing what he is told and keeping quiet. Ross supports General Bell's hardline position but hasn't let anyone, including Bell, know it. Ross maintains his public support for the Accord despite his plans.

As to Delta Green, Ross advocates a "hands-off/arm's-length" policy. Ross asserts that an attack on Delta Green would galvanize Delta Green against MJ-12 and risk exposing MJ-12 and the Greys. Ross has suggested to the Steering Committee that an information pipeline to Delta Green, using cut-outs and middlemen, could be set up and that Delta Green could be manipulated into investigating the Greys for MJ-12. That way MJ-12 could get its answers but would not jeopardize the Accord. Ross's real purpose for wanting to set up a way to contact Delta Green is to use Delta Green as the perfect tool to bring down members of the Steering Committee. First on his "hit list" are Justin Kroft (MJ-1) and Abner Ringwood (MJ-2); as Ross sees it, Kroft is nothing more than a grasping opportunist and Ringwood is certifiably insane. However, Ross does not wish to see a public inquiry into MJ-12 or its operations and will ruthlessly protect the organization from exposure.

Gavin Ross (MJ-3)
Distrustful Schemer, age 56
Race: Caucasian

STR	13	CON	12	SIZ	17	INT	18	POW	18
DEX	15	APP	14	EDU	20	SAN	90	HP	14

Damage Bonus: +1D4
Education: M.A. Behavioral Psychology, Georgetown University
Occupation: Director, Project GARNET
Skills: Computer Use 33%, Fast Talk 77%, Hide 72%, Library Use 62%, Listen 46%, Locksmith 68%, Martial Arts 53%, Persuade 83%, Psychology 82%, Sneak 66%, Spot Hidden 77%
Languages: English 95%, Portuguese 44%, Spanish 52%
Attacks:

Grapple 53%, Special
Headbutt 52%, 1D4+db
SIG-Sauer Model P226 Auto 72%, 1D10

Physical Description: Gavin Ross is a large man. He stands 6'6", weighs 260 lbs., and has receding brown hair and brown eyes. He is large-jawed, with a Roman nose and thick brows. His facial features give the impression of a mountainside eroded by the elements. His eyes are sharp and suspicious.

Charles Bostick

Charlie Bostick is the head of propaganda and disinformation for Project GARNET. He began his career in advertising and marketing and was recruited into the CIA by an old college buddy. He produced CIA propaganda and disinformation for seven years before being recruited by Majestic-12. His work circulating UFO disinformation has been nothing short of miraculous. He has made sure only the flakiest UFO crackpots receive media attention and has engineered and subsequently exposed some of the most famous UFO hoaxes of the 1990s. If you've ever wondered why the same ignorant crackpots keep ending up on television shows about UFOs as "experts," you can thank Charlie Bostick. Bostick's performance propelled him to the number three position at Project GARNET in only three years.

Part of Bostick's job is to determine how much true and false information is circulating and to ensure that MJ-12 does not actually collect false information that Bostick's disinformation team has circulated. Because he has paid attention to the urban legend-mill, Bostick knows that there are things going on that even MJ-12 doesn't know about. There are mysteries connected somehow with the Greys that may be older than the stars themselves. Bostick knows that information about MJ-12 and the Accord is filtering out to the public, and even his best efforts to confuse and muddle the facts are only enough to slow the coming public discovery that MJ-12 has been trading the lives of American citizens for alien technology. When the news breaks, the Steering Committee will be lucky if they end up in Leavenworth–but Bostick's money is on an old-fashioned lynching. Things could go just as badly for guys like Bostick, who were just following orders. Consequently, Bostick keeps his bags packed and an international flight booked at all times.

From the start, Bostick believed that might not be enough security, so he assembled an insurance policy–computer disks filled with MJ-12 material that he could use to preemptively expose MJ-12 to the public if it looked like MJ-12 was on the way out anyway. Unfortunately for Bostick, his boss, Gavin Ross (MJ-4), caught him at it. Ross made Bostick a simple offer: "Do what you're told, ask no questions, and keep your mouth shut, or I'll do a memory rinse on your brain and dump you at the nearest bus station." Rather than end up a babbling street person, Bostick agreed. He is now Ross's unwilling "cut-out," or go-between.

Bostick is the person most likely to be used by Gavin Ross to leak information to Delta Green. Bostick would very much like to get Ross off his back, but can't report Ross to the Steering Committee, since his own disloyalty would come to light and he would still get his memory wiped–the only difference being that Ross would be babbling to himself in the packing crate next to Bostick's. So in the meantime, Bostick continues to follow Ross's orders, doing whatever it takes to keep himself safe while always keeping one eye on the back door and his plane tickets current.

Charlie Bostick
Delta Green/Majestic-12 Middleman, age 34
Race: Caucasian

STR	10	CON	12	SIZ	10	INT	18	POW	13
DEX	17	APP	11	EDU	19	SAN	61	HP	11

Damage Bonus: +0
Education: Joint Degree M.A. Psychology-Anthropology-Marketing
Occupation: Head of Disinformation & Propaganda for Project GARNET
Skills: Anthropology 61%, Computer Use 32%, Cthulhu Mythos 4%, Fast Talk 61%, Hide 29%, History 53%, Library Use 52%, Listen 43%, Occult 64%, Persuade 62%, Pharmacy 58%, Photography 38%, Psychology 72%, Sneak 34%
Languages: English 95%
Attacks: Colt Viper Revolver 43%, 1D10
Physical Description: Bostick is a pale, wiry bundle of nerves. He stands 5'6" and weighs 141 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 thin brown hair remains perpetually unmanageable. His overall demeanor is wired and tense.

Adolph Lepus

Adolph Lepus was born the youngest son of a poor Alabama farming family. In 1965 he joined the USMC to escape the boredom and poverty of his home. A natural marksman, he served four tours of duty in Vietnam as a Marine sniper. His confirmed kills totaled an incredible sixty-three Communists. The unofficial total was much higher.

In 1969 Sergeant Lepus was assigned to a black operation in Cambodia—the very same ill-fated Cambodian operation that led to Delta Green's disbandment. The aircraft carrying Lepus and the other Marines were destroyed by huge, half-material, whistling *things*, killing most of the three hundred Marines aboard. Lepus and the few others who bailed out had to shoot their way out of a trap that was part Khmer Rouge and part "something else." When the Marines fought their way back into South Vietnam, they discovered that their mission never really existed and that Col. Wade, the Delta Green/Marine officer who had organized the outlaw mission as part of a personal vendetta, had reported them as deserters. Lepus led the survivors to Col. Wade's command post and personally dispatched both the colonel and his mysterious Cambodian mistress. Lepus then deserted for real and lost himself in the cesspools of the golden triangle.

In 1971, the CIA caught up with Lepus and made him an offer he couldn't refuse: work for us, or face trial and execution for desertion and murdering a superior officer. After thirteen years of CIA dirty work, Lepus was recruited by an even more secret agency: NRO SECTION DELTA. NRO DELTA arranged for Lepus' "death" and gave him a new identity. (His new identity is left to the Keeper to determine as needed, so that players who read this book won't know who he is.) The NRO DELTA missions made even less sense than his CIA work, and instead of playing dirty tricks on foreigners, he was now playing them on U.S. citizens. Although initially kept in the dark, Lepus pieced together the existence of Majestic-12 and its alliance with the extraterrestrials. After five years he was trusted enough to supervise on-site security for MJ-12's first meeting with the Greys; when Lepus killed two jittery guards who opened fire on the Greys, his superiors were impressed. Even the most unsavory aspects of his work failed to stir his extinct conscience.

Today Lepus is the chief of NRO DELTA. That makes him Gavin Ross's hungry right hand. Lepus does Ross's bidding, but watches for any way to bring down Ross and elevate himself to the MJ-12 Steering Committee. As a field operative Lepus has seen things, both in Southeast Asia and in America, that worry him. Lepus suspects that the Greys are not what they appear and that they are manipulating MJ-12, but he continues to serve MJ-12 and protect its secrets so he won't have to answer for the many crimes he has committed in the name of National Security.

Lepus sees Delta Green as a real threat to MJ-12. He knows that taking active measures against Delta Green will draw unwanted attention to MJ-12, but privately hopes that a fight with Delta Green will give him the prestige he needs to replace Ross as Project GARNET's director. Lepus is considering provoking incidents between Delta Green and MJ-12 to start just such a fight.

Adolph Lepus
Sadistic/Psychopathic Hardcore Badass, age 48
Race: Caucasian

STR	13	CON	15	SIZ	12	INT	17	POW	14
DEX	14	APP	9	EDU	20	SAN	55	HP	14

Damage Bonus: +1D4
Education: USMC Sniper School, Camp Pendleton, California
Occupation: Chief of NRO SECTION DELTA (wetwork)
Skills: Climb 64%, Conceal 57%, Cthulhu Mythos 3% Dodge 33%, Drive Automobile 42%, Hide 72%, Jump 46%, Listen 71%, Martial Arts 63%, Navigate 54%, Parachute 38%, Psychology 33%, Sneak 74%, Spot Hidden 76%, Track 52%
Languages: English 95%
Attacks:
Glock Model 18 Auto (Silenced) 57%, 1D10
Fist/Punch 62%, 1D3+db
Kick 61%, 1D6+db
Piano Wire Garrote 76%, 1D3+db+Strangle
M21 Sniper Rifle 94%, 2D6+4
H&K MP5 SSD (Silenced) 44%, 1D10
Indefinite Insanity: Antisocial Personality Disorder
Physical Description: Adolph Lepus stands 5'8", weighs 155 lbs., and has black hair (flecked with gray) and gray eyes. His three gold teeth flash in his cadaverous grin. Lepus has a narrow jaw, pointed chin and nose, and high cheekbones. His skin appears both sallow and tight, like the skin of a drum.

Lt. Gen. Eustis Bell, MJ-5

The son of one of WWII's pioneering "Tuskegee" pilots, Eustis Bell began his career flying B-52s over Laos, Cambodia, and Vietnam. He spent most of his career with the Strategic Air Command, moving on to various positions in the North American Aerospace Defense Command (NORAD). Bell, who was frustrated in his bid to become an astronaut, became one of the founders of the USAF Space Command. Now at the pinnacle of his career, Eustis Bell commands the Space Surveillance Center at NORAD's Cheyenne Mountain complex outside Colorado Springs.

Lt. General Bell has been a member of the Majestic-12 Steering Committee since 1988, when he took command of Project MOON DUST. Since 1980 the Accord has severely curtailed Project MOON DUST's opportunities to track, intercept, and recover extraterrestrial vehicles. Bell, who was working for Project MOON DUST as early as 1975, can remember a time when MJ-12 was geared toward finding a way to force the aliens to cease violating U.S. territory and stop abducting U.S. citizens. Now with the Accord, MJ-12 merely regulates the aliens' incursions into U.S. territory. To Lt. General Bell, the Accord is nothing less than the surrender of American sovereignty to an invader. Bell is equally angered that Sub-Projects REDLIGHT, GABRIEL, and ZEUS have been relying on the Grey's handouts. His main objection being that the U.S. cannot defend against a power that's supplying it with its weapons. He has never accepted cooperating with the aliens in order to siphon off their technological secrets. "Better," he says, "to shoot them out of the sky and wring their secrets from them." He is particularly bitter about the Steering Committee's cavalier attitude towards people being subjected to the Greys' experiments. Bell believes that the Greys are predators, and that they will expand their operations to a public, global scale once they've exhausted the goodwill of the U.S. government.

Bell has been pushing to turn the REDLIGHT aircraft into orbital interceptors capable of engaging and destroying the alien spacecraft. He has also lobbied in the Steering Committee to increase the funding for Sub-Projects EXCALIBUR, GABRIEL, and JOSHUA. He is particularly interested in Sub-Project JOSHUA, which seems to offer the cheapest and most effective defense against invasion by the Greys. He has also instituted a shoot-to-kill policy regarding any nonterrestrial, non-Grey craft or organisms making unauthorized penetrations of terrestrial airspace. In other words, he uses the EXCALIBUR and ZEUS weapon systems to blast anything that hasn't positively identified itself as one of the Greys' ships. Lt. General Bell is the most outspoken opponent of the Accord, and is a bitter enemy of Dr. Abner Ringwood (MJ-2).

Lt. General Eustis Bell, USAF (MJ-5)
Flyboy Bureaucrat, age 61
Race: African-American

STR	14	CON	13	SIZ	13	INT	17	POW	15
DEX	10	APP	12	EDU	21	SAN	75	HP	14

Damage Bonus: +1D4
Education: U.S. Air Force Academy
Occupation: Director, Project MOON DUST; Commandant, USAF Space Surveillance Center
Skills: Astronomy 32%, Computer Use 73%, Credit Rating 48%, Electrical Repair 72%, Electronics 71%, Listen 49%, Mechanical Repair 37%, Navigation (Air) 57%, Parachute 29%, Persuade 67%, Pilot Airliner 52%, Pilot Jet Fighter 51%, Spot Hidden 73%
Languages: English 95%
Attacks: Colt Combat Commander Auto 51% 1D10+2
Physical Description: General Bell stands 5'10", weighs 180 lbs., and has brown eyes, reddish hair and complexion, and a strong mix of both African and European features. He wears rimless glasses to correct his eyesight. The weight of his responsibilities and the byzantine politics of the Steering Committee have fixed his mouth in a perpetual grimace. He's partial to cigars, but federal regulations prevent him from smoking in USAF facilities. Consequently, he often chews through as many as ten a day.

Colonel Robert Coffey

Coffey began his career as an Air Force Intelligence officer specializing in reclamations operations: recovering or destroying crashed U.S. aircraft to protect their technological secrets from foreign powers. Reclamations units also raced to retrieve new examples of Soviet (and even NATO) aircraft from those that had crashed. After ten years conducting these clandestine operations around the world, Coffey was approached by agents of Majestic-12 and asked to join Operation BLUE FLY, MJ-12's UFO crash-retrieval unit.

During his sixteen years with BLUE FLY, Col. Coffey has been on clandestine missions everywhere in the world, routinely penetrating the airspace of even hostile nations. Col. Coffey is an ambitious officer who saw his service to MJ-12 as his ticket to the top of the Pentagon. He is not privy to the Accord but knows that you don't ask the question if you're not cleared for the answer. Even so, Col. Coffey has drawn his own conclusions, namely that the aliens can only be coming to Earth with two possible purposes: to take something or to leave something. Either way he's determined not to make it easy for them.

At first Coffey ran his BLUE FLY ops in a low-key style. However, on a mission in the Yukon, BLUE FLY chased down what NORAD identified as an intruder aircraft and instead found only a small meteorite. While being airlifted back to AREA-51, some kind of protoplasmic predator hatched out of the meteor and caused the aircraft to crash. At first it seemed that the plane's flight engineer had survived the crash, but it soon became obvious that the predator had "absorbed" the flight engineer and assumed his form. Once revealed, the creature broke out of AREA-51, killing four NRO DELTA agents and six members of the medical staff, and escaped across the desert. Col. Coffey led the search-and-destroy team that pursued the creature, and he slew it personally, but not before it absorbed a herd of sheep, a rancher, a sheepdog, and three BLUE FLY soldiers.

Since that incident, Col. Coffey has had acute xenophobia. He reacts with deadly force, prompted by his fear and loathing, when confronting anything potentially not of this earth. As a result, BLUE FLY has increased its use of heavy firepower. While Coffey acknowledges that live specimens of extraterrestrials and intact spacecraft would be better, his personal policy is to exterminate anything that might pose a threat to terrestrial life. This has led to criticism by some members of Project PLATO and Project PLUTO; those members feel Col. Coffey is too concerned with the lives of his "replaceable" men, and not concerned enough about the "irreplaceable" technology and organisms he's supposed to be recovering. Despite the continuing support of Lt. Gen. Bell, Coffey is convinced that his superiors aren't taking the threat of extraterrestrial invasion or contamination seriously.

Just what happened during his encounter with the alien and the cause of his xenophobia are unknown. It may just have been that the experience left him badly shaken. Potentially, the alien may have affected him through psychic contact, or may have secretly done something to his mind that he is unaware of. Coffey's insanity could grow as time goes by, or could just be a minor character quirk.

Colonel Robert Coffey, USAF
Suspicious Special Ops Guru, age 48
Race: Caucasian

STR	11	CON	16	SIZ	14	INT	16	POW	16
DEX	17	APP	14	EDU	22	SAN	63	HP	15

Damage Bonus: +1D4
Education: U.S. Air Force Academy
Occupation: Commanding Officer, Operation BLUE FLY
Skills: Climb 73%, Credit Rating 49% Cthulhu Mythos 2%, Dodge 62%, Electrical Repair 43%, Electronics 28%, First Aid 48%, Hide 39%, Jump 67%, Listen 48%, Martial Arts 59%, Mechanical Repair 42%, Navigation (Air) 24%, Navigation (Land) 41%, Persuade 62%, Pilot Helicopter 54%, Sneak 57%, Spot Hidden 79%
Languages: English 95%
Attacks:

Fist/Punch 57%, 1D3+db
Grapple 56%, Special
Kick 59%, 1D6+db
Ruger P91 Auto 83%, 1D10 (laser sight +17% [see p. 294])
H&K MP5 54%, 1D10

Indefinite Insanity: Xenophobia (literally the fear of anything alien)
Physical Description: Col. Coffey stands 6'1" and weighs 185 lbs. His blonde hair is cut to USAF regulation; in fact, most everything about Col. Coffey is regulation. His co-workers like to say that Coffey doesn't own any civilian clothes. He is lean and long-faced, with thin lips and intense blue eyes. He has a prominent vertical scar on his chin and upper lip.

Major General Schenk, MJ-6

Kurtis Schenk was one of the most highly decorated fighter pilots of the Vietnam war, having flown over 300 combat missions and shot down four enemy fighters. After a tour as a squadron commander, Schenk became a test pilot, flying the Air Force's most secret and highly advanced aircraft at AREA-51 in Nevada. In 1982, Schenk piloted the first-generation anti-gravity aircraft of Sub-Project REDLIGHT.

After four years of flying Sub-Project REDLIGHT aircraft, Schenk became an administrator and was brought into the inner cabal of AREA-51's S-4 laboratory, the home of the engineering teams that developed the REDLIGHT aircraft. He had heard the rumors, and had long suspected, that some of the technology used for the REDLIGHT aircraft had been salvaged from a crashed alien spacecraft. What surprised Schenk was that other alien technologies were being regularly "recovered" and returned to S-4 for analysis. It would take another three years of work at S-4 before Schenk was promoted to Director of Sub-Project REDLIGHT and told of the S-4 laboratory's greatest secret: the S-4 engineers were receiving assistance from extraterrestrials with whom the U.S. government had established diplomatic relations.

Major General Schenk was promoted to Director of Project PLUTO in 1993, and is now privy to all the details of the Accord and the full history of Majestic-12. Schenk fully understands that MJ-12 is helping to cover up the Greys' experimentation on American citizens, but is too mesmerized by the Greys' feats of engineering to allow that to distract him. As far as Schenk is concerned, the U.S. military couldn't stop the aliens from performing their experiments even with an all-out national effort. So it's just as well that MJ-12 is getting something out of the deal.

Schenk believes the Accord is the best that America could have hoped for under the circumstances. A few citizens may be sacrificed, but the technology and intelligence provided by the Greys guarantees that America will remain *the* global superpower. Schenk therefore believes that the Accord serves the greater national interest.

Major General Kurtis Schenk, USAF (MJ-6)
High-Tech Patriot, age 55
Race: Caucasian

STR	11	CON	13	SIZ	14	INT	17	POW	11
DEX	13	APP	13	EDU	22	SAN	55	HP	14

Damage Bonus: +1D4
Education: M.A. U.S. Air Force Academy, Defense Intelligence School
Occupation: Director, Project PLUTO
Skills: Computer Use 29%, Credit Rating 78%, Electronics 47%, Land Navigation 61%, Listen 56%, Navigation (Air) 63%, Parachute 32%, Persuade 66%, Physics 37%, Pilot Helicopter 54%, Pilot Jet Fighter 95%, Pilot REDLIGHT Aircraft 73%, Psychology 67%, Spot Hidden 72%
Languages: English 95%
Attacks: Colt Combat Commander Auto 61% 1D10+2
Physical Description: Kurtis Schenk still looks the part of an Air Force fighter jock. He stands 6'3", weighs 197 lbs., and has regulation-cut, reddish-brown hair, and blue eyes. He is well-tanned and follows a regular exercise routine to keep in shape. His nose was broken some years ago while he was bailing out of an aircraft. His other facial features are strong and thick, and generally give an impression of rough power.

KAROTECHA

FOR THREE HORRIFYING MONTHS IN 1945, DELTA GREEN FOUGHT THE LAST BATTLE OF THE EUROPEAN WAR AGAINST THE KAROTECHIA.



Karotechia

Adam Scott Glancy

THE OLD SAYING IS TRUE: OLD NAZIS NEVER DIE, THEY just go to South America. In an isolated and well-defended manor in Brazil, three old Nazis still live. They have taken upon themselves the holy mission of starting the Fourth Reich, a Reich grounded in the occult. This group—known as the Karotechia, but masquerading to most as ODESSA—tries to work with Aryan and white-supremacist organizations around the world. The Karotechia's core membership is miniscule, and if truth be told, two of the three leaders of the group are as interested in personal power and magical longevity as they are in ruling the world. But the Karotechia's potential threat is substantial, and their network of allies is a strong resource. Realistically, their chances of conquering the world under the Fourth Reich are slim to none. But they do represent a real threat to the citizens and national security of the United States (let alone the rest of the world), and their actions may well bring them into conflict with their old enemy Delta Green.

History

It is well-documented that many of the Nazi elite believed in the powers of the occult. Adolf Hitler, Reichsmarschal Rudolf Hess, and *Schutzstaffel* (SS) Chief Heinrich Himmler all regularly consulted astrologers for political and military advice. But the influence of the occult on the Nazis was not limited to the hopeful fantasies of the elite. It was institutionalized, and it came hand-in-hand with the rise of Hitler.

In the 1920s, many members of the Nazi party were also members of the *Thulegesellschaft*, or Thule Society. The Thulegesellschaft was an occult society that promoted Aryan superiority by linking Aryans to the "supermen" of the lost civilization of Atlantis, which they called "Thule." In 1919 Hitler befriended a member of the society named Dietrich Eckart, who introduced Hitler to a lot of anti-Semitic Aryan ideas and also helped Hitler make his early political connections. (Hitler later praised Eckart in *Mein Kampf* as one of his great inspirations.)

Eckart was an alcoholic and drug addict who spent time in a sanitarium; he died of a heart attack just after the unsuccessful beer hall *putsch* of 1923. Just before his death, he told his fellow Thulegesellschaft members: "Hitler will dance, but it is I who will call the tune. Do not mourn me. I shall have influenced history more than any other German."

After Hitler's election as Reichschancellor in 1933, some "occult" research was done by the Ahnenerbe—the Ancestral Heritage Research and Teaching Foundation. The Ahnenerbe was part of SS Chief Heinrich Himmler's personal staff, and its duties included archæological and anthropological research designed to support Nazi racial doctrine. Later, in 1935, Himmler set up *Sonderkommando H* (Special Unit H) of Archive Department 7 of the *Reichssicherheitshauptamt* (RSHA), which was the umbrella organization for the SS, the *Kriminalpolizei* (Criminal Police), and the *Gestapo* (Secret State Police). The "H" in Sonderkommando H stood for *hexen,* the German word for witches.

Sonderkommando H did nothing except collect files on the history of the Catholic inquisition's witch trials in Germany. The purpose of Sonderkommando H was to prepare a historical justification for a crackdown on the Catholic church based on the inquisition's "crimes" against the German people. What is less well-documented is that Sonderkommando H encountered certain unexplained phenomena that led, in 1939, to the creation of an SS department specifically devoted to researching the occult and paranormal for anything that might help the Nazi war effort. This new department was called the Karotechia.

The Truth

In case you're wondering, the Thulegesellschaft and Sonderkommando H did exist in real life just as they are portrayed in this text. Himmler was fascinated with the occult and even restored an ancient castle/monastery (Wevelsburg in Westphalia) to become the new Reich's Camelot, complete with a great round table, seances to summon the spirit of Otto von Bismarck, and so forth. Huge sums of money were spent to refurbish the place, and the bodies of famous German generals were moved to the castle so their spirits could be called upon. It is with the creation of the Karotechia that we diverge from historical fact.

Early Work

The Karotechia's membership came from the academic and occult circles of Nazi Germany. Many Karotechia members were also members of the Thulegesellschaft, the Ahnenerbe, and Sonderkommando H. Nazi-allied regimes and occupied countries also contributed scholars, although not always willingly. Several members were even recruited out of concentration camps. Unlike Delta Green, the Karotechia embraced the use of magic. With the terror of the SS backing them, the Karotechia pillaged the libraries and museums of occupied Europe for any clues, artifacts, or manuscripts that might lead to ancient power or knowledge. No dabbler in the occult was safe. Members of secret societies like the Freemasons or ethnic groups like the gypsies were rounded up *en masse* and interrogated about the use of occult powers. Monasteries, basilicas, churches, synagogues, and mosques were looted of their ancient texts. The Catholic Church's holdings in Italy, most importantly the Vatican Library's "Z" collection, were spared on account of the Concordat between the fascists and Pope Pious XII. Catholic holdings outside Italy were not so lucky.

Members of the Karotechia were identified in official SS files only by their initials, and answered only to Reichsmarschal Himmler and the Führer. The Karotechia's activities were closed to even the highest-ranking SS officers. The rest of the SS feared and distrusted the Karotechia, but never questioned its orders. In 1941, for example, on Karotechia orders the SS diverted over a thousand Jews from labor camps near Krakow to the coast of Normandy for Karotechia "experiments." The Jews were secretly sacrificed by the Karotechia to contact the Deep One colony of Ahu-Y'hloa off the coast of Cornwall. The Karotechia intended to form an alliance with the undersea race in order to blockade and eventually invade England. The negotiations stalled because the price the Deep Ones asked for their help violated Nazi racial purity laws. Unwilling to co-mingle Aryan bloodlines with the Deep Ones', the Karotechia offered the degenerate amphibians as many Jews, Gypsies, and Russian POWs as they cared to take. They shipped these prisoners to the French coast for mass offerings to their new allies. A surprise attack by Delta Green commandos during one such offering resulted in the deaths of several important Deep Ones and caused the others to retreat beneath the waves and refuse to resume contact with the Karotechia.

Aktion Eisschloss

One of the oldest and most secret Karotechia projects was *Aktion Eisschloss* (Operation Ice Palace). The groundwork for Aktion Eisschloss was done in 1939 during the 1938-1939 Kriegsmarine (Navy) expedition to Antarctica, led by Captain Alfred Ritscher. While staking out a German territorial claim in the Antarctica region known as Queen Maud Land, the crew of the Kreigsmarine ship *Schwabenland* found *something* buried in the glacial ice in the area they had just renamed Neuschwabenland. From 1939 until 1945, twenty-two Karotechia archæologists, cryptographers, and experts in ancient languages were shipped by submarine to a site known only as Point 103. Hundreds of Nazi scientists, SS combat engineers, and mountain troops were siphoned off from various commands around the European theater and sent by submarine to Point 103.

What became of these personnel was a mystery to everyone outside Aktion Eisschloss, Reichsmarschal Himmler, and the Führer. When the Third Reich fell in May 1945, and Himmler and Hitler had taken their own lives, there was no one in Europe who knew the purpose or the location of Aktion Eisschloss.

Rumors abounded among the ranks of the U-Boat corps, the SS, and the Karotechia about the purpose of Aktion Eisschloss. It was said to be a secret U-Boat base, a laboratory for the development and production of superweapons, a treasure trove ripped from Holocaust victims, or even a final refuge for the Nazi elite. The truth about its real purpose and its location has been lost, perhaps forever; the personnel sent there never returned, or so it is said.

Triumphs & Failures

The Karotechia's success in using magic to aid the Nazi war effort was uneven, to say the least. In the Spring of 1944, the Karotechia discovered a version of the *Necronomicon* written in ancient Gothic, a language that had been dead since about 200 A.D. This text had been read by Joachim Kindler for his work *My Understanding of the Great Book*. The Gothic version of the *Necronomicon* was clear of the metaphor and allegory found in the Greek, Latin, and Arabic versions, and was far easier to use as a spellbook. It was also far more destructive to the human psyche. Translating it from Gothic to German cost the sanities of three scholars in the field of pre-Germanic languages. Experiments with the book's formulae began even before translation was completed. It soon became clear that although the Karotechia's researchers had indeed discovered awesome powers, they had not discovered the means to control them. In early 1945, seven Karotechia researchers and seventy-three SS support personnel–as well as Naudabaum castle and most of the mountain upon which it sat–were obliterated during an abortive and poorly understood attempt to summon dread Azathoth, the Dæmon Sultan.

The Karotechia did have considerable success with certain medical technologies. In the winter of 1944, Karotechia research–paralleling earlier experiments by Dr. Herbert West in the 1920s–produced a method for reviving the dead. The results of these reanimations were mindless animals,

impossible to control or direct, who attacked their SS handlers as often as they did the Soviet troops they were thrown against. Nevertheless, truckloads of these "resuscitated casualties" were driven to the eastern front and then released onto the battlefield. Even without direction, these reanimated corpses caused significant Soviet loss of life. "Resuscitated casualties" were used on a massive scale during the defense of Berlin, inflicting hideous casualties on both the Russian army and German civilians. Progress also was made on certain life-extension projects involving the preservation of the human brain without its biological support system. However, none of these projects slowed the Allied advance.

The last gasp of the Karotechia during WWII came when a secret order was sent to the Karotechia from Adolf Hitler a few minutes before Der Führer's suicide. *Aktion Gotterdammerung*, as the Führer called it, would involve the Karotechia linking up with what was left of the SS's WEREWOLF partisans to recreate the "accident" that had destroyed the Naudabaum Castle in Bavaria. Only this time, the "accident" would not be aborted. If the Führer could not rule the world, then the world would be no more. Unbelievably, there were enough fanatical Nazis in the Karotechia to carry forward the plan to near-fruition. For three horrifying months in 1945, Delta Green fought the last battle of the European war against the Karotechia under the code name Operation LUNACY. Delta Green operatives had a shoot-to-kill policy for any suspected Karotechia member. Unfortunately, Delta Green was disbanded before the job could be finished. The "accident," however, was never recreated, and the WEREWOLF organization was shattered.

After the War

Of the original one hundred and sixty-four members of the Karotechia, nineteen were killed by Allied agents; six died of natural causes; three were killed during Allied bombing campaigns; four were executed for disloyalty; fifteen were killed during flubbed ritual summonings; one was captured by the Soviet NKVD; nine committed suicide; eleven went irretrievably insane; twenty-four vanished without a trace (all but two of whom were assigned to Aktion Eisschloss); and thirty-five were killed after the war during Delta Green's Operation LUNACY. The remaining thirty-seven members of the Karotechia joined up with the *Organisation der ehemaligen SS-Angehörigen,* the "Organization of Former Members of the SS," or ODESSA, and fled Europe for the darkest corners of the world. Since the Karotechia's membership was unknown even to the SS, ex-Karotechia members were unmolested by the European police agencies who were seeking their SS and Gestapo comrades for crimes against humanity.

(ODESSA was dedicated to getting SS members out of Europe and into South America. There, the fugitives would join up with the *Kameradenwerk,* ODESSA's South Ameri-



"Resuscitated casualties" attacked whoever was handy–even their brother Nazis.

can counterpart; Kameradenwerk would help the fugitives get new identities, obtain passports, and make contacts.)

But in January of 1948, the newly reformed Delta Green launched Operation SOUTHERN HOSPITALITY to hunt down and eliminate all former Karotechia members anywhere in the world. In the first year, two former Karotechia researchers were eliminated in South America. The following year, seven more were found and eliminated. The Karotechia tried to enlist the aid of the ODESSA and gain the protection of Juan Perón's Nazi-friendly Argentine dictatorship by placing their "expertise" at his disposal. In 1952, Perón provided men and material in exchange for Karotechia promises to find the rumored Antarctic base located at Point 103, which Perón believed to be a super-weapon research station. The Karotechia, however, was after the grotto of the formless god Ubbo-Sathla, where the legendary Tablets of Destiny were rumored to rest. The Karotechia believed the Tablets would be the key to powers that would place them beyond the reach of Delta Green forever. Before the grotto could be located, U.S. Army paratroopers under Delta Green command assaulted the Argentine Antarctic expedition, killing all the Argentines and the three Karotechia researchers. Another member of the Karotechia was killed in Siberia in 1953 while working on a project to extend the life of the ailing Josef Stalin. Following the birth of Israel, the Karotechia lost five of its members to the dogged determination of Mossad Nazi-hunters. Little by little, the Karotechia was being nibbled to death. By 1956, Delta Green was satisfied that the last members of the Karotechia had either been slain or had died from mishaps, old age, and disease. Unfortunately, three of the Karotechia had escaped. They live and fester to this day, hidden in an enormous plantation in the Brazilian rain forest called "La Estancia."

La Estancia

A massive rubber plantation, abandoned when the Brazilian Rubber Boom collapsed around the turn of the century, La Estancia now serves as the command and training center for the Karotechia. It began as the personal hideout and laboratory of Karotechia researcher Dr. Gunter Frank. When it was first constructed, the estate complex covered close to 200 acres and included a sprawling main house, several outlying guest houses, an Olympic-sized pool, extensive stables, an aviary, a botanical garden, a river wharf with warehouses, and a palatial opera house. The plantation has been substantially altered since Dr. Frank took up residence, with several new wings added and the basements enlarged. Due to Dr. Frank's "delicate condition," four back-up generators have been installed to provide power, and enough air-conditioning equipment has been brought in to turn a high-rise office building into a meat locker. Several sections of the main house–including the library and master bedroom–have been hermetically sealed and insulated since the mid-1950s.

Over the years, La Estancia was visited by some members of the Karotechia and ODESSA, but it was never a center of operations. Former-Karotechia-officer-turned-ODESSA-mercenary, SS Oberführer Reinhard Galt, often stayed in one of La Estancia's guest houses when he was between assignments. But in 1975, everything changed when a Karotechia researcher named Dr. Olaf Bitterich arrived at La Estancia with plans to resurrect the Third Reich. Since Bitterich's arrival, an airstrip has been bulldozed out of the jungle, the docks have been expanded, a soccer stadium has been added (as well as several obstacle courses), and small-arms firing ranges and a "small town" used to practice house-to-house fighting have all been built.

These three men represent the last of the original Karotechia. Dr. Frank has used technology to preserve himself in a ghastly state of "half-life"; Oberführer Galt has employed vile magics to maintain his youth; and Dr. Bitterich seems to have survived to the present through the force of his own will. Although each man has his own personal agenda, this "Dritte (Third) Triumvirate" has agreed to work together to resurrect national socialism, destroy the Jewish race, and create a glorious Aryan "Fourth Reich."

The Karotechia Today

The reborn Karotechia is far more ambitious than the original organization. Where the first Karotechia served the Third Reich, the second Karotechia *is* the Fourth Reich. It is an underground empire, a network of fascist, white-supremacist, and anti-Semitic organizations and individuals with contacts and influence with criminal organizations around the world. At the center of this web are the three members of *Das Dritte Triumvirat*: Dr. Bitterich, Dr. Frank, and OberFührer Galt. Below Der Dritte Triumvirate, the rest of the Karotechia organization is referred to as *Die Schachfiguren* (Chess Pieces). The next most powerful members of the organization are Dr. Bitterich's twelve Aryan *Bischöfe* (Bishops), a cabal of powerful sorcerers dedicated to the Fourth Reich plans of Bitterich. Below the Aryan Bischöfe are the hundreds of *Ritter* (Knights). At La Estancia, the Ritter conduct seminars in paramilitary tactics, torture, and terrorism, which are attended by members of third-world security services, criminal organizations, terrorist groups, and mercenaries. The primary duty of the Ritter, however, is to carry out specific missions and oversee the Karotechia's thousands of *Bauern* (Pawns). Dr. Frank's lab assistants, the household staff, and the guards at La Estancia are Bauern who have been elevated to trusted positions. Bauern are used for gathering information, proselytizing Aryan supremacy, and carrying out covert assignments.

Most Bauern believe they are working for the ODESSA as part of a worldwide movement to revive fascism. In reality, the Karotechia absorbed the remnants of the ODESSA or-



ganization in the late 1970s, although few (even in the ODESSA) realized this. Several other Nazi organizations, such as the Kameradenwerk (Comrades' Organization) and *Die Spinne* (The Spider), were absorbed by the Karotechia without their members noticing the change. Since almost all the important and talented ex-Nazis have been executed or died of old age and infirmities, organizations like the ODESSA and the Kameradenwerk had declined along with their membership. However, using the ancient formula for resurrection, the Karotechia are bringing many of these dead Nazis and war criminals back to life. Deceased members of the Gestapo (Secret State Police), the *Sicherheitsdienst* (SD, or Reich Security Service), the *Waffen SS* (SS Combat Troops), *SS-Totenkopfverbände* (SSTV, or Death's Head Formations), *SS Einsatzkommando* (Murder Squads), *Fallschrimjäger* (Paratroops), *Abwehr Kampf-Truppen*—also known as the *Lehrregiment Brandenburg* (The Brandenburg Regiment: Nazi Special Forces)—and important members of the Nazi party from the WWII era have been resurrected to join the ranks of the Ritter and Bauern.

Die Untoten

Among the most important resurrected Nazis—or *Die Untoten* (The Living Dead)—is a rogues' gallery of some of the greatest villains of this century.

SS Oberstgruppenführer Josef "Sepp" Dietrich died of a heart attack in 1966 at the age of 73. Dietrich—an early member of the Nazi party and the SS—was a close friend and bodyguard of Adolf Hitler. During the 1934 Nazi party purge known as the "Night of the Long Knives," Dietrich oversaw the executions of dozens of SA (*Sturmabteilung*, "Stormtroopers," or "Brownshirts"), including SA leader Ernst Roehm. Dietrich later commanded the 1st SS Panzerdivision Leibstandarte during most of the war and was highly decorated. Dietrich served a brief prison sentence after the war for his part in the "Night of the Long Knives."

Reichsprotektor and SS Obergruppenführer Reinhard Heydrich, assassinated by Czech partisans in 1942, at the age of 38. Heydrich was Himmler's second in command of the SS, chief of the Sicherheitsdienst, or SD (Reich Security Service), and also the head of the Reichssicherheitshauptamt. Heydrich was the architect of Nazi intelligence and security programs, a personal favorite of Adolf Hitler, and the first administrator of the "Final Solution of the Jewish question."

SS Obergruppenführer Theodor Eicke, killed at the age of 50, when his plane was shot down over the Russian front in 1943. Eicke was the architect, builder, and director of Germany's pre-war concentration camp system. He also created the SS Totenkopfverbände (SSTV), which worked as *Einsatzgruppen* ("action groups," SS Murder Squads) on the Eastern Front. His recruits were concentration camp guards. Eicke later transformed the SSTV into the *SS Panzergrenadier Totenkopfdivision*.

SS Standartenführer Otto Skorzeny died of cancer of the spine in 1975 at the age of 67. Known as "Hitler's Commando," Skorzeny planned and executed the rescue of Mussolini from Italian rebels in 1943 and the kidnapping of the son of the Hungarian regent in 1944, and he organized the English-speaking German infiltrators during the Battle of the Bulge, also in 1944. Skorzeny was an active member of the ODESSA, formed his own ex-SS assistance association (*Die Spinne*), and supported himself as a mercenary and freelance intelligence agent in Latin America, the Middle East, and Spain during the Cold War.

SS Obersturmbannführer Jochen Peiper, assassinated by French vigilantes in 1976 at the age of 61. Peiper was a highly decorated Waffen SS Panzer leader who was responsible for several massacres of French civilians and captured American soldiers—including the infamous Malmedy Massacre—during the Battle of the Bulge. Peiper was convicted and sentenced to death as the primary actor in the Malmedy Massacre, but was released from prison in 1956 as part of a general amnesty. The French, however, never forgot his crimes and took his life to settle the score.

SS Untersturmführer, Dr. Josef Mengele, drowned in 1978 at the age of 67. Dr. Josef Mengele, "The Angel of Death," was the most notorious Nazi war criminal to escape justice. As chief medical officer for the extermination camp at Auschwitz from 1943 to 1945, Mengele selected which prisoners were to be worked to death and which were to be gassed. Continuing the research he began at the Institute of Hereditary Biology and Race Research, Mengele searched for ways to chemically and surgically "alter" inferior races into Aryan supermen. His experiments—often utilizing identical twins—killed hundreds in the most ghastly ways imaginable. Mengele was never apprehended, and drowned in a swimming accident in Brazil.

Die Bauern

Some of the Karotechia's Bauern are also products of the Resurrection spell. They are always anxious to do their masters' bidding lest they be returned to dust, or worse. The most important of these is Antonio Echeverilla, a major member of the Cali drug cartel. He provides anything the Karotechia asks for in order to avoid being returned to dust and then mis-resurrected as "onlie the liveliest awfullness."

The Karotechia's favorite Bauern have always been members of neo-Nazi and white-supremacist groups in Europe and North America. The Karotechia has lent assistance to such diverse ultra-right organizations as the South African Afrikaans Landholders' Alliance, the German and Austrian Aryan Volkspartei, the P-2 Masonic Lodges in Italy and Argentina, the Coalition for the Defense of French Culture, and the American Underground Army.

The Karotechia has strong connections with the neo-fascists in the Latin American officer corps, which date back

to the 1950s and 1960s. Members of the ODESSA advised the emerging Latin American military regimes on the fine arts of torture, urban pacification, and the compilation and organization of intelligence files. Many Bauern are still serving in these militaries. Although a few SS sympathizers remain in the Middle Eastern Officer Corps, dating from the participation of ex-SS officers in the five Arab-Israeli wars, the majority of the Karotechia's current Middle Eastern contacts are with Anti-Israeli terrorists groups. The Karotechia has supplied money and training to terrorist cells like The Sword of Allah and The Jihad for the Eradication of Zion. Latin and Arabic Bauern are held in much lower esteem than European or Aryan Bauern, and are neither asked to join the staff at La Estancia nor receive promotions to the rank of Ritter. Other Bauern include independent mercenaries, criminals, and criminal organizations like the Sicilian Mafia, the Russian Organyzatzia and the Latin American drug cartels, with which the Karotechia sometimes does business.

Goals

The Karotechia–and in particular, Dr. Olaf Bitterich–want their Fourth Reich to rule the world. They are guided in this goal by the counsel of Der Führer, Adolf Hitler.

Hitler, of course, is dead. But the Karotechia believe they can summon his spirit from beyond, as they believe that Hitler has ascended to become a master of reality, akin to Buddha or Jesus. In truth, they are summoning the messenger of the Outer Gods, Nyarlathotep, who appears to them in the guise of a spectral, risen Hitler. Nyarlathotep guides their progress, and strengthens their faith. Dr. Bitterich was the first to encounter the "risen" Hitler, and it was on the orders of Der Führer that he began the Fourth Reich.

At present, the Karotechia is primarily interested in two endeavors. First–masquerading as the ODESSA–they want to network with as many white-supremacist and Aryan groups as they can, or at least with those they have some faith in. The desired result is a global network of active and committed members of the Fourth Reich who will spread the beliefs of Der Führer far and wide and recruit new members into the faith. Second, the Karotechia seeks occult knowledge of every sort. The leaders of the group are already versed in traditional occult lore, and are seeking rarities such as original manuscripts, esoteric books, magical artifacts, and so forth. One component of this mission is obtaining the remains of important sorcerers and others from past times, who can be resurrected and coerced into providing knowledge of various sorts useful to the Karotechia.

"Hitler" is guiding the Karotechia in these endeavors. Nyarlathotep plans to introduce the Karotechia to more secrets of the Mythos, and his ultimate goal for the group is to bring them into the worship of Azathoth, the Dæmon Sultan. Once this has been achieved, the Karotechia will be primed as yet another cult ready to sow discord and misery in all the countries of the world.

Delta Green Involvement

Delta Green agents are most likely to encounter the Karotechia's minions: violent racist groups loyal to the Nazi ideals. These groups may be dispatched to steal some occult-related book, item, or corpse and send it to La Estancia. Why a group of skinhead racists are stealing some Von Junzt manuscripts to send to Brazil is the kind of question that a Delta Green operation is likely to try to answer. When other racist groups have similar occult leanings, the trail will soon lead down south to the mansion in the jungle.

The Karotechia is, most likely, a minor enemy for Delta Green; with sufficient information, Delta Green can destroy the leaders of the organization utterly and shut down this Fourth Reich. If the Karotechia come into play in your campaign, they should probably fill the role of a defeatable enemy for your players to cut their teeth on, prior to mixing it up with Majestic-12 or whatever major foe is operating in the background.

But the minions of the Karotechia are widespread and violent, and there is no easy solution to the problem of fanatical bigots. Much of humanity has already embraced Nyarlathotep's vision, unknowingly, and the problem as a whole is more than a group of agents can handle. Still, stomping Nazi butt is always a worthwhile endeavor.

Important Individuals: Karotechia

Adam Scott Glancy

Dr. Olaf Bitterich

Dr. Olaf Bitterich was an occultist in Germany between WWI and WWII. He styled himself as a medium with the power to speak with the dead, but mostly he was a con artist, albeit a very knowledgeable and skilled one. The title of "Doctor" is a fraudulent one.

In 1936 he was recruited by the Karotechia for his pure Aryan heritage and his knowledge of the occult. Bitterich, then thirty-six, was just glad to be getting out of active military duty. He never believed that the Karotechia's research would ever amount to anything.

Bitterich was assigned to a Karotechia project involving the disinterment and collection of persons believed to have been wizards, warlocks, and the like. The Karotechia hoped that some items of potency or arcane formulae may have been buried with their owners. For six years, Bitterich went through the motions of cataloging crypt and casket contents and trying various ceremonies for speaking with the dead (some of which he made up himself). Nothing of value was unearthed until the disinterment of Alexis Ladeau, an associate of Friedrich Wilhelm Von Junzt (the infamous author of *Unausprechlichen Kulte*). Having read Von Junzt's untitled second book, Ladeau was reputed to have burnt the manuscript and then to have cut his own throat with a razor.

Dr. Olaf Bitterich
Unwitting Servant of the Crawling Chaos, age 95
Race: Caucasian

STR 4	SIZ 10	CON 2	DEX 9	POW 23
INT 16	EDU 20	APP 11	SAN 0	HP 6

Damage Bonus: -1D4
Skills: Archæology 71%, Bargain 74%, Credit Rating 37%, Cthulhu Mythos 52%, Fast Talk 82%, History 87%, Library Use 63%, Listen 34%, Occult 91%, Persuade 89%, Psychology 94%, Spot Hidden 37%
Languages: Atlantean Senzar 32%, Classical Greek 41%, Egyptian Hieroglyphics 38%, English 95%, German 95%, Hyborean Tsath-Yo 12%, Latin 53%, Mayan Hieroglyphics 34%, Muvian Naacal 32%
Attacks: Dagger 77%, 1D6+db
Spells: Body Warping of Gorgoroth, Contact Der Führer (Avatar of Nyarlathotep), Create Gate, Dread Curse of Azathoth, Enchant Sacrificial Dagger, Resurrection, Shrivelling, Summon/Bind Hunting Horror, Summon/Bind Servitor of the Outer Gods, Voorish Sign
Magic Items:

Sacrificial Dagger: Appears to be an SS officer's dagger. When used in a human sacrifice, it adds +25% to Contact Der Führer. When used to perform a human sacrifice in the presence of Der Führer, the victim's magic points flow into the Dagger and thence into anything, or anyone, the Dagger wielder wishes.

Mythos Documents:

Mein Triumph

Language: German; **Mythos Gain:** +2; **SAN Loss:** -1D6; **Spell Multiplier:** x5; **Study Time:** 8 weeks; **Spells:** Contact Der Führer (Avatar of Nyarlathotep)

Notes: A book dictated to Bitterich by Der Führer. *Mein Triumph* details how Der Führer was transformed into a demigod by mass sacrifices in the death camps, and how the Aryan race can attain similar status by exterminating the lower races. The cover shows a swastika encircled by a Hunting Horror with its wings spread.

Physical Description: At the age of ninety-five, Olaf Bitterich is confined to a motorized wheelchair: a gnarled root of a man, twisted by age and hatred. His body gives the impression of a bundle of twisted wire crowned with a withered mellon. Only a few wisps of hair remain on his oversized and mottled scalp. Though his body is failing him (he often requires an oxygen cylinder), his mind is dreadfully sharp. His eyes smolder with devotion to his beloved Führer.



Inside Ladeau's iron casket were what appeared to be pages from Von Junzt's unfinished and allegedly burnt manuscript. Bitterich, familiar with Von Junzt's reputation, knew this could be a valuable find. Rather than turning the papers over to his superiors, he hid them and examined them himself. Part of the papers described how to contact "those beyond." Bitterich assumed this meant contacting the spirits of the dead and decided to use the spell to contact the great military leaders of Germany's past.

What he contacted is not dead, but can hardly be said to be alive by our standards. Bitterich had actually stumbled on a spell for contacting Nyarlathotep, the Crawling Chaos, the Messenger of the Outer Gods. But Nyarlathotep, the old trickster, did not reveal itself to Bitterich; instead it appeared as exactly what Bitterich expected to see–the ghost of German emperor Friedrich the Great. In a flash, Bitterich, the zealous cynic, became a zealous believer.

Bitterich communed with the "spirits" of such German heroes as Bismarck, Nietzsche, and Arminius, and delivered their wisdom to Hitler and Himmler. The Führer and his Reichsmarschal took every pronouncement to heart, immediately implementing them as policy. As the Soviet Army closed in on Berlin, Bitterich was preparing to join Hitler in the bunker when Nyarlathotep appeared to Bitterich in the guise of the mythic German hero Siegfried. "Siegfried" told Bitterich that the Führer needed him to flee Germany and that Bitterich would later be called upon to fulfill a great purpose. Bitterich made his way to Switzerland and then to Spain, where he awaited further instructions.

When Nyarlathotep contacted Bitterich again, the Crawling Chaos appeared as Adolf Hitler himself. "Der Führer" told Bitterich that he had not died, but rather had shed the restrictions of the flesh and entered a higher plane of existence. Der Führer, thanks to the harnessed energies from the mass sacrifices in the SS death camps, was now one of the "Enlightened Masters," like Buddha, Jesus, and the High Priests of Atlantis. Now Bitterich would be Der Führer's first disciple and prophet, and would spread the word that the order of the swastika was not dead, but had only just been born.

Since then, Bitterich has been sent far and wide by Der Führer, collecting the tools, knowledge, and followers he will need to elevate the Aryan race to their place as Enlightened Masters. Bitterich collected a group of twelve pure Aryan pupils in the black arts, whom he has christened his Bischöfe (bishops). In 1975, Bitterich and his Bischöfe traced down rumors they had heard in the Middle East about a German mercenary who could not die. They found Reinhard Galt sunning himself next to the swimming pool of Dr. Frank's La Estancia mansion.

Bitterich was furious with Galt and Frank, his two Karotechia brothers, chastising them for their laziness and faithlessness. How dare they lay about while their beloved Germany lay divided by the Communists and the air befouled by the stench of Jewish flesh! Had they forgotten everything? Bitterich provided Galt and Frank a refresher course in Nazi ideology straight from Der Führer himself. Terrified and awed by Bitterich's power, Galt and Frank quickly agreed to

reform the Karotechia and gather the remnants of the ODESSA and the emerging neo-fascist movements into one organization.

Even those who had given their lives for Der Führer would not be allowed to rest. Bitterich has set Galt and Frank to work using their criminal and mercenary connections to collect the remains of dead Nazis from all over the world. The remains are brought to La Estancia, where the Bischöfe raise them from their essential salts to serve Der Führer yet again. Ultimately, these resurrected Nazis are all loyal to Bitterich, since he could easily return them to their essential salts with a short incantation. Many, however, are loyal to Bitterich out of gratitude and awe of Der Führer.

Bitterich isn't particularly impressed with his two Karotechia brethren. To Bitterich, Dr. Frank is nothing but a "technician" who has cowered in his "ice-box" for forty years. Galt is just an efficient killer, like a canister of Zyklon-B gas. Despite his dependence on Frank and Galt for their finances and international connections, Bitterich sees himself as the real power behind the Karotechia, due to his relationship with Der Führer. He is confident that with the Aryan Bischöfe he has gathered to his side–as well as the risen Nazi dead and the new generation of Aryan warriors–the Fourth Reich will truly last a thousand years. And he will be there to see it all at Der Führer's side.

Bitterich's overriding goal is to commit mass sacrifices in order to provide the life-energy needed to elevate him to the level of Enlightened Master. For the last couple of years Bitterich has begun to worry that he will not be able to arrange for a mass sacrifice before his health gives out. Now, racing to beat the clock, Bitterich drives his Ritter and Bischöfe to find ways of committing mass exterminations to fuel his transmigration to a higher plane. He is also exploring various magical and technological ways of extending his life so that he might live to see the Fourth Reich in its days of triumph.

The Twelve Bischöfe

Bitterich's Aryan Bischöfe are twelve Nazi sorcerers dedicated to advancing the plans of their master, Der Führer. All have a POW of 18 and these spells: Body Warping of Gorgoroth, Contact Der Führer (Avatar of Nyarlathotep), Create Gate, Dread Curse of Azathoth, Resurrection, Shrivelling, and Voorish Sign. Bitterich keeps them in line by keeping the Summon/Bind Spells to himself and by distributing gifts of magic points through his dagger. The Bischöfe range in age from forty-five to seventy. All are German males. All have a copy of *Mein Triumph* and an unenchanted SS officer's dagger.

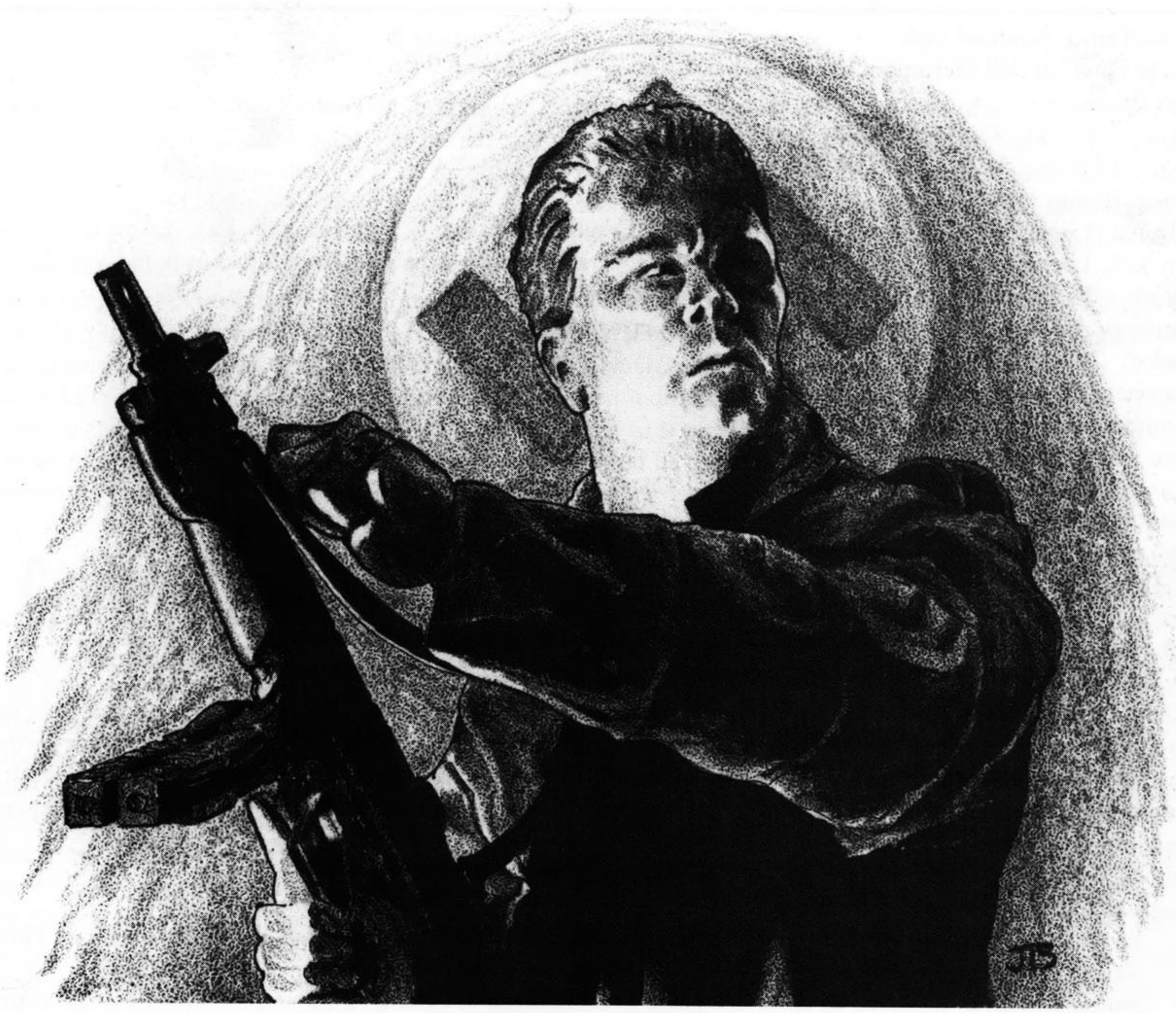
SS Oberführer Reinhard Galt

SS Oberführer Reinhard Galt, born in 1911, grew up as a homeless orphan during Germany's great depression. Hitler's dogma of racial superiority appealed to the young street tough and at the age of eighteen he joined the SS and was later selected for officer's candidate school. He served in Poland and France, where he earned the Iron Cross (1st Class with Oak Leaves and Swords) for his heroism in the field. He was assigned to duty with the Karotechia by a jealous commanding officer who wanted Galt out of the way before the invasion of Russia commenced.

Galt carried out the looting of libraries and museums across Europe, the Middle East, and Africa for the Karotechia. Galt was an excellent agent, who acquired more finds for the Karotechia than anyone else. He even singlehandedly dispatched two Delta Green agents while on a mission in Algeria. Galt quickly realized that some of what he was gathering for the Karotechia were items of real power. Galt always kept an eye out for items and secrets that would be of more use to him than the Karotechia.

Near the end of the war, Oberfurher Galt was in the Belgian Congo tracking down a tribe of reputedly invincible warriors called the Anziques. Armed with a map, compass, and a German translation of Pigafetta's *Regnum Congo*, Galt's small party searched the steaming central African jungles for the Anziques. When Galt found the nomadic tribe, he was immediately struck by the uncanny resemblance between the tribal shaman described in *Regnum Congo* and the current shaman. The savage was a gleaming mountain of ebony flesh, perhaps 250 pounds, cleanly shaven and decorated with a maze-work of ritual scarring. At first, Galt assumed that this was a persona traditionally adopted by Anzique shamans and that it was ancestry, not tradition, that accounted for the similarity. In fact, the Anzique shaman was the same man whom the sailor Lopex had described to Pigafetta in 1598; many Anziques were old enough to remember the unusual flavor of the Portuguese sailors they captured. Galt could not believe that these men and women could be over three hundred years old, but as he checked names and descriptions in the book against the men and women in the tribe, the possibility of such genealogical coincidence became more and more remote.

The secret of the Anziques' longevity was specially prepared human flesh, which they called "The Food of Life." Galt tried to barter for the secret of the preparation, but soon learned that there was nothing he had that the Anziques were interested in–not guns, not whiskey, not gold. The Anziques were, however, very interested in the flavor of European flesh. Despite their interest in Galt's men, the Anziques were in no hurry to force the issue. Although



they seemed totally unimpressed by firearms, they were distinctly afraid of the Germans' flamethrower. Galt was still at a loss as to how to get the shaman to give up his secrets when his radio operator picked up the news that the Führer was dead and that Germany had surrendered. Galt's men begged him to immediately return to civilization. Unwilling to abandon this fountain of youth, Galt forced his men to disarm at gunpoint and handed them over to the Anziques for preparation. That night he feasted with the tribe and was adopted by the Anzique shaman. He stayed with the Anziques for six years, aging not one day, and took several wives. In keeping with Anzique tradition, he offered the children his wives bore him to the shaman's dinner table as a sign of supplication. He learned many of their rituals, most importantly how to make the Food of Life, how to steal the minds of slain enemies, and how to make the enchanted rings that protected the tribe in battle.

Galt returned to Europe in 1951 and came into contact with the ODESSA. Like many former Nazi officers, he joined the Egyptian Army as an instructor and military advisor. Galt participated in the 1956 Arab-Israeli War, the 1967 Six Day War, and the 1973 Yom Kippur war. But defeat after defeat soured Galt on his Arab allies, and he left the Middle East for the greener pastures of South America, where fascism was staging a comeback. Tracking down rumors about a Nazi millionaire living in the Brazilian rainforest, Galt discovered Dr. Gunter Frank, a Karotechia alumnist. Dr. Frank allowed Galt to stay at one of La Estancia's guest villas while Galt was advising the security forces in Paraguay, Chile, Brazil, Uruguay, and Argentina. In exchange, Galt ran a few errands for Dr. Frank. These were basically the same errands he did when he was in the Karotechia–track down and retrieve old books and other occult bric-a-brac. In 1975, the quiet idyll of La Estancia was shattered by the bombastic arrival of Dr. Olaf Bitterich. Bitterich had plans, and more terrifying than that, he had Der Führer. Galt, knowing that he had to serve the Karotechia or be destroyed, agreed to rejoin the organization, and reaffirmed his SS blood oath before Der Führer.

Because Dr. Frank can't leave his "freezer" and because Bitterich's age prevents any travel, it falls to Galt to oversee field operations. He is the man most recognized by the Karotechia's Bauer and Ritter. Among today's neo-fascist and anti-Semitic cabals, Galt is a half-mythic figure whom

SS Oberfurher Reinhard Galt
Ageless Cannibal and Mercenary, age 84
Race: Caucasian

STR 16	SIZ 14	CON 18	DEX 14	POW 12
INT 15	EDU 14	APP 17	SAN 0	HP 16

Damage Bonus: +1D4
Skills: Art (Cooking) 77%, Climb 86%, Conceal 68%, Cthulhu Mythos 21%, Fast Talk 53%, First Aid 72%, Hide 91%, Jump 74%, Locksmith 52%, Mechanical Repair 41%, Operate Heavy Machinery (Drive Tank/Armored Vehicle) 39%, Persuade 56%, Psychology 34%, Sneak 82%, Spot Hidden 86%, Throw 59%, Torture 78%, Track 72%
Languages: Anzique 58%, Arabic 31%, English 36%, German 89%, Portuguese 43%, Spanish 41%
Attacks:

Bayonet 57%, 1D4+2+db
Combat Knife 58%, 1D4+2+db
Fist/Punch 91%, 1D3+db
HK33K G3 Rifle 66%, 2D6
H&K MP5 47%, 1D10
MG-42 Light Machine Gun 42%, 2D6+4
Tank Gun 44%, (Damage varies)
P08 Luger Auto 92%, 1D10

Spells: Consume Memories, Enchant Ring, Food of Life
Magic Items:

Ring of the Anziques: Made from human bone, the ring can absorb damage from non-magical physical attacks equal to the wearer's current POW per attack. The wearer can still be damaged by drowning, fire, poison or other methods that do not generate impact trauma. The ring plagues the wearer with cannibalistic urges. Each time the ring is put on, or worn a full day, the wearer loses 1D3 SAN and must roll POWx1 or less or succumb to the cannibalistic temptation and lose -1D20 SAN.

Mythos Documents:

Regnum Congo

Language: German translated from Latin; **Mythos Gain:** +1; **SAN Loss:** -1D6; **Spell Multiplier:** x1; **Study Time:** 4 weeks; **Spells:** Food of Life

Notes: Written by Pigafetta, an illustrated guide to cannibalism in Central Africa at the end of the 16th century.

Physical Description: Reinhard Galt is 6'3", weighing 190 pounds, with a very muscular physique and classic German features. He keeps his blonde hair cut short and his face clean-shaven, and he looks like he could have stepped out of a WWII SS recruitment poster. He exudes an aura of casual arrogance and disdain for those around him. Chronologically, Galt is eighty-four years old, but physically his body has only aged thirty-four years.

many perceive as the very model of the invincible Aryan superman. Galt is thought of by many as the leader of the Aryan revolution. It is not a role he relishes. Galt has grown tired of working with the Bauer and Ritter, whom he views as "inferior mortals." Because he no longer has the patience to deal with subordinates, La Estancia's staff live in absolute terror of him and his culinary preferences. Galt often shoots those who fail at even the most minor tasks.

Galt is far less interested in creating a Fourth Reich than he is in making sure his diet remains diverse and varied for the rest of eternity. To this end he has collected recipes for cannibalistic cuisine from around the world, and has become an accomplished cook. The kitchen in his guest house is enormous, with a walk-in freezer, a human-sized butcher's block, and an unusually large oven. He likes attractive women and pretty boys for his table, often toying with them for a few days (or weeks if they are particularly entertaining) before serving them up. To add a "gamey" flavor to the meat, he sometimes releases his victims in the jungle and hunts them down.

A connoisseur, Galt only takes the choicest cuts of meat, leaving the carcasses for Dr. Frank's re-animation experiments. Recently, Galt has tried a minimalist approach to culinary preparation, carving and eating his victims while they are still alive–but has been displeased with the inability of his victims to remain conscious throughout the meal. He has since arranged a bargain with Dr. Frank in which Frank uses his necromantic expertise to arrange meals that remain conscious of their fate right down to the last bite. The results have proven most pleasing to Galt's twisted sensibilities. In exchange for these entertaining meals, Galt has been using the Schachfiguren to find experts in the ancient Gothic language for Dr. Frank, while carefully keeping the search a secret from Bitterich and his loyal Bischöfe.

Reinhard Galt's New Spells

Consume Memories: This spell allows the caster to temporarily absorb the memories and skills of whoever's fresh brains the caster consumes. The caster must expend ten magic points while devouring the still-warm brain of a freshly dead corpse. For twenty-four hours after the brain is consumed, the caster may use any and all skills and knowledge the victim possessed. At the end of the twenty-four hours, the caster loses all the skills and knowledge gained. The memories of the victim can be permanently absorbed if the caster uses 10 POW instead of 10 magic points. Regardless of which version is used, the ritual costs the caster 1D10 SAN points.

Enchant Ring of the Anziques: The ring must be cut from the bones of a living victim. The enchanter then carves symbols on the ring while chanting and puts 5 POW points into the ring, losing 1D8 SAN. Thereafter anyone wearing the ring resists an amount of damage equal to his POW from each non-magical kinetic-energy attack made against him.

Food of Life: Used to unnaturally extend the life span of an individual. The spell costs 10 magic points to cast and reduces the individual's SAN by 1D8+1 points. A cannibalistic feast is part of the ritual. Successful use of the spell allows the individual to add a year of life for every 12 SIZ points of food he consumes.

Dr. Gunter Frank

Dr. Gunter Frank purchased La Estancia in 1946 with several paintings he looted from private collections in Krakow and Paris. Dr. Frank planned well for the end of the Third Reich, and smuggled a fortune in art treasures out of Europe. Today he continues to oversee this fortune, which he has placed at the disposal of the revived Karotechia. Chronologically, Dr. Frank is 101 years old. However he doesn't look a day over sixty-two, the year he died of cancer.

Dr. Frank's forté is technological necromancy. His work spawned the WWII "Resuscitated Casualties" project. He continued to perfect his re-animation technique after the war and–using chemical and pharmacological treatments he discovered among the papers of the renowned Spanish physician Dr. Javier Munoz–he cheated the terminal cancer which had ravaged his body. He now exists in a ghastly sort of half-life. His higher brain functions, cognitive abilities, and memories are intact, despite the death of his body and the excision of his cancer-ridden internal organs.

A side effect of Dr. Frank's "condition" is that his body is extremely sensitive to high temperatures. If he is exposed to temperatures above ten degrees celsius (about fifty degrees Fahrenheit), he will begin to putrefy. The higher the temperature, the faster his decomposition. If exposed to open flame, Dr. Frank would be reduced to a foul-smelling pool of bones and liquified flesh within a few minutes. The steaming jungle air outside the hermetically sealed environment of La Estancia would destroy Dr. Frank in an hour or two. Dr. Frank is now a prisoner of his citadel, unable to travel beyond his hermetically sealed and air-conditioned environment. A cold and "bloodless" man before his death, Dr. Frank has become even less able to feel emotion since becoming a prisoner of his ice-box hacienda.

For years after his death and resurrection, Dr. Frank searched for a technological means of escaping from his "tomb," as he now calls his body. However, since seeing how Reinhard Galt had cheated death, Dr. Frank is considering "alternative solutions." Frank began researching the occult for a way to rejuvenate his old body or obtain a new one, but his search was delayed by the arrival of Dr. Olaf Bitterich at La Estancia in 1975.

"Dr." Olaf Bitterich assumed *de facto* command of the Karotechia and, in the name of Der Führer, assigned Dr. Frank a number of special projects. The oldest of these projects has been gathering the remains of Nazi officials, scientists, and officers from graveyards across Germany and Europe so that the risen dead may join the Fourth Reich. Dr. Franks' contacts in the criminal underworlds of Europe and Latin America have made locating and smuggling the remains of Nazis back to La Estancia considerably easier. Other projects have included arranging financing for the Karotechia Schachfiguren and scientific research. That research has included everything from experiments with weapons employing extremely low-frequency (ELF) transmissions to racially selective chemical and biological warfare agents.

At first, Dr. Frank agreed to take on these projects because Bitterich's occult powers offered Frank a chance to escape his dead body. But Dr. Bitterich's Resurrection spell is useless to Dr. Frank. Without the tumor-ridden organs that Frank lost during his battle with cancer, his body would be resurrected incompletely as "onlie the liveliest awfullness." Dr. Frank resents Bitterich's projects as distractions from his quest to acquire a new body. He keeps working on them because he is intimidated by Bitterich's relationship with Der Führer. Few of La Estancia's current staff were there before Bitterich arrived, and those who joined afterwards are loyal to Bitterich–so Dr. Frank is unsure how they would react to a power struggle. There are also Bitterich's twelve Bischöfe, each a powerful sorcerer. To make the balance of power even, Dr. Frank is working on ways to turn his previously uncontrollable zombies into loyal troops. Such troops would give him the muscle he needs to clean house

and get rid of Bitterich. Until then, Dr. Frank continues to serve as the Karotechia's financial manager, chief scientific advisor, and contact to the organized crime cartels in Europe and Latin America.

During WWII, Dr. Frank heard rumors that the *Gothic Necronomicon* held a ritual that would transfer consciousness from one body to another. But no German translation of that book could be found, every copy having been destroyed by Delta Green during Operations LUNACY and SOUTHERN COMFORT. All seemed lost until the original *Gothic Necronomicon* turned up in 1994, lying forgotten in a vault under the headquarters of the defunct KGB. A former KGB general, looking to supplement his retirement, sold the incomprehensible tome to Dr. Frank through Organyzatzia (Russian Mafia) middle men. Dr. Frank, in turn, used these same middle men to permanently silence the general.

Dr. Frank's next problem was finding someone to translate the book into German. The original translation had cost the minds of three Gothic language experts. Undeterred, Frank has arranged with Reinhard Galt to search for experts in Gothic who might be lured or kidnapped to La Estancia. Dr. Frank hopes to use the tome without the knowledge or assistance of Bitterich or his Bischöfe and discover secrets that will get him a new body and rid him of Bitterich forever.

Dr. Gunter Frank
Wealthy Technological Necromancer, age 101
Race: Caucasian
STR 16 SIZ 11 CON 15 DEX 6 POW 17 (1 for resisting Magic)
INT 17 EDU 21 APP 8 SAN 0 HP 16
Damage Bonus: +1D4
Skills: Biology 91%, Chemistry 92%, Credit Rating 84%, Cthulhu Mythos 12%, First Aid 62%, Forensic Surgery 74%, Library Use 41%, Medicine 93%, Mortuary Science 72%, Natural History 81%, Occult 56%, Pharmacy 91%
Languages: English 21%, German 95%, Portuguese 23%, Spanish 26%
Attacks:
Scalpel 94%, 1D3+db
P08 Luger Auto 32%, 1D10
Armor: Impaling weapons do 1 HP per hit. All other weapons do half damage. Hits to the head do normal damage.
Technological Necromancy: (see boxed section on next page) Preserve Living Brain, Reanimate, Resuscitate Casualty
Mythos Documents:
Dr. Frank's Research Notes
Language: German; **Mythos Gain:** +4; **SAN Loss:** 1D6; **Spell Multiplier:** x5; **Study Time:** 16 weeks; **Spells:** Preserve Living Brain, Reanimation, Resurrection, Resuscitate Casualty
Notes: Grants skill checks against Biology, Chemistry, Medicine, Pharmacy.
Collected Papers of Dr. Javier Munoz
Language: German translated from Spanish; **Mythos Gain:** +1; **SAN Loss:** 1D6; **Spell Multiplier:** x1; **Study Time:** 8 weeks; **Spells:** Preserve Living Brain
Notes: Grants skill checks against Biology, Chemistry, Medicine, Pharmacy.
Collected Notes, Papers, and Dissertations of Dr. Herbert West
Language: German translated from English; **Mythos Gain:** +1; **SAN Loss:** -1D6; **Spell Multiplier:** x1; **Study Time:** 8 weeks; **Spells:** Reanimate
Notes: Grants skill checks against Biology, Chemistry, Medicine, Pharmacy.
Gothic Necronomicon
Language: Gothic; **Mythos Gain:** +16; **SAN Loss:** 1D8/1D20; **Spell Multiplier:** x4; **Study Time:** 36 weeks; **Spells:** Call/Dismiss Azathoth, Call/Dismiss Cthugha, Call/Dismiss Hastur, Call/Dismiss Nygotha, Call/Dismiss Shub-Niggurath, Call/Dismiss Yog-Sothoth, Contact Cthulhu, Contact Deep One, Contact Elder Thing, Contact Ghoul, Contact Hound of Tindalos, Contact Lloigor (Race), Contact Nyarlathotep, Contact Sand Dweller, Create Gate, Dismiss Bugg-Shash, Dominate, Dread Curse of Azathoth, Dust of Suleiman, Elder Sign, Find Gate, Mind Exchange, Powder of Ibn-Ghazi, Resurrection, Shriveling, Summon/Bind Byakhee, Summon/Bind Fire Vampire, Summon/Bind Servitor of the Outer Gods, Voorish Sign
Notes: Believed to have been copied from the *Kitab Al-Azif* in the 8th century A.D., this edition may be unique.
Physical Description: Dr. Frank appears to be a small, straight-backed man in his early sixties, is 5'7", and weighs 145 lbs. His appearance belies his unnatural strength and age. His skin has an unhealthy gray pallor, and his crest of hair has turned a shocking white. His lifeless blue eyes seem mismatched, and his mouth is as small and tight as a pin-hole. His obsession with personal hygiene and the cleanliness of his quarters suggest the influence of a particularly unclean mind.



Special Note: The spell Dr. Frank is seeking, Mind Exchange, is in the *Gothic Necronomicon*. The spell, however, requires that the victim either "love or strongly favor" the caster of the spell. It won't be easy for Dr. Frank to find someone to love or strongly favor him, but he'll cross that bridge when he gets to it. Dr. Bitterich knows nothing of the existence of the *Gothic Necronomicon*. Some of the spells in the *Gothic Necronomicon* are exactly what Bitterich needs to orchestrate the mass exterminations that will fuel his elevation to the status of demigod.

Of more immediate concern to Bitterich is his pressing need to use the spell Mind Exchange on a healthy young subject before his own health gives out. If Bitterich were aware of Dr. Frank's possession of the *Gothic Necronomicon,* he wouldn't hesitate to kill Dr. Frank in order to gain such a powerful source of magical knowledge.

Dr. Frank's Technological Necromancy

Preserve Living Brain: When used to replace the cerebral-spinal fluid of an ill or dying individual, this formula will allow the subject's brain to survive after the death of the body. Regular infusions of the formula are required for the brain's continued survival. The subject's body will respond to the brain's commands, but requires low temperatures in order to prevent decay. The use of chemicals to preserve the body will corrupt the formula and cause the brain to die. A preserved brain can also survive without a body in a vessel filled with the formula. With a body, the subject looses 1D6/1D20 SAN when the reality of their situation is realized. Without a body and cut off from all sensory input, the subject will lose 1D20 per day. With sensory input, the subject will lose 1D8 per day.

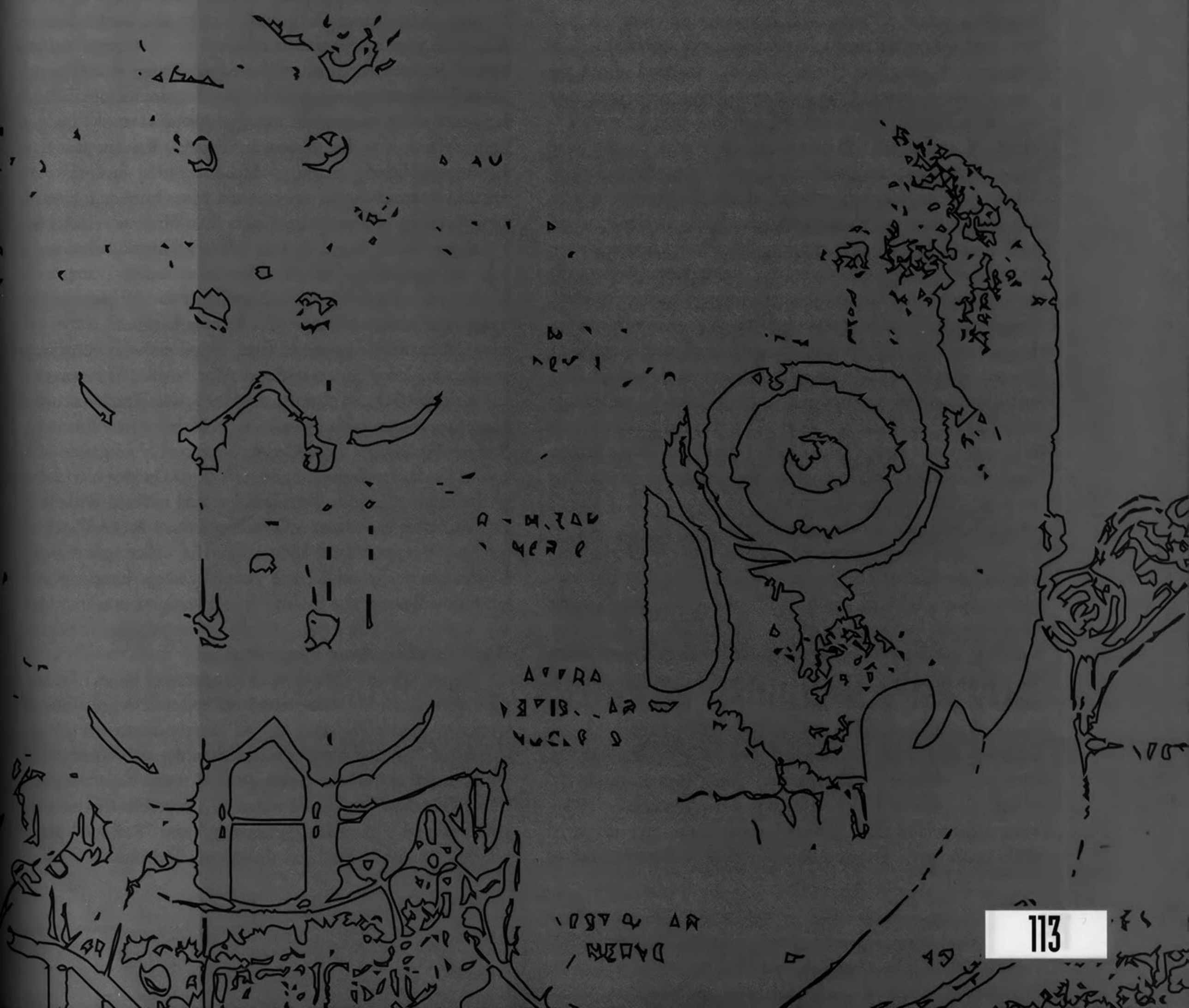
Resuscitate Casualty: This chemical formula produces a zombie as per the spell Gray Binding. The corpse can be resuscitated anytime after death by injecting the formula into the brain. The corpse will rise within minutes, is uncontrollable, and will continue to decay after death. The only SAN loss is for seeing the zombie return to life.

Reanimate: This chemical formula produces a zombie as per the spell Create Zombie but with some important differences. The closer to the moment of death the formula is injected into the corpse's brain, the higher the chance that the zombie will retain some of its original intelligence. If immediately injected, there is a percentage chance equal to the corpse's POW that the corpse will retain 1D100% of its INT. Each minute of delay reduces the POW chance by 1%. (Failure indicates that the corpse will be a normal zombie as per the spell Create Zombie.) The reanimated corpse cannot be controlled but will not decay further after death. Dismembered body parts can also be reanimated, but have no innate intelligence. The only SAN loss is for seeing the zombie return to life.

SAUCERWATCH



COLEMAN DRILLED A HOLE IN THE CENTER OF HIS FOREHEAD, ALLEGEDLY TO KILL AN ALIEN PARASITE THAT WAS CONTROLLING HIS MIND.



SaucerWatch

Adam Scott Glancy

SAUCERWATCH IS A PRIVATE UFO INVESTIGATION GROUP that had its start with the UFO craze, which began with Kenneth Arnold's June 24, 1947, sighting of "flying disks" over Mount Rainier in Washington state. The 1950s was a period of rapid growth for the UFO "contactee" community. Contactees claimed either to be in or to have had communications with various intelligent and benevolent "space brothers" who were coming to Earth to spread the message of intergalactic peace and enlightenment. But Howard Fender–a retired newspaper reporter and the founding father of SaucerWatch–took a different perspective. Perhaps he had read too many issues of *Weird Tales* and *Amazing Stories,* but Howard Fender worried about the unguessable motives of the mysterious beings who were visiting Earth. Fender began SaucerWatch in 1951 as a network of similarly concerned observers of UFO phenomena who wanted to share information. Beginning in 1953, SaucerWatch published a newsletter called *Semper Vigilus* ("Always Watchful"). The newsletter was a financial drain but continued nonetheless on an irregular publication schedule.

SaucerWatch concentrated on the darker aspects of the UFO phenomena: abductions and mysterious experiments, "missing time" and repressed memories, livestock mutilations, and unexplained disappearances. SaucerWatch supported *Semper Vigilus* through volunteer work and the contributions of its members. SaucerWatch was always underfunded and understaffed. After Fender's death from lung cancer in 1961, SaucerWatch stumbled along in one form or another for twenty years, its fortunes and credibility waning and waxing depending on which of Fender's protegés was running the organization.

In 1980, SaucerWatch gained the support of Harvard-trained psychiatrist Dr. Denton Shaeffer. Dr. Shaeffer supported the claims of several UFO abductees and brought new attention to the phenomenon of "missing time." Unfortunately, in 1983 Dr. Shaeffer lost his medical license when he was accused by two alleged ex-patients of molesting them while they were under hypnosis. This seriously damaged SaucerWatch's credibility despite the fact that there was no evidence that either accuser had ever been a patient of Dr. Shaeffer's. Despite that disaster, SaucerWatch (and Dr. Shaeffer) continued to investigate UFO phenomena. To restore their credibility, SaucerWatch became very skeptical and conservative. Polygraphing witnesses became standard procedure. SaucerWatch's investigators became proficient in the fields of photographic analysis, special effects, and stage magic. On several occasions during the 1980s, SaucerWatch even debunked UFO hoaxes. By the 1990s, this network of people working out of their homes and in their spare time had managed to reestablish the group's reputation as a serious investigator of UFO phenomena.

Today, SaucerWatch is one of the best-funded UFO investigation groups in the country. This is due to the financial assistance of Sheridan Dunwoody-Smith, a UFO abductee from an East Coast, old-money family. She joined SaucerWatch in 1991 and set up an endowment of three million dollars to fund the group. The SaucerWatch endowment's annual income–usually around three hundred thousand dollars–comprises nearly all of the group's yearly budget. SaucerWatch now has offices in Topeka, Kansas, first-class desktop-publishing facilities, data-processing facilities with fax and Internet access, teletype machines hooked into most news services in North America, a fleet of three vehicles (including a motor home decked out as an investigation unit), and an impressive forensic laboratory. Saucer-Watch even has the use of a twin-engine Beechcraft aircraft provided by SaucerWatch member and pilot Donna Larkin.

Other financing comes from members who contribute money and information to SaucerWatch, sales of reports on the various UFO and abduction cases SaucerWatch has investigated, and sales of *Semper Vigilus.* With the new financing, *Semper Vigilus* has expanded to a bimonthly magazine with a worldwide circulation of about 75,000. The popularization of the Internet led *Semper Vigilus* to add a World Wide Web site and Usenet forum. All this has forced SaucerWatch to hire a permanent staff to manage the office, get *Semper Vigilus* out on schedule, and generally keep things running smoothly. Besides the five-member investigation team, there are eight paid employees. Global membership in Saucer-Watch numbers about thirty thousand.

SaucerWatch's files contain hundreds of hours of videotape with recorded interviews and hypnotic regressions of witnesses and abductees, as well as thousands of photographs of "landing sites," mutilated cattle, and unidentified lights in the sky. These cases are filed under four classifications: "Credible Physical Evidence," "Credible Circumstantial Evidence," "Credible Testimony," and "Bullshit." Naturally the "Bullshit" file takes up too much room.

The members of SaucerWatch feel that they may be close to something, but they are not sure what. The circumstantial evidence suggests that some people are genuinely abducted by aliens and subjected to psychological and physiological examinations, some of which focus on human reproduction, but for what purpose only the aliens know for sure. The use of Larkin's plane has dramatically increased the investigative team's response time, allowing them to get to sites of UFO phenomena before they are trampled by the press, the curious, or (worse) bumbling UFO enthusiasts. As of yet, they have not obtained a single clinching piece of physical evidence, but their investigations continue.

Operations

Thanks to their resources and their reputation, SaucerWatch is both well-informed about new UFO activity and well-equipped to investigate such activity promptly. SaucerWatch does not send its investigative team out after every report of a UFO sighting; collecting blurry photographs and jerky videotapes is not going to offer much in the way of proof. SaucerWatch is more interested in interviewing human abductees and contactees, rightly figuring that it is the elements of human-alien interaction that are likely to reveal the most about what the aliens are up to.

When a UFO incident occurs in which humans are affected (in ways other than being witnesses to aerial phenomena) SaucerWatch investigators Hal Jamison or Sheridan Dunwoody-Smith learn what they can through media reports, phone calls, and so forth. When there are reputable local UFO investigators/enthusiasts near the scene of the event, SaucerWatch will rely on them for assessments.

If the situation looks promising, and if there is striking physical evidence or credible testimony of human-alien interaction, SaucerWatch can have its investigative team on the scene within twelve hours. Once there, the team networks with local UFO investigators, contacts local law enforcement, and begins work. The team maintains high standards of professionalism and courtesy at all times, though they do have a habit of ignoring official requests to back off. They are also interested in federal involvement with extraterrestrial phenomena, though they aren't raving paranoids. Delta Green teams involved in a UFO event will be treated with courtesy appropriate to their cover assignment, and the SaucerWatch team won't automatically assume that the government is on the scene to hide the truth. Still, they're also likely to follow the agents and see what they're up to.

At the conclusion of an investigation, the team returns to SaucerWatch and assembles comprehensive reports on the event. Summaries are made available through the group's Internet site, and are also faxed to major UFO groups around the country. Lengthy write-ups appear in subsequent issues of *Semper Vigilus*.

Current Operations

SaucerWatch has a number of operations currently underway, described in the following sections. These can be used by the Keeper as pretexts for SaucerWatch involvement in a scenario and altered freely as needed.

SaucerWatch Liaison Office

Despite the rivalries among the more public and flamboyant members of the UFOlogy community, SaucerWatch maintains good communication with other researchers of UFO phenomena. SaucerWatch keeps regular contact with UFO-studies groups such as the Chicago-based J. Allen Hynek Center for UFO Studies (CUFOS), the Texas-based Mutual UFO Network, Inc. (MUFON), the Canadian UFOlogy Research of Manitoba (UFOROM), and Australia's Victorian UFO Research Society, Inc. (VUFORS). The groups exchange information primarily to ferret out hoaxes–the bane of UFOlogy–but also to prevent duplication of effort. However, to reach its conclusions SaucerWatch prefers to rely on data it has directly gathered and analyzed.

SaucerWatch AREA-51 Surveillance

SaucerWatch keeps tabs on the USAF's Nellis Test Range (a hotbed of alleged UFO activity) through Colin Palzgraf, a retired photojournalist who lives less than five miles from the border of that highly restricted government reservation. This surveillance has attracted the attention of the USAF's Office of Special Investigations and the FBI, since surveillance of AREA-51 is considered a threat to national security. Palzgraf, a long-time SaucerWatch member and old friend of Hal Jamison, is reliable and safe. He is a dedicated, albeit off-the-wall, journalist and isn't likely to get SaucerWatch into any trouble by talking to "reporters" from *Aviation Week* magazine who just happen to have Russian accents. SaucerWatch pays Palzgraf a monthly stipend to supplement his retirement while he keeps his eyes and ears open.

The Vermont Abduction Cases

SaucerWatch's research into the area of northeastern Vermont began with Allison Dunwoody-Smith's own abduction experience in 1988. As SaucerWatch investigated her experience, they uncovered other abduction cases from the same geographic area–an area encompassing the counties surrounding the Vermont counties of Windham and Windsor. Even more unusual than the abduction reports was the number of outright disappearances associated with the area. Statistical analysis indicated that the number of missing-persons reports from the area around those two counties is four times the per-capita national average. Often those disappearances involved hikers and sportsmen who were assumed to

have died from some accident or mishap and whose bodies were never found. Sometimes locals living rustic lives in the mountains simply failed to show up for several months and their homesteads were found abandoned. SaucerWatch is beginning to uncover legends concerning disappearances in this area that stretch back as long as humans have lived there, back as far as the Pennacooks, Hurons, and other tribes of the Five Nations.

The abductions have also coincided with a long history of aerial phenomena. The kind of sightings common to the Vermont area are sightings of groups of multicolored lights, often rapidly changing color, moving irregularly through the night sky. These aerial phenomena seem to be centered around two well-known Windham County landmarks, Dark Mountain and Round Hill–landmarks that feature prominently in Pennacook legends of "winged ones" from the constellation of the Great Bear.

SaucerWatch is planning an intensive two-month expedition to the area in order to plumb the mystery of the Vermont abductions. SaucerWatch has encountered five abduction cases associated with the Windham/Windsor county area that it accepts as genuine. The first case encountered (though not the first chronologically) was that of SaucerWatch member Sheridan Dunwoody-Smith.

The oldest case was that of Mike Childers. In 1919, while hoboing across the country, Childers spent what he thought was a night in the woods of Windham county. When he awoke and set off on his way, he discovered that the year was 1934 and America had passed into the Great Depression. Childers made a small media splash as a modern Rip Van Winkle, but was never able to discover what happened to the fifteen years he'd lost. It wasn't until 1990 that the decrepit Childers began to have nightmares that hinted at forgotten memories. Having seen Dr. Denton Schaeffer on a tabloid talk show about repressed memories, he mailed Schaeffer a description of his experience and dreams (along with his collection of journal articles and news clippings about him from the mid-1930s). Schaeffer interviewed and hypnotized Childers on thirty occasions before Childers' death in 1995 and was able to uncover a vivid tapestry of dark and horrifying memories in which Childers was taken beneath the ground by buzzing alien creatures who surgically removed his brain and transported it to alien realms. Interviews and regression sessions were videotaped and remain in SaucerWatch's archives along with Childers' medical records. The most disturbing part of this case is the medical evidence that Childers was subjected to extensive and inexplicable cranial surgery sometime during the 1920s.

The second-oldest case centers around Janet Chappel, a member of the ill-fated Elysian Fields hippie commune, which settled in Windsor county in 1969. One weekend during the winter of 1972, Chappel went to Boston for supplies (LSD was one of the few things they couldn't produce right on the farm) and returned to find the commune abandoned.



A close encounter of the second kind.

Chappel's attempt to enlist the aid of the authorities resulted in her arrest and conviction for possession of LSD. The Windsor County Sheriff's investigation concluded, rather perfunctorily, that the hippies dropped acid, wandered off into the woods, and died of exposure or fled the county. No sign of Elysian Fields' thirty-four residents was ever found.

During her time in prison, Janet Chappel began to dream about experiments performed on her and other members of the commune by unseen abductors prior to the final disappearance. Embracing these dreams as memories, Chappel came to believe that she and her friends had been the victims of some kind of government experiment. Making extensive use of the prison library prior to her parole in 1979, Chappel determined (erroneously) that she had been subjected to the same mind-control techniques that had created Robert Kennedy's assassin Sirhan Sirhan as well as Charles Manson and his Family, caused the Jonestown Massacre in Guyana, and later programmed Mark Chapman to kill John Lennon. Chappel came across Dr. Schaeffer in 1982 while exploring ways of releasing the memories she was convinced were locked away behind CIA brainwashing. Chappel panicked when Schaeffer's regression hypnosis revealed memories of alien abduction that clashed with her paranoid CIA theories. Chappel broke off contact with Schaeffer and SaucerWatch and now believes that Schaeffer may be a CIA agent whose mission was to make her believe her abductors were aliens instead of spies. Regardless, SaucerWatch has added her Vermont experience to their files.

The third case began in 1992 with David Olivia's disappearance from his hunting party's Windham County camp site while his three fellow West Point upperclassmen were sleeping. Olivia wasn't found until two days later, wandering shoeless and disoriented in the woods. The official explanation was that Olivia had suffered an episode of somnambulism (sleepwalking) and had wandered off. Upon his return to the U.S. Army Military Academy at West Point, Olivia began to exhibit signs of the onset of schizophrenia. The primary symptom was the presence of "voices" inside his head compelling him to inexplicable behavior, including going AWOL (without clothing), performing self-mutilation, and attempting to kidnap an underclassman. Olivia was dismissed from West Point as mentally unfit and is currently confined to the care of the Hudson Valley Institute, a private mental institution. Olivia remains under heavy chemical and physical restraint in order to prevent him from harming himself. SaucerWatch became involved in 1994 when Olivia's mother, an enthusiastic reader of UFO literature, became convinced that her son's experience in the forests of Vermont was an alien abduction. As of this date, SaucerWatch's inquiries are inconclusive but the case is lumped with the other Vermont abductions pending further inquiries.

Becky Roland's case is the most recent. In 1995, Becky and three college roommates from Temple University visited Windham county on a hiking trip just prior to their sophomore year. About eight weeks into the fall term, the first of Becky's companions killed herself by jumping in front of a subway train. A day later, the second used several gallons of gasoline to burn herself to death on Temple's campus. A few days after that, the third threw herself into an industrial wood chipper in front of a crew of horrified city park employees. These "suicides" broke the typical patterns for female suicides: no notes were left, the act itself was highly public, and in all three cases the bodies were left mutilated. Becky herself began to suffer from somnophobia, fearing that she would kill herself if she went to sleep. Roland very nearly killed herself with stimulants (everything from caffeine to cocaine) in a desperate effort to stay awake. She was institutionalized for substance abuse and detoxed. However, the result of allowing her to go to sleep was that upon waking she immediately tried to kill herself by drinking a poison cocktail made from cleaning supplies. Since that time she has been under a suicide watch, suffering from a "delusion" that she and her friends saw something they shouldn't have and are under a compulsion to kill themselves.

SaucerWatch learned of Becky Roland's case while actively seeking out incidents of bizarre behavior or disappearances connected to the Windham/Windsor area. SaucerWatch gained access to Ms. Roland's medical files through her parents. SaucerWatch convinced them that there could be no harm in exploring the connections between their daughter's case and the other incidents of insanity connected to that area. Much to SaucerWatch's frustration, Roland's parents have refused to allow Dr. Schaeffer to perform hypnotic regression on their daughter.

Keeper's Note: Windham County, Vermont, is the site of one of the Mi-Go's few remaining interdimensional mining operations, beneath the geological anomaly called Dark Mountain. With the steady encroachment of humans, and because the Mi-Go are loath to abandon the operation before supplies of the ore are exhausted, northeastern Vermont has been the site of numerous encounters between the two species. The remnants of the Mi-Go's original cult of collaborators is still active in this limited area. These pawns assist their masters in intimidating witnesses, removing evidence, and spying on the local human population.

The Army of the Third Eye

SaucerWatch has recently begun investigating the British-based Army of the Third Eye. Their leader is an American named Lee Coleman. In 1989, Coleman drilled a hole in the center of his forehead, allegedly to kill an alien parasite that was controlling his mind. Between 1989 and 1996, Coleman went on to kidnap ten other men and women in England, Scotland, and Wales whom he considered similarly infested and trepanned them as he had done to himself. Three died during the operation or from post-operative infections, and

two others suffered permanent brain damage. Those who survived went on to join Coleman in his self-styled Army of the Third Eye and assisted in kidnapping and trepanning others. Coleman's victims, even those who suffered permanent brain damage and the one who eventually died from post-operative infection, refused to assist the authorities in apprehending Coleman. They claimed Coleman's operation had freed them from some kind of inhuman influence. Even more bizarre, in many cases the families and friends of the victims were grateful to Coleman for freeing their loved ones from the influence of the forces that were controlling them and twisting their personalities. Scotland Yard didn't see it that way, and Coleman is serving four consecutive life sentences in Dartmore Prison. The five other members of the Army are incarcerated in mental facilities. SaucerWatch has collected interviews and testimony from several members of the Army and their families to determine if their claim of alien influence is anything more than a shared psychosis.

Keeper's Note: Lee Coleman was cerebrally infested by one of the loathsome alien Shans (or Insects from Shaggai). Coleman, a man of incredible willpower, exposed the Shan in his head to direct sunlight by trepanning himself, and thereby destroyed it. His campaign against the Shans in England was cut short by Scotland Yard, but others may take up the banner of his righteous but bizarre cause.

The Mariel Guzman Case

Mariel Guzman is one of the most intriguing examples of missing time ever investigated by SaucerWatch. The first unusual factor is the duration of the incident: four years. On March 3, 1990, Mariel Guzman left her job as an assistant state's attorney in Houston, Texas, abandoned her husband and two young children, and was not heard from again until she reappeared on her parents' doorstep on April 29, 1994. She retained no memory of how she had spent the last four years. Psychiatrists diagnosed Ms. Guzman as suffering from an undetermined form of dissociation disorder, like psychogenic amnesia, psychogenic fugue, or multiple personality disorder, but none of these explanations were wholly satisfactory. Divorced, penniless, cut off from her government contacts and with limited employment opportunities (walking out on a murder trial has that effect on one's legal career), Ms. Guzman had to turn to less expensive ways of exploring the mystery of her amnesia. Enter SaucerWatch.

SaucerWatch has been trying to track her movements during her period of amnesia. With the use of regression hypnotherapy, Dr. Schaeffer has been helping Guzman recover her memory of that period. However, Guzman's memories are not of her travels around the world (some of which can be documented through airline ticket purchases, credit card bills, and passport records). Instead she describes a bizarre abduction experience involving extraterrestrials unlike any previously described by abductees. Even more inexplicable is that her abduction experience appears to have been more mental than physical. SaucerWatch is continuing to investigate what happened during those lost years.

Keeper's Note: Like Prof. Nathaniel Wingate Peaslee, who suffered from a similar period of missing time (1908–1913), Guzman was the victim of a temporal mind-switch carried out by the Great Race of Yith. Her experiences in the Jurassic Period were incompletely erased from her mind and bits and pieces have slowly emerged since she was returned to her body. This case could be significant if SaucerWatch discovers the earlier case of Dr. Peaslee.

Enemies

Aside from the various self-declared rivals among UFO researchers and organizations, SaucerWatch has two powerful enemies, either one of whom could cause serious trouble should SaucerWatch become a part of your campaign.

The Dunwoody-Smith Family

Sheridan's parents, Bryan and Marjorie Dunwoody-Smith, are convinced that Sheridan has fallen under the "Rasputin-like mind control" of Denton Shaeffer, a man known for his "disreputable sexual practices." They have tried everything possible to make Sheridan break her ties with SaucerWatch and return to the heavily medicated care of a respectable and discreet sanitarium. Several times, they have even tried to have Sheridan declared mentally incompetent and consigned to their custody. So far, Sheridan has successfully defended herself against these actions. Sheridan remains written out of their will until she leaves SaucerWatch.

Majestic-12

Majestic-12 always keeps an eye on UFO phenomena investigation groups, but SaucerWatch merits special attention because it is so well financed. Majestic-12 was responsible for the accusations that led to Dr. Denton Shaeffer losing his medical license in 1983. They have also infiltrated SaucerWatch, but their agent, Lawrence Hong, has "turned." NRO DELTA had picked Hong because they thought that they could use him to get some "pillow talk" out of Denton Shaeffer, but Hong's feelings for Shaeffer are genuine, and he has refused to cooperate further. Since their plan unravelled, NRO DELTA has switched from the carrot to the stick. They've threatened to reveal Hong's spying and evidence-tampering to Shaeffer if he does not continue to provide them with information. Hong has temporarily acquiesced but is no longer considered a reliable informant. NRO DELTA is considering using the selective amnesia drug to

make Hong forget he ever worked for them. Should they need to eliminate SaucerWatch quickly, NRO DELTA would use MKULTRA-derived mind-altering drugs to send SaucerWatch's ultra-paranoid hacker/computer specialist, Donnie Lang, on a homicidal spree through the offices, killing the staff and destroying the files.

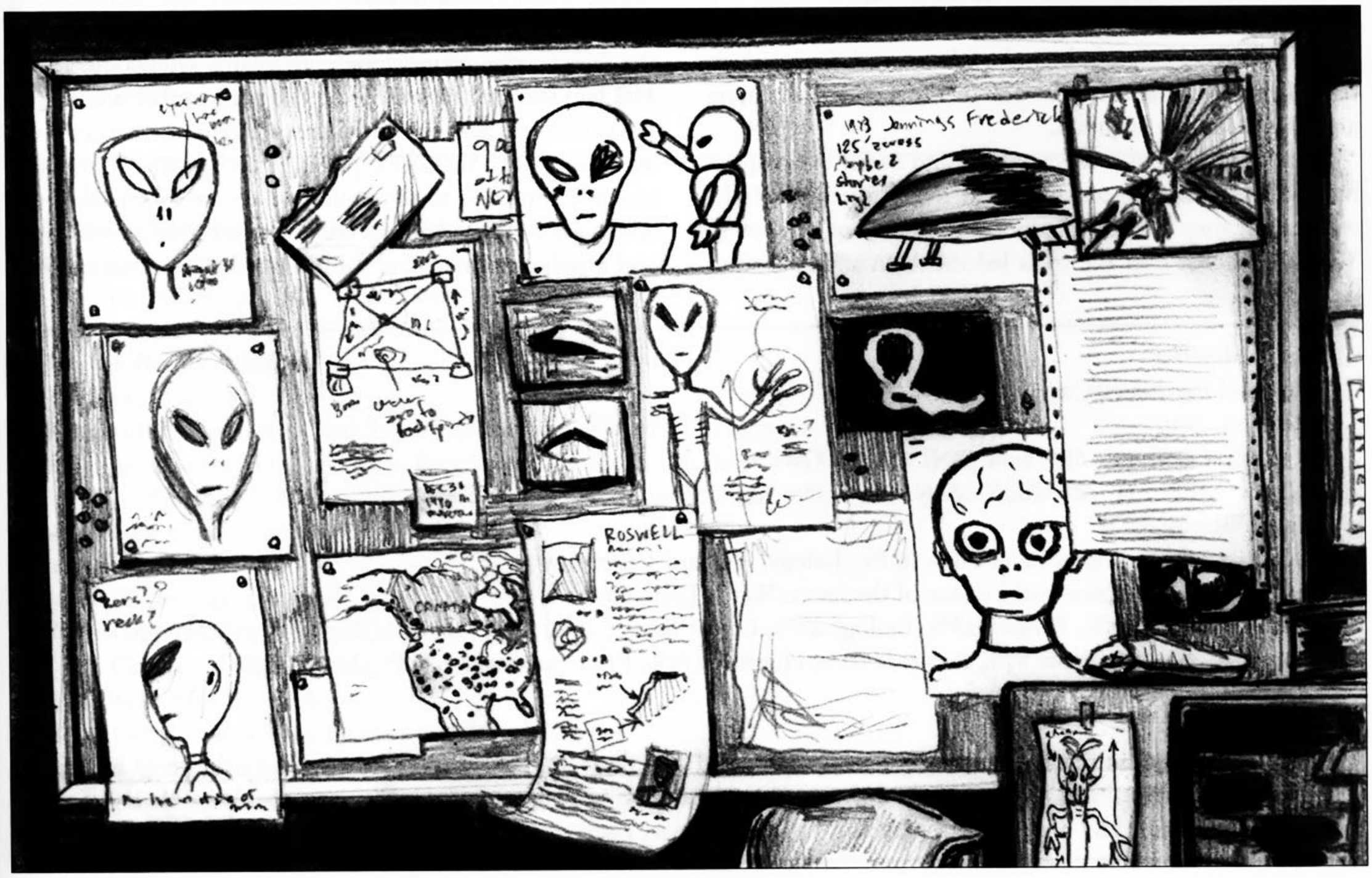
NRO DELTA abandoned their attempts to collapse SaucerWatch's database after Donald Lang repeatedly foiled them. Of more immediate usefulness to Majestic-12 are the SaucerWatch Hotline and Usenet forum, which NRO DELTA sometimes uses to send SaucerWatch off on wild goose chases while something really big is happening elsewhere. However, it has gotten to the point where MJ-12/Project GARNET director Gavin Ross has decided it is time to pull the plug on SaucerWatch's finances. (Just because Gavin Ross wants to use Delta Green to purge the Majestic-12 Steering Committee doesn't mean he wants SaucerWatch to expose the government's relationship with the Greys.) To that end, Ross plans to send Adolph Lepus (p. 92) to Sheridan's parents posing as a "professional deprogrammer" who will, for a fee, retrieve Sheridan from the dangerous cultists that are controlling her mind, deprogram her, and bring her home. Of course, Sheridan's deprogramming session will induce enough selective amnesia in her that she will forget her abduction experience and all the evidence she has seen confirming the existence of extraterrestrials. Even if Sheridan cannot dissolve the SaucerWatch Endowment, her legal attacks on the endowment's trust account will financially paralyze SaucerWatch, and the bad publicity will seriously undermine SaucerWatch's credibility. Ross has not put this plan into action yet, but will do so whenever the Keeper feels it is appropriate and/or dramatic.

Conclusion

SaucerWatch is provided as a civilian counterpart to Delta Green, with a narrower focus. Potentially, the Keeper could construct a campaign in which the investigators were all members of SaucerWatch instead of Delta Green. More likely, SaucerWatch can serve as an interesting group of NPCs who may help or hinder Delta Green agents. If the investigators treat them as adversaries, that's what they'll become. If the investigators treat them as colleagues, they can be valuable contacts. The choice is up to the players.

SaucerWatch knows nothing of Delta Green's existence, but of course is familiar with the usual conspiracy theories about MJ-12 and so forth. Were SaucerWatch to learn of Delta Green and its stance against the Greys, SaucerWatch's leaders would probably do their best to aid Delta Green and serve as friendlies–if Delta Green wants them, that is.

Late in a campaign, MJ-12 might crush SaucerWatch completely, as a lesson to Delta Green–*this is what happens if you don't play along*. If SaucerWatch was an ally, the loss may be painful. If SaucerWatch was an enemy, it should make the players realize just who their enemies really are.



The truth is out there.

Important Individuals: SaucerWatch

Adam Scott Glancy

Dr. Denton Shaeffer

In 1979, Dr. Denton Shaeffer—a Harvard-trained psychiatrist with a successful Manhattan practice—uncovered the repressed memories of an alien abductee. At first skeptical, Dr. Shaeffer continued probing his patient's story until he was convinced that the patient and four others from his patient's small town had been abducted. All the abductees had been subjected to surgical procedures and bizarre experiments before having their memory of the experience erased. Dr. Shaeffer joined SaucerWatch in 1980 and began to examine other cases of alleged alien abduction.

Disaster struck in 1983 when a woman Dr. Shaeffer had never met accused him of sexually molesting her while examining her under hypnosis for repressed memories of alien abduction. Dr. Shaeffer countered that he wouldn't have molested a female patient since he was homosexual. This caused a second accusation to surface, this time from a young man Dr. Shaeffer had never met before. Charges were filed despite the lack of physical evidence and the seriously flawed stories of the accusers. The first trial ended in a hung jury, the second in acquittal.

Shaeffer's defense was expensive and nearly bankrupted him. His accusers, meanwhile, sold their stories to Hollywood, and they became a prime-time movie of the week. The media furor over the trials led the AMA and American Psychiatric Association to recommend that the State of New York revoke his licenses to practice.

Denton Shaeffer knew that the worst thing he could do would be to make wild accusations about a conspiracy to ruin him. Instead, Shaeffer went to work for SaucerWatch full-time to determine which accounts of UFO abduction were true and which were the product of mental illness. Carefully rationing his remaining savings, Shaeffer managed to live a spartan yet comfortable existence while pursuing his investigations. In 1989 he was approached by Sheridan Dunwoody-Smith and asked to perform hypnotic regression on her. He did so and discovered both repressed memories and circumstantial evidence of alien abduction. Two years later, Sheridan Dunwoody-Smith joined SaucerWatch and brought her trust fund with her. Shaeffer does not allow the SaucerWatch endowment to pay his salary. He lives off royalties from his books on the abduction phenomenon.

Denton Shaeffer currently lives with Lawrence Hong, SaucerWatch's chief forensic investigator and Shaeffer's significant other for the past two years. Shaeffer is a member of the investigative team, along with Hong, Dunwoody-Smith, Hal Jamison (a long-time SaucerWatch member and former science fiction author), and Donna Larkin, the SaucerWatch air limo pilot. Shaeffer's primary investigative duty is to evaluate witnesses to determine which are telling the truth, which are lying, and which are delusional. He uses hypnosis and a polygraph machine for most of his examinations.

Denton Shaeffer
Defrocked Psychiatrist, age 57
Race: Caucasian

STR	11	CON	12	SIZ	16	INT	16	POW	15
DEX	12	APP	13	EDU	21	SAN	75	HP	14

Damage Bonus: +1D4
Education: M.D. in Medicine & Ph.D. in Psychology, Harvard University
Occupation: Investigator and Trustee of the SaucerWatch Endowment
Skills: Accounting 32%, Bargain 28%, Biology 48%, Credit Rating 47%, Fast Talk 42%, First Aid 53%, Hypnosis 87%, Library Use 46%, Medicine 83%, Persuade 62%, Pharmacy 81%, Psychoanalysis 92%, Psychology 82%
Languages: English 95%
Attacks: None
Physical Description: Hairy would be the single best word to describe Dr. Shaeffer. He wears his thick brown hair very long with a full beard and has enough body hair to have been able to play an extra on *Planet of the Apes*. He has kindly blue eyes and smile and a physique that is part Falstaff and part Father Christmas. He stands 6'3" and weighs 240 lbs.

Hal Jamison

As a child of ten, Hal Jamison was terrified by the idea of an alien invasion and read up on everything he could about flying saucers. As a teenager he corresponded with SaucerWatch and received their irregular newsletter. He was drafted into the U.S. Army in 1962 and sent to Vietnam as part of the U.S. Advisory Command. He served two tours of duty, received the Bronze Star for gallantry, and returned home to marry his high school sweetheart. Happy and secure, Jamison began to work at making it as a writer in the science-fiction field. His first stories were published when he was just twenty-four. His work was popular in the 1960s and '70s and he was nominated for the Nebula and Hugo awards, though he never won.

In 1976 at the age of thirty-two, Jamison encountered something that brought back all his childhood fears about alien invasions. While camping with his wife and two young sons in Yosemite National Park, he was abducted by Mi-Go masquerading as Greys. The next morning park rangers found him wandering naked and alone along the shore of the lake. He could not remember what had happened. When the rangers returned him to his campsite, his wife and children were asleep and remembered nothing. Everything was all right for a while, until he started having nightmares and waking visions of being dissected and then reassembled by a group of "little gray men." Jamison thought he was suffering from post-traumatic stress disorder, but more and more of his experience in Yosemite was coming back to him. His family had been experimented on, literally carved into pieces and then reassembled. He tried to convince them that his memories weren't delayed combat-stress hallucinations. His home life deteriorated and ended with his wife filing for a restraining order and then for divorce and custody of the children. She was convinced that Jamison needed psychiatric care and that his delusions were a threat to their children's well-being. A judge agreed, granting the divorce and custody to Jamison's wife with only the most limited visitation rights.

After that, Jamison went into a deep depression. He couldn't write, his nightmares kept him from sleeping, and his health deteriorated. Then he rediscovered SaucerWatch. At first he was hesitant, but soon Jamison was working for SaucerWatch exclusively, freely donating his time and money. He went from city to city, interviewing people who claimed to have had similar experiences. He found more than his share of crackpots, but he also found a few people who seemed genuine. He was more than a little relieved when Dr. Denton Shaeffer joined SaucerWatch in 1980. Jamison always felt that UFO "researchers" never critically examined their evidence and testimony and that their investigations often amounted to little more than collecting tall tales.

Jamison and Shaeffer worked together investigating cases through the 1980s–SaucerWatch's lean years. Jamison was overjoyed when Sheridan Dunwoody-Smith created the SaucerWatch Endowment. Now SaucerWatch had the facilities and permanent staff to really gather, analyze, and present credible scientific data about the UFO phenomenon. Jamison has never given up the hope that he will someday be able to prove the truth to his estranged family and reconcile with his two sons.

Hal Jamison
Retired Science Fiction Writer & UFO Enthusiast, age 51
Race: Caucasian

STR	10	CON	9	SIZ	18	INT	17	POW	12
DEX	8	APP	11	EDU	18	SAN	48	HP	14

Damage Bonus: +1D4
Education: High School
Occupation: Investigator and Trustee of the SaucerWatch Endowment
Skills: Art (Literary History) 63%, Bargain 66%, Cthulhu Mythos 01%, Fast Talk 47%, First Aid 51%, Hide 32% Library Use 88%, Persuade 67%, Psychology 77%, Sneak 31%, Spot Hidden 76%, Throw 52%, Track 54%
Languages: English 95%
Attacks:

Bayonet 41%, 1D6+db
Fist/Punch 62%, 1D3+db
Grapple 49%, Special
M-16 Rifle 63%, 2D6
Colt Combat Commander Auto 43%, 1D10+2

Physical Description: Hal Jamison is an imposing 6'2", 285 lbs. He has short black hair and wears a trim beard. His eyes are deep and brown and very sad. He is a mountainous human being, slow and ponderous these days, but only from the neck down. His mind is sharp and his eye perceptive.

Sheridan Dunwoody-Smith

Sheridan Dunwoody-Smith came from a line of women whose primary occupation for the past seven generations had been to marry well. The Dunwoodys are an old family whose ancestors had hobnobbed with the founding fathers. Her mother's greatest hope for her daughter was that she would join high society and not do anything to embarrass the good name of the Dunwoodys; she was disappointed on both counts.

At the age of nineteen, Sheridan withdrew from college due to her suffering from recurrent nightmares and fitful waking visions. Several psychiatrists believed it could be the onset of schizophrenia, but Sheridan couldn't believe that was the case. One afternoon she saw some people on TV discussing alien abduction phenomena. While the abductees on the television didn't look very credible, Sheridan had to wonder why her nightmares and "hallucinations" were so similar to the stories they were telling. She began studying everything she could on UFO abductions and, after reading two of Denton Shaeffer's books, decided that SaucerWatch was the most honest, dedicated, and scientifically conservative UFO organization. She snuck out of the house to make the cross-country journey to their offices in Topeka, Kansas.

Sheridan told Shaeffer she felt sure her nightmares were too real to be anything but buried memories. Shaeffer thought they might be memories of parental sexual abuse, something he had seen all too often, but was surprised to discover another possibly genuine case of alien abduction. Further regression sessions and discovery of evidence of unknown surgery caused Shaeffer to determine that Sheridan's case was genuine. Sheridan was not relieved to have her suspicions confirmed, particularly since she couldn't possibly tell her parents about it. They already thought she was crazy and would have her committed if she told them what she had learned. Shaeffer suggested that she wait until she was twenty-one years old before she told her parents anything, because then, her parents would not be able to commit her without a court order, which would be difficult for them to obtain. So Sheridan returned home, mended fences with her parents, and went back to school for a year while she waited for her twenty-first birthday. At that point she gained legal access to her trust fund and announced to her parents that she had been abducted by aliens on a camping trip she went on in Vermont when she was seventeen. She further informed them that she intended to drop out of school and dedicate her life to helping other victims of alien abduction. Her parents were horrified and immediately moved to have her declared mentally incompetent and assigned to their care indefinitely. She successfully defended herself in that suit and the three others that followed.

Since then, Sheridan has set aside three million dollars to create and fund the SaucerWatch Endowment. Sheridan, Shaeffer, and Jamison act as the trustees for the endowment, administering the trust so it pays the bills for SaucerWatch. Sheridan is quite proud of the way she has helped and always wants to do more. Because Shaeffer has asked her to stop spending so freely on SaucerWatch's behalf, she has insisted on accompanying Shaeffer and the others on their investigations. She has proven to be a tireless and energetic investigator.

Sheridan Dunwoody-Smith
Wealthy Abductee, age 25
Race: Caucasian

STR	12	CON	16	SIZ	10	INT	12	POW	14
DEX	15	APP	15	EDU	15	SAN	60	HP	13

Damage Bonus: +0
Education: Three years at Wellesley College, Conservation B.S. incomplete
Occupation: Investigator and Trustee of the SaucerWatch Endowment
Skills: Climb 92%, Credit Rating 93%, First Aid 41%, Jump 77%, Listen 41%, Natural History 43%, Navigation (Land) 42%, Photography 32%, Roping 71%, Spot Hidden 48%, Track 49%
Languages: English 75%
Attacks:

Pick Axe 32%, 1D6+1+db
Pocket Knife 37%, 1D4+db

Physical Description: Sheridan Dunwoody-Smith stands 5'9" and weighs 134 lbs. She has shoulder-length dark blonde hair, large blue eyes, and delicate features. She is well tanned and muscled from her ongoing hobbies of mountain climbing and hiking.

Lawrence Hong

Lawrence Hong always wanted to do police work, and pursued degrees in criminology and forensic science. After graduation, he was recruited by the FBI's Crime Lab. Unfortunately, FBI policy at the time held that homosexuals were automatically considered security risks. After two years with the FBI, a fellow forensic technician, jealous of Hong's success, reported Hong's "abnormal lifestyle" to his superiors. Hong was immediately dismissed on the grounds that he had lied on his security clearance application. Hong returned to California determined to find work with one of the local police departments. However, getting fired by the FBI—no matter what the reason—never looks good on your resumé. As a result, Hong ended up working for three years for the L.A. County Coroner's Office and found the work environment extremely boring.

Then, in 1991, Lawrence Hong was approached by agents of NRO SECTION DELTA, who explained that they worked for a government agency whose name couldn't be mentioned to anyone with a security clearance rating lower than the president's. They said that unlike the FBI, all they cared about was Hong's patriotism, his skill, and his ability to keep his mouth shut. They wanted to pay him in cash, at twice his FBI salary, to do some undercover work for them. Bored senseless at the coroner's office, Hong agreed. He was immediately given a clipping from a magazine called *Semper Vigilus* and told to apply for the job in the advertisement. A group called SaucerWatch was looking for someone to perform forensic and chemical analysis for them. Hong sent in his resumé and was called for an interview. He told them he picked up their magazine in a coffee house and figured he might as well give it a try. He impressed Denton Shaeffer, Hal Jamison, and Sheridan Dunwoody-Smith, although Donnie Lang relentlessly grilled him about being a "Fed." He was hired and became SaucerWatch's chief physical evidence examiner.

At first, things went exactly as planned. Hong kept NRO DELTA apprised of everything that was happening in the office and regularly photographed documents, reports, and other evidence for his control officer to examine. Then things started to get harder for Hong. Hong's case officer started asking him to destroy evidence and fake reports so that they wouldn't reveal anything unusual. Hong did this several times and has been sick about it ever since. The evidence he has seen has made him a believer in UFOs and alien visitation. He genuinely likes all the staff at SaucerWatch and, more importantly, he fell in love with Denton Shaeffer. They moved in together in 1994, which Hong's control officer initially approved of, figuring that they would have more access to Shaeffer. But Hong has had enough. He told his control officer that he was calling it quits and gave back all the payments he hadn't yet spent. Hong was "politely" informed that this was one agency you don't get to quit. They told him that he would keep the money and keep doing what he was told or they would tell Denton that the love of his life was a traitor. Hong has been temporarily cowed into continuing to provide information but has since refused to tamper with the evidence he collects and analyzes. Hong has, in fact, redoubled his efforts for SaucerWatch, and Shaeffer, in an attempt to atone for his earlier betrayal. As far as the money goes, he donates it all, anonymously, to the SaucerWatch Endowment.

Lawrence Hong
Repentant Majestic-12 Infiltrator, age 32
Race: Chinese

STR	10	CON	13	SIZ	12	INT	17	POW	10
DEX	15	APP	16	EDU	18	SAN	50	HP	13

Damage Bonus: +0
Education: Joint B.S. Criminology and Chemistry, UCLA
Occupation: Chief Forensic Investigator for SaucerWatch
Skills: Biology 62%, Chemistry 81%, Forensics 73%, Geology 62%, Law 47%, Medicine 36%, Pharmacy 62%, Photography 71%, Psychology 27%, Spot Hidden 73%
Languages: English 90%
Attacks: None
Physical Description: Hong is a slim, long-limbed Chinese-American man with long black hair and deep black eyes. He stands 5'10" and weighs 156 lbs. He can almost always be found with a pair of reading glasses dangling from a chain around his neck.

Donald Lang

Donald Lang knows. He knows there hasn't been a real election in this country since the secret coup on November 22, 1963. He knows that the same crew that killed JFK, Bobby, Dr. King, Malcolm, and Marilyn also cooked up this AIDS stuff and are giving crack away for free in the inner city to destroy racial minorities. He knows the government has those aliens on ice in Hanger 18 and has been protecting the invader's secret base in the Bermuda Triangle since the start of the Cold War. Not that there ever was a Cold War. That was just a ruse so that the guys running the show could militarize their societies and keep the people down while they dined on champagne and Long Pig! Lang is SaucerWatch's resident conspiracy theorist. As yet, he has not made the all-important connection between the Challenger Shuttle disaster and the Waco Massacre, but he's working on it. The others try to keep Lang away from TV cameras and reporters. He tends to frighten people.

Donnie, as he prefers to be called, is a functional paranoid. While he is obsessed with conspiracy theories, his paranoia hasn't caused him to break his ties with friends and family. However, there are few people he trusts, even a little. He particularly doesn't trust the people he works with at SaucerWatch. Any of them might be an agent of the fascist government or perhaps even an alien infiltrator genetically altered to pass as human. There's no way to be sure, so Lang keeps his eyes peeled at all times. Under normal circumstances this would make Lang a real liability, except, of course, that he's right. The staff member he is most suspicious of is Donna Larkin, SaucerWatch's "air limo" pilot. He has noticed that some of her flight plans have taken several hours longer than expected. Who knows what she's up to in those lost hours.

For the last five years, Lang has kept the computer systems up and running and served as the Internet systems manager. In the past, he has worked as an information systems manager, but his abrasive personality has ensured that he never held a job for more than six months—the exception being SaucerWatch. He has also taken it upon himself to make sure that the computer system is secure. He has made sure that the system that is used to analyze data and compile records is completely isolated from the office network, which in turn is isolated from the equipment running the *Semper Vigilus* Internet site. Any data to be transferred between these systems has to be debugged by Lang personally. Staff members have complained that this requires redundant systems and slows down the exchange of information. Lang responds that in the four years he's worked with SaucerWatch he has intercepted ninety-two attempts to infiltrate the system with computer viruses, logic bombs, and worm programs. The vast majority were sent in over the modem by cyber-vandals with too much time on their hands. But one of the computer viruses was programmed into the hardware of a printer that SaucerWatch ordered by mail. It was subtle enough to warrant Lang's assessment that it could only have come from the NSA. Lang may never know how close to the truth he is. He has kept the fact that he regularly carries a pistol a secret from the rest of the SaucerWatch staff.

Donald "Donnie" Lang
Cyberspace Conspiracy Theorist, age 31
Race: African-American

STR	10	CON	16	SIZ	13	INT	16	POW	11
DEX	12	APP	11	EDU	17	SAN	50	HP	15

Damage Bonus: +0
Education: B.S. Computer Sciences UC-Berkeley
Occupation: Systems Manager for SaucerWatch's Internet activity
Skills: Art (Conspiracy Theory) 71%, Bargain 27%, Computer Use 83%, Conceal 64%, Electronics 70%, Fast Talk 74%, History 28%, Law 17%, Library Use 44%, Listen 52%, Persuade 46%, Spot Hidden 51%
Languages: English 85%
Attacks:
Fist/Punch 64%, 1D3+db
Ruger P-85 Auto 53%, 1D10
Indefinite Insanity: Paranoia
Physical Description: Donnie Lang stands 5'10" and weighs 180 lbs. He is a fair-skinned African-American with dark, short hair, a strong jaw, and small, suspicious eyes. While the rest of his face may be beaming a relaxed and open smile, Lang's eyes are always narrowed with suspicion. For a guy who is supposed to be a computer geek, Lang dresses somberly, like a banker.

Donna Larkin

Donna Larkin is the granddaughter of Henry Larkin, the founder of Larkin Aviation Technologies, a mid-sized aircraft design company. A third-generation pilot, Larkin wanted only to follow in her family's piloting footsteps. She had her private pilot's license by the age of fourteen, and her commercial pilot's license by the age of eighteen. Unwilling to rest on her family's laurels, Larkin made her own way, taking jobs as a fire-fighting pilot, crop duster, bush pilot, and whatever else would keep her flying. She flew into some of the least-accessible spots in the Western Hemisphere, from Deadhorse, Alaska, to Tierra Del Fuego. Larkin steered clear of drug running but wasn't above breaking the law. On several occasions she illegally flew refugees from Latin American military dictatorships into the U.S.

One night in 1985, while flying Catholic clergy and lay workers away from the Guatemalan death squads, Larkin witnessed something that changed her life forever. She was over the Sierra Madre mountains in northern Mexico when she noticed a formation of lights moving through the clouds below her. Seven lights, each about the size of a basketball, rapidly changing through all the colors of the spectrum, moved in an irregular and wobbling pattern. When the lights emerged from the clouds, what Larkin saw was nearly beyond description. The lights were the glowing "heads" of seven creatures, that resembled a cross between gigantic moths and lobsters, with wingspans of about twenty feet.

The passengers became hysterical as the creatures swooped toward Larkin's plane. Larkin maneuvered wildly to avoid colliding with the creatures, but the craft was struck by lightning, knocking out all the electrical systems. Larkin was forced to make a "dead stick" landing with no landing lights, but miraculously saved both her plane and passengers from serious injury.

Since that night, Larkin has spent all her spare time tracing down stories about aliens and UFOs. She spent years in Appalachia, pursuing stories of the "Mothman," which eventually led her to northern Vermont and the Pennacook Indians' tales of "The Winged Ones." On her trips into South America, she learned that similar tales of similar creatures exist among the Quechua Indians of the Andes. These "Winged Ones" were often involved with stories of haunted valleys deep in the mountains that swallowed the curious and the indiscreet. Larkin has never seen one of these creatures since that first time, but she is convinced that people have been seeing them for centuries.

By 1990, Larkin began to make the connection between what she saw over Mexico and the UFO phenomenon. Larkin had heard about a well-funded UFO research group called SaucerWatch and decided to try combining her "hobby" with her profession. In 1992, she approached SaucerWatch and offered the use of her Beechcraft plane and her services as a pilot in exchange for SaucerWatch's paying her a livable salary and the maintenance and upkeep fees for her plane. SaucerWatch got Larkin's services for a steal, and Larkin has been able to participate in SaucerWatch's investigations. She has kept an eye out for any evidence of "The Winged Ones" whom she saw that day over the Sierra Madres. Some of what she's seen at SaucerWatch leads her to believe she's on the right course.

Donna Larkin
SaucerWatch Air Limo Pilot, age 34
Race: Caucasian

STR	17	CON	16	SIZ	16	INT	13	POW	14
DEX	13	APP	13	EDU	18	SAN	67	HP	16

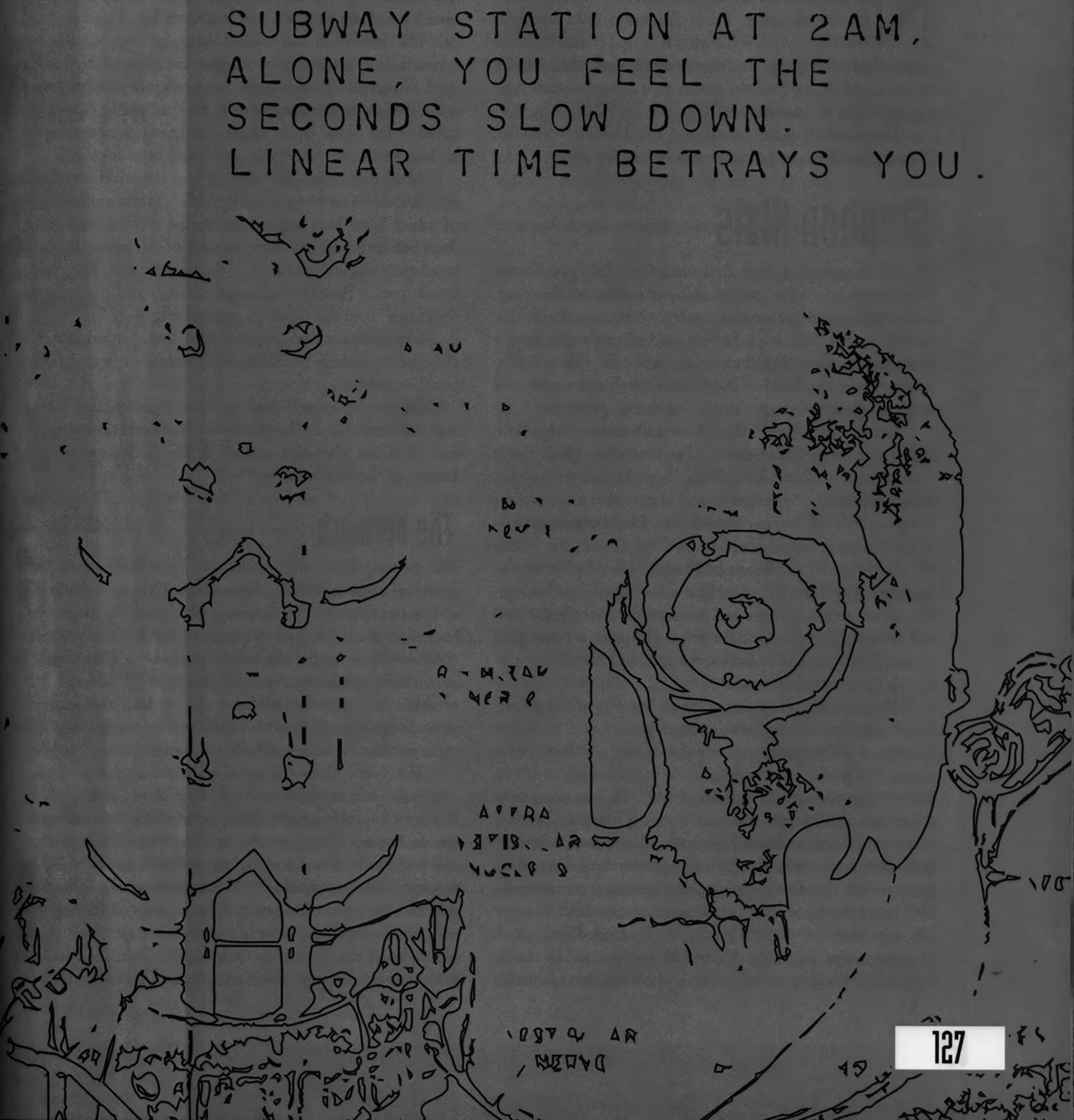
Damage Bonus: +1D6
Education: None
Occupation: Airplane Pilot for SaucerWatch
Skills: Cthulhu Mythos 3%, Electrical Repair 71%, Library Use 33%, Listen 52%, Martial Arts 51%, Mechanical Repair 67%, Navigation (Air) 62%, Occult 44%, Parachute 42%, Pilot Civilian Prop Aircraft 82%, Pilot Helicopter 73%, Spot Hidden 70%
Languages: English 90%
Attacks:

Fist/Punch 52%, 2D3+db
Headbutt 17%, 1D4+db
Kick 27%, 1D6+db

Physical Description: Donna Larkin is the very figure of the dashing yet eccentric young pilot. She is 5'8" and weighs 170 lbs. She is a dedicated weight-lifter and body builder, with not a pound of extra fat. She has long auburn hair and green eyes, and a husky voice. She can usually be found wearing her aviator's jacket.

THE FATE

STANDING IN THE 23RD ST.
SUBWAY STATION AT 2AM,
ALONE, YOU FEEL THE
SECONDS SLOW DOWN.
LINEAR TIME BETRAYS YOU.



The Fate

Dennis Detwiller and John Tynes

NOT ALL HUMANS ARE BLIND CHATTEL WHO ARE BOUND for the slaughter. There do exist a bold few who know the Mythos for what it is, and realize the awesome responsibility that this knowledge brings. That responsibility is simple: *grab all the power you can and crush anyone who gets in your way.*

These bold few live, work, and rule in New York City. They are the Fate, and their master is Stephen Alzis.

Stephen Alzis

No one knows when Alzis first turned up. Like the Comte Saint-Germain or a bad penny, he's just always been around. As far back as one person can remember Alzis, someone else can remember Alzis back farther, and most people have a keen enough survival instinct to not probe far. When you're talking about the head of New York City's most powerful crime syndicate, it's better not to ask many questions.

Alzis is a thin, fine-looking Arab with a chopped accent, and is one of the most feared sorcerers alive. He is rarely seen coming or going; he's simply *there.* He always appears alone. He carries no weapons and always dresses perfectly, always in style. He has no true address. He frequents dozens of town houses, condos, and apartments all over the world. He always carries a cellular phone with him, which seems to work no matter where he is. He is a collector of odd things. He always seems to have just what you're looking for and will always sell it–for the right price. His price is never paid in currency. It is paid in barter, for curious items or for taking on certain obligations.

Alzis claims no particular deific loyalty or allegiance. Fully cognizant of the earth's secret history and its secret masters, Alzis worships no one–he is not a cultist, but a *player.* His god is information, his faith is commerce, his religion is the accumulation of knowledge. He has no agenda other than self-interest. He is as likely to cut a deal with a psychotic killer one day as he is with a Vatican emissary the next. By constantly brokering a complex web of deals, Alzis pursues ends that few ever recognize. Sixteen separate trades with no obvious connection will nevertheless result in a specific outcome that could not have been achieved without all of those trades occurring. His wealth is measured by the favors, relics, documents, whispers, and secrets that he has acquired one trade at a time. There may well be no limit to the breadth and depth of his occult knowledge.

His dedication and studied neutrality have brought him rewards. It is known by some, for example, that Alzis has died fifteen times since 1930–most recently in a 1987 plane crash. When he was next seen he said in passing: "Yes, I was killed in the plane crash. Quite enlightening, I must say." If he isn't immortal, his legend surely will be.

Alzis' only prized possession is a huge old scrapbook with hundreds of photos, both black & white and color, all of which have him somewhere in the photo. More often than not he is not the direct subject of the photo but is instead standing unobtrusively in the background. The photos come from a bewildering range of times and places, some seemingly from the dawn of photography itself.

Some believe that Stephen Alzis is in fact an avatar of Nyarlathotep. Alzis has denied this–but isn't that just what you'd expect?

Of course, even if Alzis really is Nyarlathotep, he can still use some help. The devil is in the details, as they say, and Alzis has a whole army of devils. Collectively, they're known as the Network.

The Network

The crime syndicates of New York City are among the most powerful organizations in the country. They have the power to buy elections, to buy dreams, to buy lives. Yet they live in fear, all of them. The five major crime families that comprise the New York Mafia; the ethnic gangs with Chinese, Russian, Irish, Jamaican, and Colombian affiliations who scrabble for what the Mafia doesn't touch; the inner-city street gangs who pick up the crumbs; the lone psychos who ply a murderous trade–all live in fear of the Network.

The Network is the most powerful and least known criminal syndicate in New York. Like most syndicates, the Network has its fingers in drugs, prostitution, extortion, and so on. But not directly–other syndicates do the dirty work and handle the street traffic, leaving the Network to take a modest but lucrative cut. The Network extorts the extortionists, and the syndicates pay up without a second thought.

The Network, you see, provides two services to the members of the New York underworld. First, the Network lets them live. Second, the Network does them favors in ex-

change for cash and allegiance. The kind of favors granted by the Network can't be matched by anyone because they involve magic–and what the Network can't do can't be done. They are specialists in the impossible.

The Network exists so that Stephen Alzis and its other leaders–known as the Fate–can do whatever they want, get whatever they desire. It enables them to hire professional thieves to steal certain unusual items, taking mundane stuff as well to cover up their intent. It enables them to find certain types of people–say, a fourteen-year-old boy with blue eyes and an odd birthmark who answers to "Gabriel"–and steal them away. It enables them to keep their ear to the ground through the massive grapevine that is the New York underworld. It enables them to enact peculiar rituals requiring obscure or illegal components. It enables them, in short, to cement their hold on the occult underground of New York–and beyond.

Three groups comprise the Network. They are the Lords, the Adepts, and the Fate. Lords and Adepts occupy roughly the same standing within the Network; the Fate rule the whole thing. Some refer to "the Fate" and "the Network" interchangeably, since it's the Fate that run the show.

The Lords

The aforementioned sorcerers who do favors for the syndicates are known as the Lords, and they do the dirty work: make someone disappear forever, steal something, find out something. But these jobs are always beyond the capabilities of mundane actions. They are always too dangerous or too difficult or just too weird. These are the jobs that the Lords of the Network take, and they have never failed. The cost is high, but it's worth the cash. When you want it done right, you go to the Lords.

The tools the Lords use in pulling off such jobs are varied, but they all have one thing in common: the Mythos. Whether it's using a Dimensional Shambler to make someone vanish or doing a mind swap to interrogate those who could not otherwise be reached, the Lords have an arsenal of magical occult techniques at hand to get the job done.

This work is not undertaken frivolously, and clients are not informed of how jobs are completed. The Lords are a group of sorcerers who do their work discreetly, with reverence to the powers that be. They are not run-of-the-mill hit men or thugs; they are intellectuals, masters of reality, who welcome impossible problems because they can find impossible solutions. They take pride in their work.

Of all the members of the Network, it is only the Lords who are individually known to the New York crime syndicates. The Lords set up the deals and carry them out. Lords are seen at most major syndicate social functions, discreetly receiving obeisance through the nod of a head or the wink of an eye. They avoid grandstanding, and are rarely if ever noticed by law-enforcement officers–they just sort of blend into the background. Invitations to the Fate to attend such functions are politely and anonymously declined; no one in the New York crime syndicates has ever laid eyes on a member of the Fate.

While they have names and use them, each of the Lords also has an official title: the Lord of Creation, the Lord of Sleep, the Lord of Theft, and so on. Their syndicate allies think these titles are just ceremonial window-dressing intended to impress the simple-minded. They aren't. A profile of a sample Lord appears starting on p. 134.

The Adepts

The Adepts have nothing to do with the crime syndicates and are rarely even mentioned in those circles. Instead, each Adept is constantly pursuing some personal task having to do with the accumulation of knowledge. These are communicated to Adepts in dreams, and they spend anywhere from a few days to several years in pursuit of each one. In doing so, the Adepts have the resources of the Network at their disposal. A sampling of Adept tasks follows:

- Δ Keeping a photographic record (one picture a day) of a wall in an alley in SoHo.
- Δ Endlessly proofreading books on bookstore shelves and marking corrections in red ink.
- Δ Ensuring that Niles Archer of Queens never lays eyes on Linda Newless of Manhattan.
- Δ Recording instances of the number 54 appearing on signs in shop windows.
- Δ Tracking the motion of a certain 1989 quarter from person to store to bank and so on.
- Δ Counting the number of books on a particular shelf in the New York Public Library each day.
- Δ Compiling records on the number of color televisions sold in New York on Tuesdays.
- Δ Spotting trains, watching birds, collecting popcorn, writing down license plates, and other meaningless actions.

There are generally about four dozen Adepts in active service. They may turn up anywhere, at any time, in pursuit of some obscure mission. Curiously, their innocuous tasks seem to often bring them face-to-face with strange events best not witnessed; they are perpetually in the wrong place at the wrong time and witness things unrelated to their tasks which are always of particular interest to the Fate. This frequently results in physical danger, which the Adepts are surprisingly ill-prepared for–their mortality rate is high.

The Adepts are not powerful sorcerers or trained assassins; they're nobodies. Quiet, shabbily-dressed, clumsy, soft-spoken, and uncomfortable in most social situations, the Adepts are the misfits of society. They are not recruited. They simply turn up out of the blue at a certain door in Manhattan and ask for orders.

One may have cause to wonder if the tasks of the Adepts have any importance whatsoever, or if perhaps these "tasks" are simply ruses used by the Fate to ensure that a member of the Network is present at key events of interest to the group. If so, the Fate must have uncanny insight into the powers of synchronicity, as the travels of the Adepts are rarely predictable and yet seem to put them just where the Fate would most like to have a pair of eyes and ears. Infuriatingly omnipresent and inscrutably directed, the Adepts keep the Fate in touch with the latest events in the occult underground. A profile of a sample Adept, Darryl Montgomery, appears on p. 135.

The Fate

At the top of the Network stand the Fate. The Fate are the leaders of the Network, the secret masters who pull the strings. The Fate are not just a group of motley crime lords. They are a cult, devoted to the adulation of certain Outer Gods through their proxy, Nyarlathotep. They exert control over the syndicates and recruit powerful sorcerers and send pathetic nobodies on pointless errands because these things bring results when they need them for their own purposes and give them the resources necessary to support their goals.

The Fate is ruled by Stephen Alzis. This is a curious dichotomy because Alzis himself claims absolute neutrality—he no more worships the Outer Gods than he does Peter Pan. Why ally himself with a Mythos cult? As Alzis puts it, "Does the carpenter care what color is his hammer?"

The Fate have been in existence since the 1930s, beginning as members of a traditional cult who allied themselves with the crime syndicates that grew out of Prohibition. A strategic alliance with organized crime proved fruitful; the gangs could keep law enforcement and idealistic investigators from discovering the Fate's activities by putting a layer of illicit (and non-paranormal) activity between the Fate and the rest of the world. This wolf-in-wolf's-clothing routine was very successful and continues to this day. When the Fate make someone disappear, someone else takes the fall.

Alzis showed up just after World War II. He was known in the occult underground, at least in rumors. When he turned up in the flesh, the Fate kissed his feet and pledged their loyalty. He accepted it, then put them to work. The Fate distanced themselves from the syndicates by creating the Lords and making them the go-betweens, then assembling the Adepts to find out the kinds of the things that would never enter the underworld grapevine. With Alzis at their head, the Fate prospered, growing more secretive and powerful by the year.

It is primarily the members of the Fate who believe Alzis to be an avatar of Nyarlathotep—this is the reason why they embraced him and made him their ruler. They go so far

Millennial NYC

The government of New York City has been known to take seven years to fill a pothole. Yet this same government has also allocated funds for workers who do nothing but pull corpses from the Hudson River—corpses drifting in the water, enough to keep a worker busy. Like roadkill, only bigger.

There's something wrong with New York.

All the posters for missing people form a subtle hint. They're all over, the posters. After a while, the names and the faces start to look the same. It's like there's some underlying order to random unrelated crimes, like there's some master reason behind it all. There's Mary O'Brien McCann, last seen 6/9/88 in Washington Park. You can see her, and her sisters and brothers on the telephone poles and abandoned buildings. The posters grow like weeds from cracks in the empty tenements up in the hundreds, the places no one goes after six if they're smart.

But how many can there be? How many people go into New York and don't ever come out?

You can't know. There are just so many posters. The bus stations are covered in them, the churches, the restaurants. Eventually they become like the bums and you don't see them anymore. But they're there, and they never stop spreading.

They are suggestions of a larger whole, a grand design that chews up people and swallows them, every day. New York is a huge city, the epitome of urban civilization. It's sick—sick with a cancer. Standing in the 23rd St. subway station at 2AM, alone, you feel the seconds slow down. Linear time betrays you. But then the train arrives, just in time. That feeling was a warning: come the dawn, you'd have been another face on a poster, another corpse in the river, except for the arrival of the train and the chance for escape it represents.

There are places where the trains go, up in the Bronx and down in Brooklyn. The end of the line, where the miles of tracks and empty trains wait for another day. Some get there and never move again. But they never move any of the old ones out. They just sit there, and new trains come in. Somehow, there's always more room. The old trains are just gone.

How many people disappear in New York?

Too many not to wonder.

Does a city have a soul? Can it be sold?

If so, who bought New York's? And who pays the price?

as to worship him in their rites, using his name interchangeably with that of Nyarlathotep. As mentioned, Alzis has denied this supposition and always avoids the rituals held by the rest of the Fate. He's not interested in making allegiances to anyone but himself.

Club Apocalypse

Those in the know who really *know* what's what in the New York occult underground are rarely in agreement on anything, but there are two points that all agree to: you don't fuck with Stephen Alzis, and you don't go in the lower rooms of Club Apocalypse unless you know shit from Shub-Niggurath. Both of these are *the real thing*—casual magicians and Goth posers need not apply. Alzis, after all, is one of the most feared sorcerers in the world; Club Apocalypse, after all, belongs to Alzis, or so the story goes. Any questions? Sure. Okay. Here's the score.

On the Upper East Side, at the end of a strip of yuppie shops, beneath the Teese Plaza, past a walk-down of thirty-one steps, is Club Apocalypse.

Most people who go in never realize they are so close to the inexplicable. Those who do but went in unawares invariably never come out again. The common clientele are upper-class yuppies who have nothing better to do with their spare time and want to feel "in." The others, the true clients, are a mixture of organized crime and occult figures. The private rooms in back are reserved for the latter.

The modest warehouse structure beneath which Club Apocalypse originally resided was built in 1951 on top of the infamous Doolittle Sinkhole, which was responsible for the collapse of four buildings and the death of fourteen people in 1941. The land was purchased extremely cheap for obvious reasons, but no other sinkhole incidents ever occurred. By 1971 the property value of the land had skyrocketed and in 1980 a deal was made between the owner of the building and the Teese Tissue company for the construction of a high-rise corporate headquarters/office building on the site. Club Apocalypse remained in the basement all through the construction process, and remains there still. Reputed to be worth tens of millions of dollars, the deal brought up the unusual question of just who owned the property—and therefore, Club Apocalypse.

Robert Hubert

The owner of the property has never been indisputably identified. The owner's legal agent (with full discretionary powers) is a man named Robert Hubert, who has apparently not aged a day since his earliest known appearance. His graduation photo (from Bard College) is dated 1960 and shows the same chiseled and perfectly smooth face he wears today. Officially he is fifty-four.

Hubert first hit the New York scene at the Factory, Andy Warhol's legendary art/pop headquarters, where he managed several fledgling bands that went nowhere. Alleg-



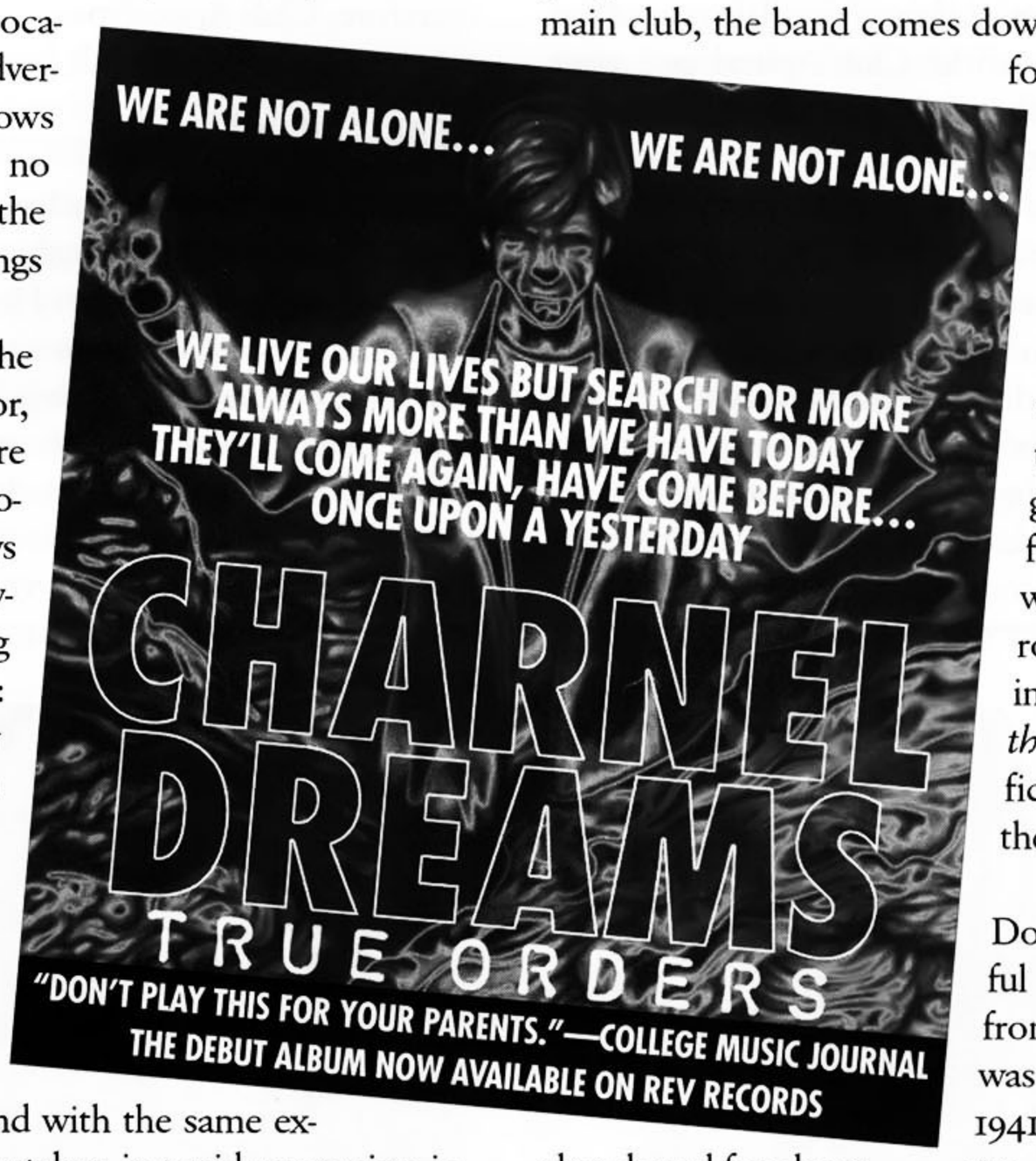
Robert Hubert holds court for his guests, human and otherwise.

edly, a squabble with Warhol over who would manage the Velvet Underground led to Hubert's exile from the Factory, and he next turned up at the opening of Club Apocalypse in 1969. While not the owner, Hubert was clearly in charge.

The club has seen many famous patrons in its nearly thirty years of operation. As members of the press are invariably spotted and ejected from the premises, it is as popular with celebrities as it is unpopular with the media. No journalist or photographer has *ever* remained within Club Apocalypse for more than five minutes unless he was a friend of Robert Hubert (Hunter S. Thompson is an infrequent but welcome visitor) and the vast majority are stopped at the door; the bouncers have an uncanny, almost preternatural, knack for spotting the media. Out of spite, most journalists avoid mentioning Club Apocalypse at all. The club never advertises, and no reviews of shows there are ever written, since no reviewers can get inside the door. Hubert quite likes things that way.

On the wall leading to the entrance to the dance floor, bar, and back rooms are more than forty black-and-white photographs. Each photo portrays Hubert—his plain, still face giving no expression—shaking hands with a famous star: Elvis, John Lennon, Harry Nillson, Sid Vicious, Jim Morrison, Janis Joplin, Jimi Hendrix, and on and on. Each has a personal inscription and a date written on it. In each photo, however, Hubert appears in exactly the same clothes and pose, and with the same expression, as if each photo was taken in rapid succession instead of years apart. Hubert never speaks of the celebrities who come to Club Apocalypse, or what they leave behind. But every so often, another photo goes up on the wall.

These days, Club Apocalypse is a haven for up-and-coming bands, who play on Wednesday nights. If you are asked to come back to play at Club Apocalypse a second time, a record contract is not far behind. The club has become a good luck charm—a test for the best bands in New York. The house band, Charnel Dreams, plays on weekends. Led by Anton Merriweather, the band has received some notoriety in the last year, as their song "Come Again" has seen some play on college radio. Merriweather is a close associate of Hubert, and Hubert is credited as the manager for Charnel Dreams on their first album.



The Lower Rooms

Well away from the club proper, through a pair of unmarked but well-worn doors, lie the lower rooms—and here is the *real* Club Apocalypse. A stairwell slowly descends down three floors, each floor offering three unmarked doors. These nine doors in turn lead to more than twenty rooms. Some are private suites used for impromptu deals between occult clientele, some for less-mentionable things; some of the latter have tile floors and large drains for quick clean-up after messy incidents. One area (second level down, middle door) features an entire secondary dance floor with bar which only goes into use on the weekends (and for private functions) and which rarely has more than four dozen people in it. After Charnel Dreams plays their set in the main club, the band comes down here and plays until dawn for a *very* select crowd carefully drawn from the cream of the New York occult underground.

The stairs spiral in a lazy loop, in which the cheap plasterboard leads way to old stone—older than New York itself. They go much lower than three floors, but after the third the way is blocked by a silken rope that no one crosses uninvited. Somewhere down *there* is Robert Hubert's office—and possibly the office of the true owner.

Rumor has it that the Doolittle sinkhole was a careful plot to discourage people from digging on the site, which was slated for construction in 1941. The entire site remained abandoned for about ten years before it was purchased and successfully built on. Perhaps an ancient underground cult site lies on that location? It would certainly explain the complex of seemingly ancient rooms beneath the club where Hubert keeps his office.

It is unknown if anyone save Hubert and Merriweather has access to the rooms below the third level, but occasionally both have been seen appearing in the 96th street subway station exiting from a small locked green door across the tracks—so apparently the tunnels stretch at least half a mile. The station is reputed to be haunted and is avoided by junkies and bums for that reason. The local rumor is that during the full moon, "things" can be heard in the tunnels, yipping and howling. In the past eleven years, thirteen people have lost their lives in "accidents" there.

The Club and the Fate

Robert Hubert is a member of the Fate, though that may be more of an honorary title than a functional one. He is known within the Network as Belial, and his sorcerous powers are said to be formidable. "Belial" may be a title rather than a name, and there may well have been other Belials prior to Hubert's appearance in the 1960s. Anton Merriweather is Hubert's acolyte and is an active member of the Lords–he is known as the Lord of Sleep.

The Fate often make use of Club Apocalypse's lower rooms as secure meeting places and as sites for rituals. The Lords rarely frequent the club (save for Merriweather), preferring to keep the Network's criminal contacts away from Club Apocalypse. The club is where the Fate pursue their occult business, not their criminal endeavors.

It seems likely that Stephen Alzis is the owner of Club Apocalypse, but this is not certain. He hooked up with the Fate shortly after World War II, and it was in 1951 that the property that would eventually house Club Apocalypse was acquired by its anonymous owner. Alzis has never been seen in the parts of Club Apocalypse that are open to the public, but he is a frequent guest at Charnel Dreams' late-night weekend revels in the secret club in the lower rooms.

Hubert/Belial often serves as a contact point for Alzis. Those desiring an audience with the man for the first time usually find him by following the skein of rumors to Club Apocalypse and from there to Belial, who in turn puts them in contact with Alzis if the matter seems to be worth his time. These are generally people who have some minor bit of business to transact. Those whom Alzis has a substantial interest in are contacted directly by Alzis himself.

Using the Fate

The Fate are a slippery group, and are shielded from official investigation by layers of interference from the most powerful criminal syndicates on the East Coast. No law enforcement agency has any files on the Fate or knows of their existence. Individual agents have had run-ins with the Fate, but even most of these agents have mistakenly assumed that talk of "the Network" refers to one of the run-of-the-mill syndicates and not a heretofore unknown group. Those few who have glimpsed the true nature of the Fate and their relationship with the NYC syndicates have either died or kept quiet.

However, Delta Green agents are a bit different. Their areas of interest are likely to overlap with those of Stephen Alzis and his puppet Belial. Alzis is aware of Delta Green's existence and history but doesn't consider the group a threat. He views Delta Green as a tool, another color of hammer for the master carpenter to apply to a situation. Alzis is likely to court some Delta Green agents who are encountering elements of the Mythos, offering information, magical items, or occult tomes in trade for something else.

Alzis should make a powerful impression on the agents. He will appear to them at the strangest times and in the strangest places, coming and going as he pleases even if the meeting occurs in the halls of the Pentagon or in a blood-spattered crime scene discovered just moments before. Incisive and intelligent, Alzis can be a powerful patron for the agents to have–but his ambiguity and self-interest represent a constant threat. If Alzis can get something he wants in exchange for misleading or betraying the agents, he won't hesitate to do it–and then appear to them again after the fact, ready to deal as if nothing had ever happened.

In short, Alzis functions as a clue dispenser and a motivator for the Keeper to use as needed. Just make sure the agents understand that Alzis is not entirely reliable and has agendas of his own.

Use Club Apocalypse as the hub for scenarios involving weird occultism. Introduce the locale early on, before Alzis or Hubert or the Fate have even been mentioned. Make it clear that the club is a nexus for the strange, and that anything one might want to find could be located within.

Use the Lords as a way to start adventures. The strange sorcerers often commit crimes that Delta Green would choose to investigate, and such investigations could lead the agents to Alzis. Alzis is not above sacrificing members of the Network to further his own ends, and may well hand the agents one of the Lords' heads on a platter in the furtherance of some secret goal.

Use the Adepts as symbols of the secret patterns behind reality. Whenever something odd occurs, put a strange, furtive loner on the scene doing something unrelated to the incident. The Adepts are everywhere, after all, and should be useful to unnerve the agents.

Use the Fate as a sign that the agents have achieved sufficient success and notoriety in the occult underground that they are recognized as *players*. Losers don't hear about the Fate, after all. If the agents are learning about the Fate, it means they're getting somewhere. It also means that Alzis has taken an interest in them, which can be good and bad.

Eventually, the agents may have to weigh Alzis' usefulness to them against their desire to shut down the Fate's operations. Prosecuting the Fate, or even just taking them out vigilante-style, is extremely difficult and dangerous. Physical locales such as Club Apocalypse can be damaged or destroyed, but the Fate as individuals and as an operation are extremely powerful; frankly, it's very, very unlikely that the agents could get far in a program against the Fate. Majestic-12 is a much easier target, and that's saying something. It's one thing to be among the most powerful men in the United States government; it's quite another to run one of the most powerful cults in the world. Against the awesome power of the Mythos, the cloak-and-dagger intrigues of Majestic-12 pale in comparison. Delta Green agents would do well to focus their efforts on where they can do the greatest good, rather than blindly attacking the greatest evil.

Important Individuals: The Fate

Dennis Detwiller and John Tynes

Anton Merriweather

Malice and talent have rarely been so perfectly intertwined as they are in Anton Merriweather, lead singer for the NYC band *Charnel Dreams* and a recent inductee into the ranks of the Lords. He is a gifted singer, lyricist, and musician; he is also a gifted killer, sorcerer, and Network operator. Merriweather is known as the Lord of Sleep, and he's the one the Network calls in to remove unwanted people from this reality. He's very good at his job.

Merriweather has made music for as long as he can remember, but his introduction to the occult came ten years ago, when he was sixteen. He was taking lessons from an old guitar player, a drunken bum really, but a man with a musical gift both prodigious and squandered. Merriweather took his lessons in the old man's tenement apartment, surrounded by cats, newspapers, and moldy, opened soup cans. Each week Merriweather would bring the old man a bottle of fortified wine, and the two would jam until the old man got drunk and passed out.

One week, the old man got drunk and maudlin and began telling the story of how he got his talent. He talked for two hours, and occasionally made strange writing motions in the air with his hand that conjured up luminous images of the people he'd killed and the gods he'd worshipped. When he was done, Merriweather jammed a butcher knife in the man's throat and jerked it to the side. Blood gushed out as Merriweather ran into the bedroom, pulled up two floorboards, and saw it—the bowl the old man had just told him about. He took it back into the front room and used it to catch the man's dying rush of blood; then he picked up his guitar and began to play and sing as he never had before.

By the time of his eighteenth birthday, Merriweather was a sought-after musician. More importantly, he was also a powerful occultist. That day in the tenement he had beheld the Walking Man, Nyarlathotep, and bound himself over to his work. Each month, his talent required a blood sacrifice to maintain; he engaged in this duty gladly, almost giddily.

When Merriweather was twenty-three, his fledgling band—*Charnel Dreams*—got a gig at Club Apocalypse. The audience was electrified, the band unstoppable. After the

Anton Merriweather
Lord of Sleep, age 26
Race: Caucasian

STR	13	CON	13	SIZ	14	INT	15	POW	18
DEX	16	APP	15	EDU	14	SAN	0	HP	13

Damage Bonus: +1D4
Education: Some high school
Occupation: Front man for *Charnel Dreams;* occult assassin for the Network
Skills: Art (Music) 74%, Astronomy 23%, Chemistry 28%, Computer Use 44%, Cthulhu Mythos 17%, Drive Auto 41%, Electronics 31%, Fast Talk 22%, Listen 45%, Occult 68%, Pharmacy 18%
Languages: English 82%
Attacks: Magical Dagger 52%, 1D4+db
Spells: Bless Blade, Body Warping of Gorgoroth, Cloud Memory, Clutch of Nyogtha, Deflect Harm, Dominate, Dread Curse of Azathoth, Mindblast, Shrivelling, Summon Dimensional Shambler, Summon Fire Vampire, Wrack
Spell Note: Merriweather has not been taught the Bind component of creature-summoning spells. Instead, he has an agreement in place: the creature is summoned, attacks the designated victim, and returns from whence it came. If the victim gets away or the creature is in some other fashion prevented from making its attack, it will turn on Merriweather. Belial says the limited knowledge is good for discipline.
Physical Description: At 5'8", 160 lbs., Merriweather is slightly stocky but very handsome; he looks a lot tougher, physically, than he really is. His dark blond hair is parted in the middle, and his forelocks hang down over each eye very slightly. He wears an earring, and favors T-shirts and jeans.

show, a long-faced man who appeared to be his age walked over and introduced himself. "I'm Robert Hubert, and this is my club. You can call me Belial." That night, Belial became the manager of *Charnel Dreams;* that night, Merriweather joined the Network.

As the Lord of Sleep, Merriweather is the Network's assassin. He uses a variety of magics to do his job, and he has never failed. He is known to the leaders of NYC's crime syndicates, and he scares them; they've seen what he's done to their enemies, and they have no desire to share that fate.

As the lead singer/guitarist/songwriter for *Charnel Dreams,* Merriweather has a devoted audience of fans. The band's first album, *True Orders,* went to #7 on the College Music Journal's rankings, and the single "Come Again" got substantial airplay on college radio for several weeks last summer. The band is not widely known, but has a small, devoted following. In New York City, their popularity is substantial among the music underground.

Merriweather is not seriously pursuing commercial success for his band. His loyalty is to the Fate, and he'd much rather be a favored one of Nyarlathotep than a pop star. He has no plans in life other than working for the Fate, jamming at Club Apocalypse, and killing someone every four weeks. It's a *wonderful* life.

Darryl Montgomery

When Darryl was born, he wasn't crying–he was a perfectly quiet infant. He never changed. Through grade school, high school, college, and grad school, he said as little as possible. Few noticed him, which suited him fine. Darryl wanted to live without making waves. "I just want to get by," he'd say.

After getting a graduate degree in library science, Darryl found that he couldn't get a job at any library in New York City. They just weren't hiring. He didn't want to move, since that would entail a lot of bother–Darryl still lived in the house he was born in, though his parents had died several years before. So he went for whatever work he could find.

Darryl drifted through a succession of jobs. Though very intelligent, Darryl had problems communicating with others. He'd rather walk a block out of his way than have to brush off a panhandler, and that attitude carried through to the workplace. He'd spend half his day doing his co-workers' jobs, just to avoid having to ask them something. Typically, this would lead to dismissal within weeks.

Slipping slowly through the cracks of society, Darryl went through job after job. Nothing worked out. He did not grow desperate, or harried, or despondent. He simply plodded along, going through motions, circling want ads, and walking the streets.

Finally, Darryl found a job he could do: pulling corpses out of the Hudson river. He didn't find the work distasteful; it was a job, and as his mother always told him, "You're nobody if you don't have a job." He would ride around with the other workers in small boats, using long hooks to pull corpses up to the side and then lift them on board. There was little camaraderie among the workers as they went about their business. That suited Darryl just fine.

After two years of pulling the bloated dead from the waters of the greatest city on Earth, Darryl got a new job. He still kept his old one, since the new one didn't pay anything. But it was a good job, and he was proud of his work.

One day, you see, as the little boat was moving through the water back to the dock, Darryl stepped into the cabin where the morning's bodies were kept. He was on his way to the coffeemaker when one of the corpses took his hand and pulled him close. "Go to 96th and East 5th," the fat, pallid lips blubbered. "The blue door."

Darryl stepped back, gingerly removing the clammy hand from his arm and wiping away the pasty flesh that had sloughed off onto his coat, and got his coffee. That day after work, he went to the blue door and asked for work.

He got it, and the Network got a new Adept.

Darryl Montgomery
Adept of the Fate, age 32
Race: African-American

STR	12	CON	14	SIZ	16	INT	18	POW	12
DEX	14	APP	12	EDU	19	SAN	32	HP	15

Damage Bonus: +1D4
Education: M.A. Library Science, New York University
Occupation: Corpse-Dredger for the City of New York; Adept for the Fate
Skills: Anthropology 14%, Biology 22%, Chemistry 19%, Geology 27%, History 33%, Library Use 62%, Natural History 31%, Physics 27%, Spot Hidden 33%
Languages: English 82%, French 63%, German 44%
Attacks: None
Physical Description: Darryl is a big, burly guy, 5'10", 210 lbs., with short curly black hair and thick glasses. He favors blue jeans and Army-surplus jackets, and always wears a hat–usually a wool ski cap, but sometimes a beret when he's had an especially good breakfast.

Belial

Possibly one of the most uptight people on the face of the planet, Robert Hubert–manager of Club Apocalypse, "Belial" to his friends–is a perfectionist's perfectionist. Always immaculately dressed, graceful, and well-spoken, Belial takes pride in being *better* than those around him.

His background is hazy. He was not born Robert Hubert; the real Hubert was an orphan, and it was that Hubert who graduated from Bard in 1960. Belial murdered him and took his identity. The photo of Hubert at graduation in Belial's office is a fake, altered to put Belial's face on Hubert's body. Belial's whereabouts prior to the 1960 murder of Robert Hubert are unknown, but Anton Merriweather (Belial's acolyte) has been allowed to see a room that Belial keeps at a storage facility in Queens. This room is full of boxes and miscellaneous stuff, including a full SS Ahnenerbe uniform kept under plastic wrap, and several lockers full of Nazi paraphernalia.

Belial is an undead Servant of Glaaki. He uses the spell Steal Life to remain fully human in appearance, and possesses no physical characteristics that would identify him as one of the undead. Not even Merriweather knows this. It is one reason for his precise movements and fastidious nature; he has a pathological fear of becoming like the other Servants of Glaaki he has seen, with their withered flesh and sunken eyes. As a result, he is constantly grooming himself, constantly checking his skin for signs of decay and constantly apprehensive that someone will damage his illusion of living flesh. As Merriweather has said, "I've seen him erase people for spilling sherry on his white shag carpet." Belial will live forever, if he's careful.

Vain and ruthless, Belial desires little more than the adulation of those around him–hence Club Apocalypse, a nightclub so excessively exclusive that its legend (and Belial's) is already secure. Fond of music, Belial has always cultivated a coterie of musicians. Their ranks are fluid, the favor he bestows on them transitory. Anton Merriweather is Belial's latest acolyte, and the singer impressed Belial sufficiently that Belial recruited him into the Lords of the Network.

Belial is a Lord himself, but the title is largely an honorary one. He is known officially as the Lord of Life, but he hates the phrase and forbids anyone from addressing him as such outside of official Network functions. As the Lord of Life, Belial recruits powerful individuals into the unwitting service of the Network by offering them whatever their heart desires–youth, talent, whatever. He sometimes likes to play at being Satan, even going so far as to have contracts signed in blood–but he will also explain that it's just for the sake of aesthetics.

Belial has a superlative collection of occult and Mythos documents, as well as several dozen artifacts. Among these artifacts is the strange green-soapstone statuette recovered by Inspector Legrasse from a raid on a degenerate bayou cult in Louisiana. When Merriweather asked Belial about the inscription on the statue, Belial replied, "It has a thing or two to say of longevity."

Robert Hubert/Belial
Servant of Glaaki and Lord of Life, apparent age 25
Race: Caucasian

STR	10	CON	20	SIZ	13	INT	15	POW	21
DEX	18*	APP	15	EDU	18	SAN	0	HP	16

* *Servants of Glaaki are supposed to have a maximum DEX of 6; Belial has used magic to improve his.*
Education: B.A. History, Bard College (faked)
Occupation: Major Domo, Club Apocalypse; Manager, *Charnel Dreams;* Lord for the Network
Skills: Accounting 34%, Anthropology 42%, Archæology 16%, Art (Classical Music) 62%, Art (Popular Music) 74%, Astronomy 43%, Bargain 68%, Biology 33%, Chemistry 27%, Computer Use 25%, Credit Rating 69%, Cthulhu Mythos 39%, Drive Auto 47%, Fast Talk 53%, History 62%, Law 38%, Occult 62%, Persuade 77%, Psychology 64%
Languages: English 95%, French 72%, German 95%, Italian 64%, Spanish 48%
Attacks: M35 "Radom" Auto 44%, 1D10
Spells: Black Binding, Bless Blade, Body Warping of Gorgoroth, Cloud Memory, Clutch of Nyogtha, Contact Glaaki, Contact Nyarlathotep, Death Spell, Deflect Harm, Dominate, Dread Curse of Azathoth, Elder Sign, Enchant Book, Flesh Ward, Mindblast, Send Dreams, Shrivelling, Steal Life, Summon/Bind Dimensional Shambler, Summon/Bind Fire Vampire, Summon/Bind Servitor of the Outer Gods, Summon/Bind Star Vampire, Voice of Ra, Voorish Sign, Wrack
Physical Description: Those who didn't know who Belial was might call him "gaunt"; those who know him would never dare. He has prominent, high cheekbones, a narrow chin, a long face, and a heavy brow. His features are distinctly Aryan, as is his tousled blond hair. He looks twenty-five, and always has, but his skin has a somewhat plastic complexion to it. The unkind spread rumors of plastic surgery, and subsequently find themselves gnawed to death by ghouls in one of the lower rooms of Club Apocalypse for a select, screaming crowd. Belial dresses better than anyone he's ever met.

Stephen Alzis

Alzis has been covered earlier in this chapter. No stats are provided for Alzis. He can be whatever you want him to be, god or man, but there is one thing he never is: vulnerable.

Lt. Jorge Ramirez

Cream of the NYPD crop, Lieutenant Ramirez flawlessly worked narcotics for six years. Then he went after a drug ring that had the help of the Lords of the Network, and his life went right down the toilet. He followed a Lord to a Network safe house and was attacked there by what he described as a "Bloated, headless corpse with mouths for hands." He was seriously wounded but escaped. The wounds, which looked like they had been done by a filleting knife, never healed and still bleed to this day (he keeps them wrapped with gauze).

Ramirez was found in an alley, bleeding and in shock. He was catatonic for six weeks, and when he recovered and described what happened to him, the NYPD put him on psychological leave. The case was dropped.

He spent two years on leave, obsessively trying to find out what had happened to him. His investigations led him to Club Apocalypse and the mystery of Belial, which in turn led to a largely fruitless six-week sojourn in Germany. Failing there, he returned to New York and haunted Club Apocalypse like a revenant, his olive skin gone pale and his clothes always damp with his own blood. Every now and then Belial would send a drink over to his table out of mock sympathy.

Ramirez has collected reams of information on Club Apocalypse, Belial, *Charnel Dreams,* and some of those whom he has identified as Lords of the Network. He still doesn't know what it all means, but he *wants* to find out.

Stephen Alzis is aware of Ramirez's quest and finds it amusing. He occasionally orders an Adept to screw around with Ramirez in small ways–letting the air out of his tires, breaking his windows, and so forth. The harassment continues for a few days and then stops. Ramirez assumes it's a sign that he's getting close to the answers, but nothing could be further from the truth.

Ramirez is back at the NYPD these days. He's riding a desk for a few months, but is itching to get back on the streets. In his free time he stalks Belial and shakes down anyone who looks suspicious. If he doesn't go insane first, Ramirez might find out enough to expose the Network's existence and connections with organized crime.

But frankly, once the suppurating wounds on his abdomen reform themselves into mouths and start talking to him, he's going to go completely freaking nuts.

Lieutenant Jorge Ramirez
Cop on the Edge, age 36
Race: Hispanic

STR	14	CON	13	SIZ	14	INT	17	POW	15
DEX	16	APP	13	EDU	17	SAN	33	HP	13

Education: B.A. Criminology, Boston University
Occupation: Administrator, NYPD Narcotics Division
Skills: Accounting 24%, Chemistry 32%, Climb 47%, Computer Use 38%, Cthulhu Mythos 5%, Dodge 43%, Drive Auto 48%, First Aid 37%, Hide 22%, Jump 31%, Law 46%, Library Use 33%, Martial Arts 37%, Occult 17%, Pharmacy 26%, Photography 24%, Psychology 48%, Sneak 36%, Spot Hidden 49%, Throw 35%
Languages: English 95%, Spanish 37%
Attacks:

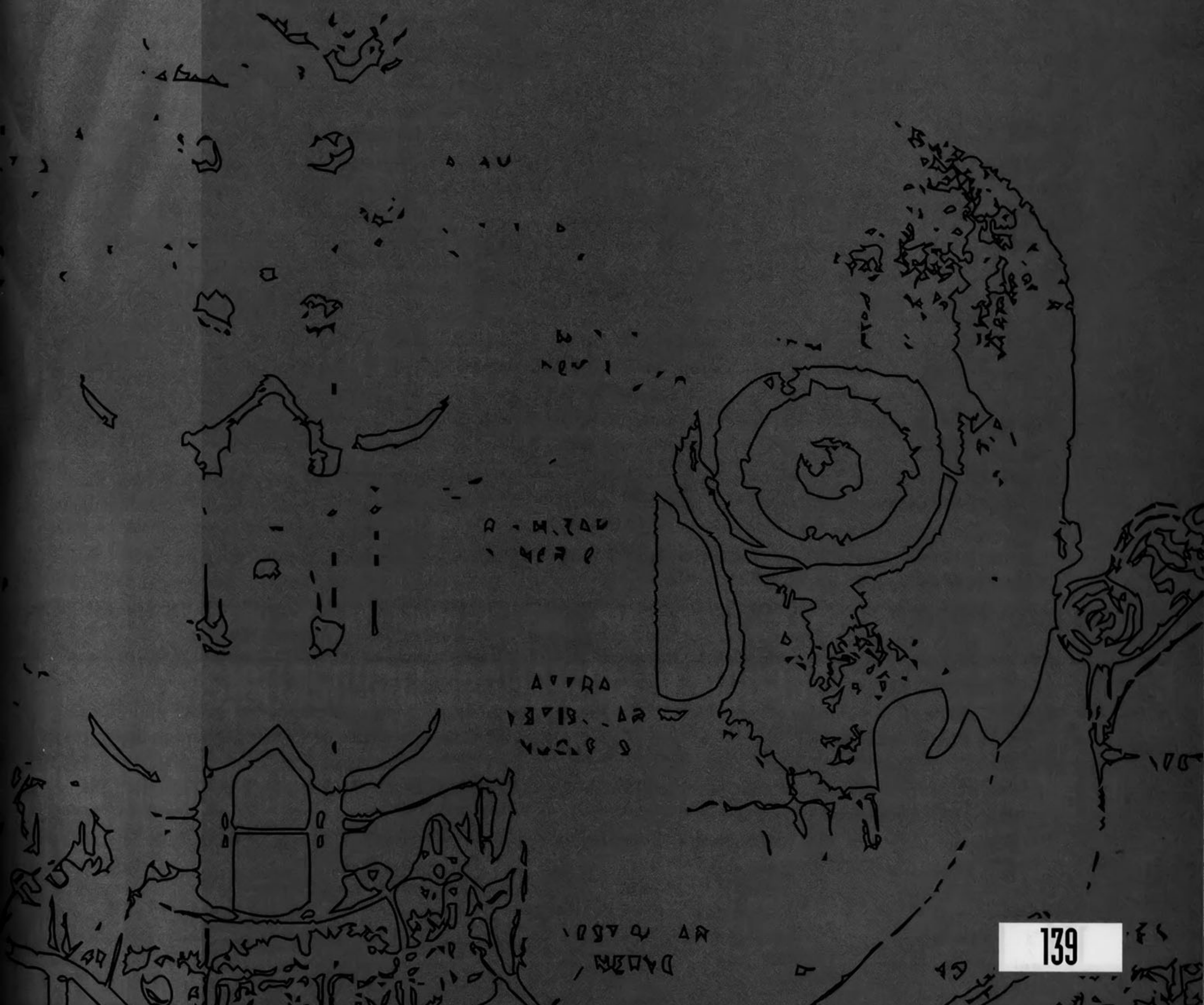
Beretta M92 Auto 53%, 1D10
Mossberg Model 590 Mariner Shotgun 37%, 4D6/2D6/1D6
Fist/Punch 62%, 1D3
Head Butt 14%, 1D3
Kick 46%, 1D6
Grapple 53%, Special

Physical Description: Ramirez was a slim, handsome, muscular guy before his run-in with the Fate; since then, his complexion has gained an unhealthy pallor, he doesn't sleep much, he's always got a cold, and he doesn't work out much anymore. He's not in bad shape, but he's little more than a shadow of his former self. At 5'9" and 165 pounds, he's about fifteen pounds over where he'd like to be. He dresses well at work, but in his free time he tends to be sort of sloppy these days. He has a nervous manner, and a slight paranoid air that has taken the place of his former confidence.

APPENDICES



BILLY RAY SPIVEY, SHOULD ANY OF THE AGENTS ASK DERRINGER, TRIED TO ESCAPE AND HAD TO BE KILLED. LIKE SO MUCH ELSE IN THIS WORLD, THIS IS A LIE.



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Adam Scott Glancy

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Appendix B: Glossary

Adam Scott Glancy

EVERY SUB-CULTURE DEVELOPS ITS OWN SPECIALIZED LANguage that confuses and confounds outsiders, and the world of intelligence and law enforcement is no different. Slang and official terminology from both law enforcement and intelligence has been mixed together for the purpose of this glossary. Terms particular to this book are underlined. Words in a definition that appear in **bold** refer to other terms in this glossary. All terms have been divided by topic, for ease of use.

Equipment

Babble Juice: Slang for any kind of truth serum.

Bubble Stretcher: Portable biocontainment pod used for transportation of a **hot** patient.

Chemturion Space Suit: Pressurized, heavy-duty biohazard environment suit used in Biosafety Level 4 containment areas. Also known as a "blue suit" because of its blue color.

Hatbox: A cylindrical biohazard container made of waxed cardboard. Also known as an ice-cream container.

Hush Puppy: A silenced, automatic pistol designed to fire one shot per pull of the trigger and *not* to automatically eject a spent casing and chamber a new round. The result is the action must be worked after each shot, but the only sound produced is the sound of the hammer falling against the firing pin.

Jock Strap Medals: CIA decorations kept in a safe at Langley HQ until the case officer retires.

Legend: A fake biography a spy uses for cover.

Non-Discernible Bio-Inoculator: CIA Director William Colby's term for a CIA-built poison dart gun designed for introducing a toxin or bio-agent into an assassination target without the target realizing he'd been hit.

Number Crunchers: The NSA's code-breaking computers.

Punishment Weapon: A KGB assassination tool. A large-caliber single- or double-shot firearm, often disguised as a camera, umbrella, purse, or other innocuous object. Firing a "dum-dum" or other hollowpoint round, the weapon is intended to be fired into the back of the target's head. The exit wound through the face literally blows the target's face off—"punishing" the target.

Racal Suit: Positive-pressure biohazard suit with a battery-powered air supply. For use in fieldwork with extreme airborne biohazards. Also known as an "orange suit."

Shoe: A false passport.

Soap: Nickname for the truth drug sodium pentothal, written for short as "so-pe" and hence spoken as "soap."

Wire: A wiretap or body bug.

Information & Misinformation

Agitprop: Agitation and propaganda.

Backstopping: An extremely in-depth cover. A whole new identity right down to the birth certificate.

Biographic Leverage: CIA slang for blackmail material.

Black Propaganda: Propaganda purported to issue from a source other than its true source.

Blind Memoranda: Memoranda or orders sent without letterhead or file number. Such memoranda may be destroyed with impunity to preserve plausible deniability.

Blowback: When false propaganda circulated abroad is picked up by domestic news services as the truth.

Chicken Feed: Disinformation mixed with reliable intelligence that is sent back by a **turned** agent to his superiors.

Classification: The systematic division of sensitive military, intelligence, or policy materials. Confidential materials are the least sensitive, Secret materials represent a serious threat to national security if released, and Top Secret materials represent the gravest possible threat to national security if released.

Comint: Communications intelligence. Intelligence gathered from interception of communications. Interchangeable with **Elint**.

Ears Only: Information so sensitive that it cannot be committed to paper.

Elint: Electronic Intelligence. Intelligence gathered through means such as radar, sonar, and orbital sensors.

Family Jewels: A seven-hundred-page document compiled at the request of DCI James Schesinger in 1973. The report covered illegal or improper CIA activities known to the CIA.

Grey Propaganda: Propaganda with no traceable source.

Humint: Human Intelligence. Intelligence gathered from human sources such as agents.

Phoint: Photographic Intelligence. Intelligence gathered by photography, be it micro-camera or spy satellite.

Product: Finished intelligence reports.

Sigint: Signals Intelligence. Intelligence gathered through signals and coded-communications interceptions.

Individuals

Agent of Influence: An agent left in place to change the policy of his government.

Agent Provocateur: An agent who stirs up trouble and causes unrest, usually as a pretext to an intervention.

Border Rats: DEA and Customs agents who work the U.S.-Mexican border.

Bronsons: Delta Green slang for members of Majestic-12. Term refers to the Charles Bronson film *Mr. Majestic*.

Customers: The consumers of finished intelligence, usually policymakers and elected officials.

Cut-Out: A middle man between the agent and the case officer. There may be several cut-outs between an agent and the intelligence service he works for.

Deniable Person: An agent whose connection to the agency or organization can be denied.

Doorknocker: Background check and security personnel who go door-to-door asking a subject's friends, neighbors, and relatives about the subject's background.

EBE: Extraterrestrial Biological Entities, MJ-12's original name for the aliens.

Farm Boys: CIA agents trained at **the Farm** for assassination, sabotage, and other aspects of CIA **Special Projects.**

Feebie or Feeb: Epithet used by local law enforcement for the FBI. Highly derogatory.

Flap & Seals Man: An expert at surreptitious mail opening.

Greys: The name given by MJ-12 to the **Extraterrestrial Biological Entities** who made contact in 1978.

Handling Agent: FBI agent who runs agents or informers.

Heavy Mob: CIA agents skilled in violence.

Heavy Squad: FBI agents skilled in violence.

Illegals: Agents with no diplomatic or official cover.

Knuckle Dragger: CIA slang used to describe Green Berets on detached duty with CIA. Do not use when Green Berets are around. Interchangeable with **Snake Eater**.

MIB: Delta Green slang for members of MJ-12's DELTA security detachment. MIB stands for Men in Black.

Mole: A term originally invented by spy novelist John LeCarré, but now adopted by the intelligence services into their lexicons. A mole is an agent infiltrated into an enemy service.

Mule: A courier, often a drug courier.

Musician: A radio operator.

Outside Man: CIA jargon for an **illegal**.

Pavement Artists: Another term coined by John LeCarré. It denotes a member of an urban surveillance team.

SAC: Special-Agent-in-Charge; federal law enforcement term for the special agent in charge of a given office. Not to be confused with the Strategic Air Command of the military.

Scalp-Hunters: Intelligence officers who specialize in inducing foreign officials of a target country to defect.

Sheep-Dipped: Refers to military personnel and equipment on loan to the CIA.

Sleeper: An agent who remains in the target country for years without performing intelligence-related activities before being activated, or "woken."

Snake Eater: CIA slang for Green Berets. Hazardous if used in their presence. Interchangeable with **Knuckle Dragger**.

Spook: Slang for any intelligence officer, usable derogatorily or affectionately.

Station Chief: The top CIA officer in a foreign country.

Stringer: An occasional or freelance agent or spy.

Suit: Any upper-level administrator away from the action. Often used derogatorily.

Turned: An agent who changes sides either voluntarily or under duress.

Walk-in: An agent who approaches a rival intelligence agency to offer his services. Often highly suspect.

Watchers: Surveillance teams.

Zombie: An agent or operative who has "officially died" and assumed a new identity for the purposes of cover and deniability.

Locations

AREA-51: Located on the Air Force's Nellis Test Range in Nevada, it is also known as Dreamland, the Ranch, and the Skunk Works. This secret facility was the site of the U-2, SR-71, F-117, and B-2 development and test flights. It is currently the site of MJ-12's work in applying extraterrestrial technology to terrestrial weapon systems.

COUNTRY CLUB, The: MJ-12's secret conference facility in Maryland, accessible only by air. The COUNTRY CLUB also contains MJ-12's intelligence files and database. Security is unbelievably tight, and the use of deadly force is authorized.

Farm, The: CIA term for its secret training facility at Camp Perry, Virginia.

Grinder: CIA debriefing room for interrogating defectors.

Hanger 18: Delta Green slang for Wright-Patterson Air Force Base, the home of the Air Force's Foreign Technology Division and rumored site of the Roswell crash debris.

Hot Suite: Biosafety Level 4 laboratory/containment facility.

Hot Zone: An area that contains lethal infectious organisms.

ICE CAVE, The: The MJ-12 xenobiology facility officially known as YY-II and located on the DOE's Los Alamos reserve in New Mexico. It also incorporates the Navy's old P Division Innsmouth Hybrid Containment Facility.

Institute, The: Slang for the USAMRIID, the United States Army's Medical Research Institute for Infectious Diseases.

Pit, The: Enormous shredding and document-destruction center at CIA HQ. Also denotes the CIA HQ's twenty-four-hour operations center used during crises.

Safe House: A hideaway where agents or defectors may be securely accommodated. Often refers to a place where agents or defectors can be debriefed.

Slammer: The Biosafety Level 4 **hot suite** at USAMRIID.



Submarine: The Biosafety Level 4 morgue at USAMRIID.

Tank, The: CIA jargon for the sound/surveillance secure rooms found at most of the larger CIA stations.

Miscellaneous

Asset: Any person, group, instrument, installation, supply, or resource at the disposal of an intelligence agency.

BIGOT List: A short list of those with access to intelligence from a given particularly sensitive source or operation.

Blacker than Black: Delta Green slang for anything to do with Delta Green.

Burn, Burning: Slang for an explosive chain of lethal transmissions, wherein a lethal infectious agent spreads explosively through a population.

Disposable: Something or someone able to be sacrificed, if necessary, for the success of a mission.

Game, The: To be "In the Game" is to be involved in the field of intelligence work.

Hot: Lethally infective, in a biological sense.

Hot Agent: An extremely lethal virus.

MICE: CIA code for the four reasons people spy: Money, Ideology, Compromise, and Ego.

Operational Climate: Describes how difficult it will be to carry out intelligence operations in a given locale, either because of local attitudes or strict policing of the society.

Oversight: The U.S. intelligence community is unique in that there is a great deal of oversight or monitoring of **covert** operations by elected officials; thus the term "Oversight" comes up a lot when dealing with covert activities.

Plausible Deniability: Being able to claim that you didn't know about the operation, or were "out of the loop." Very important for bureaucrats and politicians.

Stepped On: Radio and signal interference, as in "The signal was stepped on."

Tasked: Ordered.

Tradecraft: The techniques of espionage.

Operations

Black Bag Job: FBI jargon for operations involving illegal burglary or breaking and entering, either to perform a search or to install eavesdropping equipment.

Black Bag Operation: CIA jargon for bribery operations.

Black Operations: Operations that are completely "off the books." These are either highly secret, illegal, or outside an agency's official charter.

Bucket Jobs: FBI euphemism for surveillance work. Term comes from an inside joke during WWII about the irregular hours of surveillance work and having to bring one's dinner "in a bucket." Surveillance teams are sometimes called "bucket squads."

Bureau Special: An FBI investigation carried on outside the framework of usual Bureau procedure with no files or records being maintained. Generally involves illegal or politically sensitive affairs.

Buy-Bust Operation: Law enforcement operation designed to lure a drug dealer to a single purchase and arrest the dealer immediately afterwards.

Case Death: An operation that fails for no discernible reason. Usually provokes suspicion of a security leak.

Clandestine: An operation that should go completely unseen, such as putting a rubber raft full of agents ashore in the dead of night.

Covert: An operation that should be seen but not noticed, such as an agent entering a country through customs with false identification and a cover story.

Covert Action: CIA jargon for attempting to secretly influence the affairs of another country.

Dirty Tricks: CIA jargon for **Black Operations** and **Covert Action**.

Night at the Opera, A: Current Delta Green slang for any DG operation. Supplanted the term **Psychotic Opera**.

Overt: An operation where no attempt is made to conceal the operation or the identities of those involved.

Psychotic Opera: An old Delta Green term for a psychological warfare operation that is used as cover for a Delta Green operation. Supplanted by **A Night at the Opera**.

Special Projects: CIA jargon for the tougher side of intelligence operations such as counterinsurgency warfare and paramilitary operations.

Organizations

Alphabet Soup: A reference to the many U.S. agencies known by their acronyms rather than full names (*i.e.*, CIA, FBI, DEA, *etc.*).

Blue Team: Slang for MJ-12's UFO crash-recovery team within Operation BLUE FLY. Blue Team is the field team at the crash site who secures the area and recovers debris.

Cell: A small group of a larger organization that is separate for purposes of security. Terrorist organizations are often organized into cells; so is Delta Green.

Company, The: Insider jargon for the CIA.

Cousins: British Intelligence slang for the CIA, sometimes meant derogatorily.

F-Entity: CIA term for the FBI.

Firm, The: British slang for MI-6, the British Secret Intelligence Service.

Institute, The: Israeli slang for the Mossad, the Institute for Intelligence and Special Services.

Mischief Incorporated: Derogatory slang for the British intelligence agencies MI-5 and MI-6.

N-Entity: CIA term for the NSA.

Notional: A CIA-owned company that exists only on paper. For the FBI, a notional is a counterfeit subversive organization set up to draw members away from real subversive organizations.

Proprietary Company: A company owned and operated by an intelligence agency for the support of that agency's operations. Air America was a CIA Proprietary Company.
Puzzle Palace: Slang for the NSA. NSA is often said to stand for "No Such Agency," or "Never Say Anything," due to the NSA's extremely secret nature.
Siblings: CIA slang for the DIA.

Procedures

Blind Date: Meeting someone at their choice of time and place, with the accompanying risks of a set-up.
Blown: To be revealed or exposed as an undercover agent.
Burn: To be revealed or exposed as an undercover agent. Also a euphemism for being compromised by blackmail.
Cauterization: Removing a compromised agent to safety or dismantling or disposing of a compromised **asset**.
Close a Contract: To kill or assassinate.
Cold Approach: Attempting to recruit an agent without any prior indication that the target would want to work as a spy. Highly risky and seldom done.
Compartmentalization: Limiting access to materials based on not only the material's security clearance level but also the reader's need to know.
Decon: Slang for "decontaminate" in reference to infectious diseases or chemical weapons.
Demote Maximally: KGB jargon for "to purge by execution."
Destabilization: Creating chaos in a country for the purpose of replacing its government or paralyzing its foreign policy.
Dry Cleaning: Losing a tail or surveillance team.
Executive Action: CIA euphemism for overthrowing a leader of a foreign country.
Exfiltration: Clandestine or **covert** departure from an area.
Extraction: Evacuate or leave the area.
False Flag: Recruitment of an agent by posing as an intelligence agency the agent would be sympathetic to.
Ferret Searches: Surprise CIA internal security inspection.
Fix: CIA jargon for compromise, blackmail, or misdirection.
Fluttered: To be examined by a polygraph machine.
Fumigating: Checking an area for listening devices and bugs.
Go to Ground: Go into hiding. The opposite is "to surface."
Honey Trap: Using sex to lure an agent into a compromising position and open him or her to blackmail.
Isolation: CIA code for attending the training facility known as **the Farm**.
Make: To recognize someone.
Making a Pass: Physically passing a message to or from a courier or agent.
Measles: To "die from measles" is to have been assassinated by means that make the death appear natural.
Moonlight or **Mexican Extradition:** An illegal extradition.
Neutralize: To kill or assassinate. For the FBI, "neutralize" means to damage the target's political credibility.
Nuke: Biocontainment euphemism for an attempt to render a **hot zone** sterile.
Playback: To have a captured agent report disinformation back to his superiors as if he were still operating normally.
Plumbing: The work undertaken to prepare for a major operation, usually involving reconnaissance. This work is carried out by "Plumbers."
Sanction: To kill or assassinate.
Sanitize: To remove all evidence of an agency's involvement in an operation. Often refers to the use of stolen cars, false I.D., and untraceable equipment.
Snitch Jacketing: FBI technique for making a member of a subversive or organized-crime group appear to be an informer. The result is that the target must come to the FBI and become an informer or witness in order to gain government protection from his or her now-suspicious associates. Also known as "Bad Jacketing."
Sterilization: Unequivocal, total destruction of all **hot agents** in a **hot zone**. Extremely difficult to achieve in practice and almost impossible to verify afterwards.
Toss: To surreptitiously enter and search a target's domicile.
Wetwork: Assassination. Originally from a Russian euphemism: "to wet the ground" (*i.e.*, with blood).



Appendix C: Security Classifications

Robert Maclaughlin

During the course of their investigations, government agents routinely handle classified materials. These can be documents, photos, films, objects, or any information a government determines is critical to national security and the protection of the population. A basic understanding of classification procedures and marking systems is vital for gritty, realistic gaming.

Intelligence Sources

Intelligence collection is categorized by the source supplying the data. Each specialized intelligence field has its unique advantages and disadvantages.

HUMINT

(**Human Intelligence**) This is the classic spying technique. It covers information supplied directly by agents, foreign informants, and even troops in the field. HUMINT information is extremely valuable, but it's dangerous to collect and subject to inaccuracies. Operatives usually collect data through a small network of foreign informers, rather than risk being caught with their own hand in the cookie jar. If an operative's informers are arrested, or start dying off, he usually has enough advance warning to close shop and skip the country. HUMINT reports are typically rated with a code identifying the source's reliability.

SIGINT

(**Signals Intelligence**) This field includes two separate disciplines. Communications Intelligence (COMINT) is obtained through radio interceptions. The COMINT field includes linguists and Morse code operators. Electronics Intelligence (ELINT) involves deciphering signals and wave-patterns from radars, computers, and other equipment emitting a unique electromagnetic signature. With the disciplines combined, SIGINT provides information on classified communiqués, military operations, troop locations and equipment.

IMINT

(**Imagery Intelligence**) Data obtained from aerial and satellite photography falls into this important category. It also includes information obtained from active radar sweeps of enemy troop movement (ELINT is the passive collection of enemy signals). Imagery analysts are specially trained to recognize vehicles, equipment, critical production facilities, and hidden constructions.

CI

(**Counter Intelligence**) CI agents are basically spy-hunters. Their mission is to ferret out enemy agents and identify potential security risks. Most CI investigations are "undercover ops" to observe suspected security leaks, and sting operations to draw out potential traitors and double agents. More mundane jobs include security procedure briefings and damage assessment of unauthorized disclosures.

ARCHINT

(**Archæological Intelligence**) Definitely not one of the traditional sources, this discipline is perfect for the most highly classified Delta Green adventures. Suggested by author Will Murray in his short story "To Clear the Earth," ARCHINT covers occult and Cthulhu mythos knowledge gleaned through archæological research and ancient texts.

ARCHINT should be handled exclusively through Special Access Programs, and falls under the most stringent restrictions to prevent unauthorized disclosure. Only the most trusted agents have access to these terrible secrets; ARCHINT material would be of great value to Delta Green.

Primary Classifications

There are four primary classifications governing the level of security and importance attached to given material.

UNCLASSIFIED

Since 99% of government paperwork falls into this category, most unclassified data bears no special markings. Unclassified information isn't completely harmless. If a shrewd analyst gathers enough seemingly unrelated scraps of data, he can draw a surprisingly accurate picture of clandestine activities. Unclassified material is specifically marked as such only when it is mixed with classified material.

Special Note on the Department of Justice

The classification system described in this chapter is designed for National Security Information. It's used by the military, CIA, NSA, DIS, State Department, and similar agencies falling beneath the executive branch. Agencies under the Department of Justice, such as the FBI, DEA, and Federal Marshals are not normally part of this system. An FBI agent will have a rude surprise awaiting him if he expects access to classified military documents.

A few individuals in the Justice Department have National Security clearances, such as department chiefs and liaison officers. The DEA and military occasionally work together, and the NSA and FBI are likely to routinely exchange information. Rarely will Justice Department agents have access to Special Access Programs established in the interests of National Security.

The Justice Department has a classification system of sorts, but it is much simpler and used primarily to protect the identities of agents and informants, and to avoid compromising ongoing investigations. If there is a need to protect information, Justice Department files are classified G1, G2, or G3. You could roughly equate these with the levels of Confidential, Secret, and Top Secret. Access to these files is controlled by the regional offices on a need-to-know basis.

CONFIDENTIAL

This information would be detrimental to national security if released through unauthorized channels. Examples include: troop strengths, characteristics of weapons, and sensitive training data. It might also include general facts about foreign military forces and terrorist organizations.

SECRET

This is the most-common classification. It protects data which would cause serious damage and political embarrassment if it fell into the wrong hands, straining foreign relations, revealing military plans and intelligence operations, and compromising key scientific developments related to national defense.

TOP SECRET

The unauthorized disclosure of TOP SECRET information could result in exceptionally grave damage to national security. Information which could spark armed hostilities against the U.S. or its allies, disrupt foreign relations, compromise cryptologic communication systems, or reveal critical technological data all falls into this category.

Secondary Classifications

Classifications are frequently combined with a series of caveats, or special handling instructions. These warning notices restrict access to information further than the classification alone would.

Such documents could be referred to, for example, as "SECRET/NOFORN/WNINTEL" or "TOP SECRET/ORCON." The first term is the primary classification; the other terms are particular caveats or warnings. They call attention to special restrictions that limit access to the information.

Typical caveats and warnings appear in the following sections. Add them to player aids for authenticity.

CNWDI

(**Critical Nuclear Weapons Design Information**) Almost always applied to TOP SECRET data, this warning notice identifies the presence of data related to the construction and use of nuclear weapons. Faced with the growing threat of nuclear terrorism and uncontrolled stockpiles of nuclear materials, this warning notice is not to be taken lightly.

COMSEC

(**Communications Security**) This deals with cryptologic communications systems. Since the United States has extremely advanced radio and data encryption techniques, it takes the safeguarding of COMSEC material very seriously. Codebooks, electronic keys, and encryption hardware all fall into this category.

NOCONTRACT

(**Not Releasable to Contractors/Consultants**) U.S. weapons and equipment design information is protected by this caveat. It's intended to prevent rival defense contractors from stealing another firm's secrets.

NOFORN

(**Not Releasable to Foreign Nationals**) This material may only be viewed by American citizens who have the appropriate clearance and need to know. Foreign citizens, even from allied nations, may not have access to such information.

ORCON

(**Dissemination & Extraction Controlled by Originator**) Extremely "close-hold" information. Anyone wishing to ex-



tract data, or pass the information to other agents, must first obtain the permission of the originating agency. This is your classic "eyes-only" handling procedure. ORCON information is usually TOP SECRET, but the caveat may be applied to SECRET as well.

RD

(**Restricted Data**) This material contains information related to atomic energy. It's more commonly applied to power production and research, rather than weapon design and performance data. Restricted Data is usually SECRET or TOP SECRET information.

REL_____

(**Authorized for Release to _____**) This caveat specifies which foreign agencies may have access to a specific piece of information. Examples include RELNATO (North Atlantic Treaty Organization), RELCANUKAUS (Canada, U.K., Australia), and RELUNPROFOR (United Nations Protection Force). Some of the caveats can be quite a mouthful.

SCI

(**Sensitive Compartmentalized Information**) IMINT, SIGINT and especially sensitive HUMINT information is considered SCI material. Such information is particularly sensitive because it demonstrates the accuracy of special collection techniques such as the magnification abilities of a spy satellite. Foreign powers who saw SCI material could potentially design safeguards against these techniques. The collection source is often identified by a code word. Access and handling is very carefully regulated. Rarely is such material seen outside of tightly secured SCI Facilities, or SCIFs.

WNINTEL

(**Warning Notice, Intelligence Sources or Methods Involved**) This calls the agent's attention to the fact that sensitive collection sources are revealed in the text. The document may make specific references to agents, informants, or special electronic collection techniques. To safeguard the collection source, it must be handled with great delicacy.

Special Access Programs

Special Access Programs are created at both national and local levels, regulating access to uniquely sensitive information. Each SAP is identified by a code-name. SAPs serve a similar function as caveats, but are much more tightly controlled. This information is maintained in a SCIF (Sensitive Compartmentalized Information Facility) and releasable only to individuals "read-on" to that particular Access Program. Diplomatic material, counterintelligence investigations, and Cthulhu Mythos knowledge are all excellent candidates for Special Access Programs. The code-name should not give away the nature of the information it protects. Project BLUE BOOK is probably the most famous example of a Special Access Program.

Clearances

A security clearance denotes the degree of trust the government places in an individual. Clearances correspond to levels of information classification, and thus we have (in ascending importance) **Confidential**, **Secret**, and **Top Secret** clearances. A Background Investigation (BI) and National Agency Check (NAC) is conducted by the Defense Investigative Service on anyone who is considered for a security clearance. The DIS screens police and FBI records, and conducts interviews to determine the reliability of the candidate.

Candidates for Top Secret are subject to a Special Background Investigation (SBI), which is much more thorough than the BI and NAC. Polygraph screening is typically conducted for Special Access Programs.

Reinvestigations must be conducted every fifteen years, or five years in the case of TOP SECRET, or the agent's clearance is automatically downgraded by one level. All paperwork, investigative reports, and any derogatory information is sent to the Central Clearance Facility (CCF), which makes the decision to grant or deny a security clearance.

Clearance Access

Just because someone has a clearance, they don't automatically have access to classified information. Access is awarded to agents based on job requirements and their "need to know." When someone is granted access, he's often said to have been "read on" to a specific category of information.

The status of an agent's access is determined by his organization's chief security manager, often known as the Special Security Officer. SSOs maintain files on agents operating in their area, and can confirm or deny an agent's access to specific information. Security access keeps agents from abusing their clearances. An agent with a Top Secret clearance for his work in communications can't expect to walk right into a nuclear weapons design facility by virtue of his clearance alone.

Documents

Players love getting nice handouts, and realistic "classified" document simulations are a fantastic addition to a campaign. (Several player aids designed to look like realistic government documents appear on pp. 154-163.) Document-marking systems can get very detailed and complex, but the basic rules are easily mastered.

Cover Sheets & Labels

Classified documents are protected by a cover sheet displaying the highest classification of the material therein, along with caveats and any special handling instructions. If the documents are in a binder or publication, the front and back covers must display the same information. Computer disks and electronic hardware must have labels. These colors are commonly used on cover sheets, labels, and file tabs:

TOP SECRET: Orange
SECRET: Red
CONFIDENTIAL: Blue
UNCLASSIFIED: Green

Document Marking

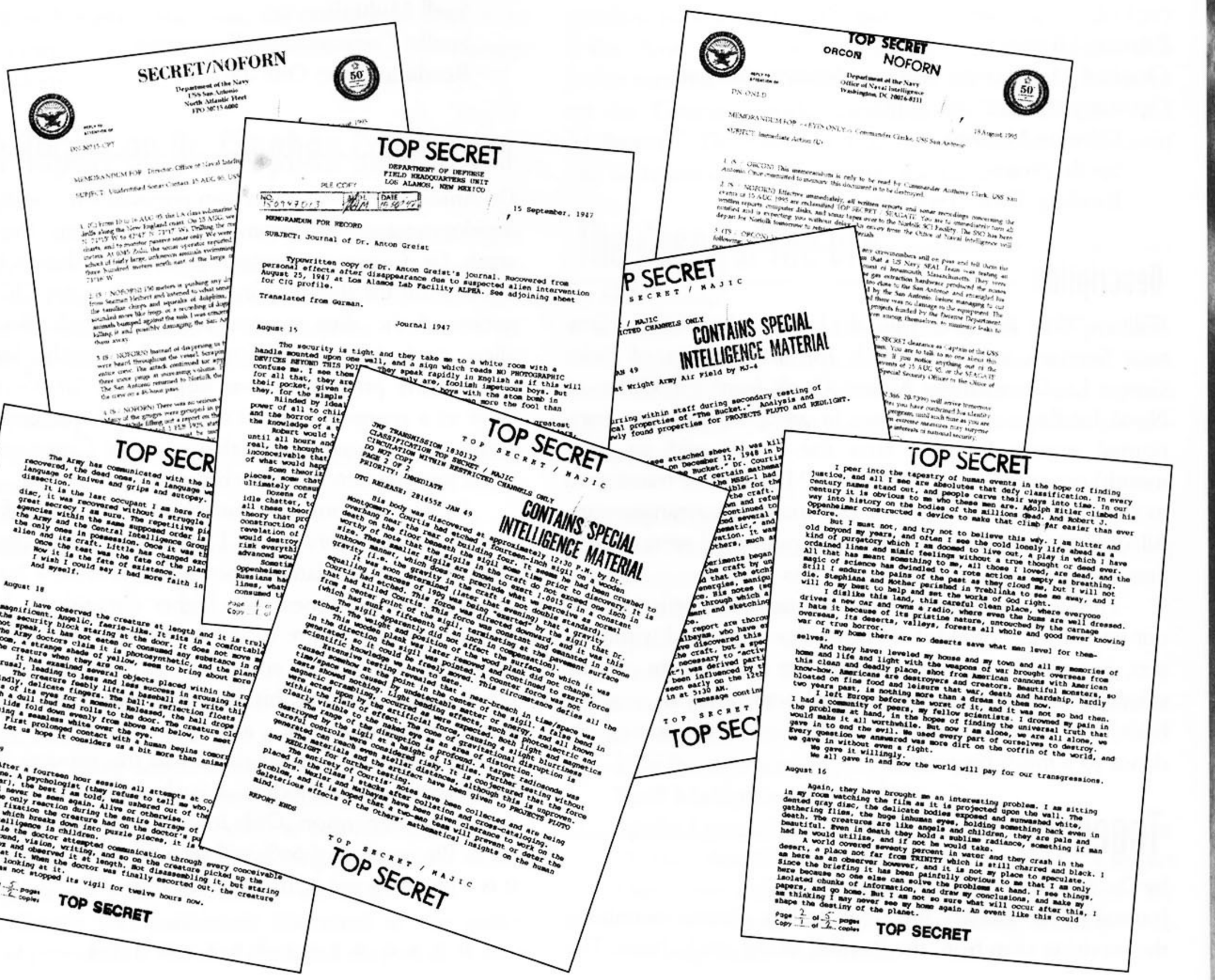
The classification of a document is printed prominently at the top and bottom of each page. Caveats and SAP code words are printed below the classification. If a page contains only unclassified material, such as an introductory letter attached to a SECRET file, it is still marked with the overall classification and the line "Regrade Unclassified when separated from Classified Enclosures."

Tightly controlled documents have a "Copy #___ of ___ Copies" line at the bottom, with a unique serial number of that particular document. If documents come up missing, the serial numbers are compared to a list of individuals signing for access to those specific copies.

The bottom of the page features "Classified by" and "Declassify on" lines. The former indicates the agency, directive, or source documents which establish the document's classification. Often this is merely listed as "Multiple Sources." The "Declassify on" line gives the date or event which will declassify the document. Generally, this is listed as OADR (Originating Agency's Determination Required).

Portion Marking

This marking system is not required, but it is encouraged. Mark each page with the highest classification it contains. Every paragraph is preceded by an abbreviation indicating the level of data in that specific paragraph. (TS), (TS/RD), (S/NOFORN), (U), and so on. The agent may differentiate between what he can and can't discuss with outsiders, and can more accurately classify information extracted from the source document.



Appendix D: Mysterious Manuscripts

John Tynes with Dennis Detwiller, Adam Scott Glancy, and Robert Maclaughlin



THESE ARE BOOKS OR OTHER DOCUMENTS THAT THE investigators could discover in the course of a campaign. Each manuscript is described, with notes as to its printing history, differing editions, contents, and so forth. Use them as you like in your campaign. Each item is presented in chronological order.

OSS Order

by Major General William J. Donovan
Brief document ordering the creation of what was to become Delta Green. **Note:** The complete text of *OSS Order* is included on p. 154 as a handout for the players.

Printing History
Original Manuscript: Office of Strategic Services
(February 12, 1942, one copy)
Cthulhu Mythos: +1
Spells: None
Reading Time: Two minutes

Description

William "Wild Bill" Donovan, the head of the Office of Strategic Services, was responsible for the creation of Delta Green. Lt. Commander Martin Cook from the Office of Naval Intelligence's P Division (a group focused on paranormal activity, founded after the Navy's raid on Innsmouth) proposed to Donovan that P Division be transferred to the OSS. Donovan agreed, and made the arrangements. All of P Division's documents and personnel were moved into OSS offices, and Delta Green was born.

This document's Cthulhu Mythos modifier is granted not on the basis of eldritch knowledge contained within its text, but rather its revelation that the government was involved in dealing with supernatural activity on an ongoing basis from at least 1942. It is a piece of corroborating evidence to a much bigger truth.

Tagebuch

by Dr. Anton Greist
Journal of Dr. Greist's final days at Los Alamos examining the surviving alien from the Roswell saucer crash. **Note:** The complete text of *Tagebuch* is included on pp. 155-159 as a handout for the players.

Printing History
Original Manuscript: Handwritten in German
(August 15-25, 1947, one copy)
Cthulhu Mythos: +1
Spell Multiplier: x1
Spells: Consciousness Expansion
Reading Time: One day
Typewritten Translation: Central Intelligence Group
(September 15, 1947, two copies)
Cthulhu Mythos: +1
Spell Multiplier: x1
Spells: Consciousness Expansion
Reading Time: One day

Description

Dr. Anton Greist was a German physicist who assisted in the development of the atom bomb. Following the Roswell crash, Dr. Greist was brought to the Los Alamos facility by the Central Intelligence Group to assist in the CIG's examination of the alien survivor from the crash. Because the aliens had demonstrated advanced scientific knowledge (particularly physics), it was hoped that Dr. Greist could serve as a representative to the alien of humanity's achievements in that arena, or at the least that Greist might have some insights into the alien beings.

Dr. Greist's journal records his observations of the alien and of the circumstances at Los Alamos. On August 25, the Grey mentally implanted knowledge of how a human can move his consciousness into higher dimensions. Dr. Greist understood the nature of the knowledge and made the attempt. He succeeded, and as his consciousness escaped to other states of being, his body disintegrated. No one observed his disappearance, and he was never seen again.

The journal contains the key to this process, which for purposes of game mechanics is described as a spell, Consciousness Expansion. Only investigators with a Mathematics or Physics skill of 60% will recognize the "spell" for what it is when they see it. It looks like this:

9 9 2 0 .2 2 9 9 8 9 2 1 2 .3 3 4

Anyone who reads the journal and does not have the requisite skill will see nothing other than the string of numbers shown above.

New Spell

Consciousness Expansion: This "spell" is in fact simply an understanding of the existence of higher dimensions, and the realization that anyone can raise his consciousness into those dimensions. Learning the "spell" requires that the reader have a Mathematics or Physics skill of at least 60%, though no roll on either skill is required. Instead, a standard INTx1 spell-learning roll is made. If successful, the "spell" is learned like any other.

The reader will understand that by focusing on the knowledge implied in the numerical string (which has exceptional significance for those trained in math and physics), he can expand his consciousness into higher dimensions. The ramifications of this are not, however, understood; attentive readers will pay attention to the fact that Dr. Greist disappeared just after coming to this realization.

If the "spell" is attempted once learned, the caster's mind ascends into higher dimensions. His body immediately disintegrates. For game purposes, the character is dead. Witnessing someone cast this "spell" results in a 1/1D6 Sanity loss for onlookers.

Death Report on Dr. Stephen Courtis

by "MJ-4"

A classified report on the death of Dr. Stephen Courtis, a researcher studying the Roswell saucer and the strange geometrical markings found within the craft. **Note:** The complete text of *Death Report on Dr. Stephen Courtis* is included on pp. 160–161 as a handout for the players.

Printing History

Original printing: Majestic-12 (January 28, 1949, four copies)

Cthulhu Mythos: +1

Spells: None

Reading Time: Ten minutes

Description

This document is a summary report prepared by a member of Majestic-12 on the death of Dr. Stephen Courtis on December 12, 1948. Dr. Courtis was a mathematician assigned to analyze the many sigils etched into the interior walls of the alien saucer found at the Roswell crash site. These sigils seemed to function to some extent as controls for the ship. Early examination found that touching some sigils would activate lights and other mechanisms within the craft.

Dr. Courtis was particularly interested in the craft's method of propulsion. The ship remained perpetually a foot and a half above the ground and always maintained its own internal Earth-like gravity; when the craft was accidentally inverted, those inside remained standing on the floor, upside-down. This phenomenon was constant, despite there being no evidence of activity or mechanical processes within the craft. Dr. Courtis suspected that the aliens had in some fashion learned to create their own gravitational fields, and he eventually came to believe that some of the sigils within the craft contained the key to this knowledge.

Courtis was correct–unfortunately. In the course of studying the sigils he attempted to replicate several of them by inscribing them into a wooden plank within his workroom. He achieved the proper order of inscription, effectively casting a spell called (for purposes of game mechanics only) Create Gravitic Warp. He did a poor job of it, however, and when the sigil kicked in with a force of 190 times that of Earth's gravity, Courtis was killed.

This document describes Courtis's work and his death, as well as information about brief testing undertaken on the sigil by Majestic Special Studies Group 2. It does not describe how to create the sigils. (See the next entry, *The Case for the UFO,* for information on that topic.)

Investigators who obtain this document may draw connections between it and the spell from *The Case for the UFO* if they have seen a copy of that work. The document also leaves unstated what became of two doctors who followed up on Courtis's work, identified as "Drs. Wexler and Malbayam." Their fate (and more information on Courtis) can be found in *Chapter 3: Majestic-12,* on p. 71.

The Case for the UFO

by M.K. Jessup

A scientific and careful examination of the UFO phenomenon and the belief that perhaps it has always existed. Two later "editions" provide additional information and Mythos knowledge, and the circumstances of their creation are useful as plot hooks.

Printing History

Original Printing: Secaucus, New Jersey: Citadel Press, 1955 (9,603 copies)

Cthulhu Mythos: +0

Spells: None

Reading Time: Two days

Annotated Private Printing: Garland, Texas: Varo Manufacturing Company (127 copies)

Cthulhu Mythos: +1

Spell Multiplier: x1

Spells: Contact Mi-Go in Grey form (referred to as the "L-Ms", described in the notes as "friendly"), Contact Deep One (referred to as the "S-Ms", regarded as "unfriendly"), Create Gravitic Warp, Induce Scrutiny.

Reading Time: Four weeks



Jessup Copy: The ONR/Carlos Allende reprint, with handwritten additions by original author M.K. Jessup (one copy)

Cthulhu Mythos: +3
Spell Multiplier: x1
Spells: All listed above plus: Create Gate.
Reading Time: Six weeks

Description

M.K. Jessup was one of the first proponents for a theory unduly credited to Erik Von Danniken in the late 1970s. The theory of "Ancient Astronauts" (alien visitors who influenced early human civilizations) in fact dates back to nearly the beginning of the UFO phenomenon, in the 1940s.

The Case for the UFO (1955) was one of the earliest serious books dealing with the subject. In it, Jessup proposed that perhaps humanity was contacted in ancient times by creatures from another world, and that mankind has lost more knowledge of science than it has gained in the years intervening. He speculated that perhaps these beings had helped in the construction of such improbable structures as the Mayan and Egyptian Pyramids, Stonehenge, and the mysterious earth mounds of North America.

All in all, Jessup's book was well-received by the public, and he became a minor celebrity. Had this been the only result, perhaps Jessup would have led a happier life.

In late 1955 a strange package arrived at the door of Admiral N. Furth at the Office of Naval Research, Washington, D.C. The package was covered in scrawled notes, in several different colored inks, including such annotations as "Sminole Texas 1955" [*sic*] and "Happy Easter."

Thinking it was a joke, the admiral opened the package and was shocked to discover a copy of *The Case for the UFO,* with careful and meticulous writing on every page. This writing served as annotations to the contents of the original text, sometimes in several different colored inks, and purporting that the author of the strange scrawl not only knew about the UFO phenomenon but also that he was somehow inextricably involved in it. There was no return address ever discovered, but the name Carlos M. Allende appeared in the upper right-hand corner of the envelope and several times in the handwritten text.

At great cost, 127 copies of this annotated text were printed privately through a small firm in Texas for circulation within the Department of the Navy. This information was believed to be valuable, so valuable that the entire text, annotations and all, was retyped and printed in two different colored inks, black for the text and red for the annotations—a daunting printing task for such a small print run.

Author M.K. Jessup was contacted by the ONR for a personal interview, and was shown the annotated text when he arrived in Washington. Jessup was startled at the intelligence behind the comments, and told the Naval officials that whoever had written these notes not only knew a great deal about UFO folklore but also often expressed things in his notes that Jessup himself had wanted to include in the original manuscript of *The Case for the UFO* but felt were either too "crazy" to be accepted or were not important to the problems at hand within the text. Jessup was given two of the annotated copies, and was asked by the Navy to write a report on them for a nominal fee. His report was to try and paint a clear picture of what the notes hinted at. Jessup returned to his home and began his work.

From there, things turned strange. Jessup finished his work and turned a single copy into the Navy in 1957, with little or no insight added. He did however keep a "private" copy that he worked on diligently. He began to confide in friends that he thought he was being followed and that he feared for his life, although he would not elaborate.

In 1958 he visited his friend and associate Ivan T. Sanderson in New York City and deposited his single "private" copy of the Allende-annotated *The Case for the UFO,* which by this time was covered in Jessup's personal notes. He requested that Ivan conceal this book until a later time, when a certain person, given by name, would request that it be published. Jessup then left New York City and disappeared for three months.

According to official accounts, Jessup drove directly from NYC to Tampa, Florida, and soon committed suicide by carbon monoxide poisoning within his beat-up station wagon. Two and a half months later, his identity was discovered and his family contacted. Some maintain that he did not commit suicide, some maintain that the body was not that of M.K. Jessup at all.

Important Note: Anyone reading either of the latter two editions of *The Case for the UFO* may be susceptible to Induce Scrutiny, a spell described in the next section.

New Spells

Create Gravitic Warp: Carefully explained in Carlos Allende's madman's scrawl is the Mi-Go technology of basic Gravitics, used by the Mi-Go to create Earth-type gravity fields on Yuggoth for the study of humans in a "natural" habitat. The spell is a simple sigil drawn upon a flat surface.

When activated, gravity will be exerted from the sigil's direction downward. So, if this sigil was drawn upon a floor, one would be able to walk upon the ceiling and vice-versa. It also works in zero-gravity, and in higher-than-normal gravity. It affects an area 10'x10'x10', forming a triangle. This is the same "spell" unwittingly cast by Dr. Stephen Courtis in 1949 (see p. 70). He cast it imperfectly, creating a sigil that exerted tremendous gravitational force. Options for such miscastings and their ramifications are left to the Keeper's fiendish imagination.

A permanent expenditure of 1 point of POW is needed to inscribe a sigil. The effects are permanent until the sigil is destroyed by any mundane physical means.

Contact "L-Ms" (Mi-Go in Grey-humanoid form): This spell is again described by Carlos Allende in the annotated manuscript. These beings referred to as the "Greys" or the "L-Ms" are in actuality disguises of the Mi-Go. In the annotated text, they are referred to as "friendly" and "helpful." The Mi-Go were just using the mysterious Allende for their own reasons, and rewarded him as you would reward a pet.

Summoning the "Greys" requires hours of concentration at an uninhabited site. It costs 6 Magic Points. The Mi-Go always appear in the guise of the "Greys." They will not appear at the scene of a trap, and in fact will only appear if the Mi-Go (and the Keeper) think there is a good reason for them to do so.

Contact "S-Ms" (Deep One): Taught to Allende by the "L-Ms" as a reward, these "S-M" creatures are in actuality the Deep Ones. They are referred to as "unfriendly" and desire to "subjugate humanity." In actuality the Deep Ones simply attacked Allende when they discovered he knew little or nothing about them; he was saved only by his small Mythos knowledge, Mi-Go devices, and his spells.

Summoning the "S-Ms" requires specially inscribed stones thrown into the water near a known Deep One city, and the expenditure of 3 Magic Points.

Induce Scrutiny: Appearing as a seemingly simple yet ultimately complex formula within the Allende notes, this "spell" hints towards something bigger than it should be possible to contain—but only those trained in mathematics will notice. Anyone reading the Allende edition of *The Case for the UFO* will see this formula, but only investigators who have Mathematics skill will be affected by Induce Scrutiny.

Such an investigator must make an INTx1 roll (the spell multiplier for the text) every time he encounters the formula. If the roll is made (and the "spell" therefore learned), he loses 1D6 SAN and a POW point—and awakens 1D6+1 days later, amid papers covered in his own handwritten scrawls: notes on math and ramblings about the nature of existence. The time in between these states is simply, horribly blank. When confronted with the notes again (or the formula in the Allende editions), the investigator must make an INTx1 roll again. If the roll is failed, the investigator loses 1D8 SAN and 1D6 POW. Subsequent encounters with the formula or the investigator's own notes are made at this same level of risk. If at any time the investigator becomes temporarily or permanently insane, or loses enough POW to bring him down to 2 or fewer points, he is under the indefinite influence of the Mi-Go and may become any number of things: a brain donor, a missing person, an information plant like the mysterious Mr. Allende, or whatever the Keeper desires. This is probably what happened to both Jessup and Allende.

Induce Scrutiny is not a spell as such. For purposes of game mechanics, it is a sort of booby trap that functions under the normal spell-learning rules. The Keeper is welcome to moderate or exaggerate the effects of Induce Scrutiny; it is meant to be a dramatic device to simulate the slow spiral of madness those who study Mi-Go science fall into.

SEAGATE Documents

by Commander Anthony Clarke
and Rear Admiral Harley Patton, U.S. Navy

A brief report and response on strange underwater animal activity noted by the crew of the USS *San Antonio* nuclear submarine off the coast of Innsmouth, Massachusetts. **Note:** The complete text of *SEAGATE Documents* is included on pp. 162–163 as a handout for the players.

Printing History
Original printing: Department of the Navy
(August 17/18, 1995, two copies)
Cthulhu Mythos: +1
Spells: None
Reading Time: Ten minutes

Description

On August 15, 1995, the crew of the nuclear submarine USS *San Antonio* were conducting maneuvers and drills off the coast of Massachusetts. They detected a school of unknown animals at 150 meters down, whom the captain attempted to drive off with sonar pings, out of concern that the animals could get sucked into the screws of the sub and foul them up. Instead of swimming away, the animals began banging and scraping at the hull and could be heard wailing and croaking outside by the crew. Captain Clarke ordered louder sonar pings, and the creatures departed.

In the process of preparing his usual report, Clarke ran across a Naval directive dating back to the raid on Innsmouth requiring any unusual activity near Innsmouth/Devil's Reef to be classified and reported to the Office of Naval Intelligence. The first part of *SEAGATE Papers* is his brief report to the ONI.

The second part of this document is the response sent to Captain Clarke by Rear Admiral Harley Patton, Director of the ONI. It informs Clarke to tell his crew that they encountered a group of Navy SEALs testing an experimental diver's sled that briefly became entangled with their submarine. Patton also directed Clarke to turn over all tapes, records, and other materials relating to the incident to the ONI immediately, and made a number of other expeditious and somewhat harsh requests.

The San Antonio's encounter, of course, was in fact with a group of Deep Ones. The experimental diver's sled (allegedly the focus of Project SEAGATE) was a ruse given to Clarke and his crew to cover the truth. Whether or not Rear Admiral Patton is a member of Delta Green or is a DG-friendly—or something else entirely—is up to the Keeper.

TOP SECRET
CODEWORD

DELTA GREEN / EYES ONLY

DEPARTMENT OF WAR
OFFICE OF STRATEGIC SERVICES
Washington, D.C.

12 Feb 42

TO: XOSS
FROM: COSS

SUBJECT: Transferring ONI's P Division to this Office

1. I've just had a very interesting lunch with a Lt. Cdr. Martin Cook from the Office of Naval Intelligence's Parapsychology, Paranormal and Psychic Phenomena Division (P Div.). He's made a good case for bringing his staff over to this office and I agree with him. When I see Secretary Knox tomorrow I'll convince him to transfer P Div. to us. I doubt we'll get any resistance from Knox; he's been trying to cut P Div. out of the Navy budget for years. As soon as P Div. is ours, I want you to get over to ONI and transfer every scrap of paper that even mentions P Div. to this office. I want everything, right down to their office supply requisitions. By this time next week, I want P Div. to be a fading memory. You'll understand why I want these measures taken after Cook briefs you tomorrow morning.

2. Cook and his staff will form the core of an Unconventional Intelligence Unit within this office. I don't want to discuss its mission here, but its cover duties will be exploiting the occult, superstitions, and religions for material to be used in psychological warfare and propaganda operations. The intelligence Cook showed me indicates the Nazis have been exploiting these subjects since '39, so we've got some catching up to do. I'll be getting the money out of our discretionary budget. The less paperwork on this one, the better.

3. The primary operational targets are the Axis powers, but Neutral and Allied countries will be targeted as well. We're particularly concerned here with the Soviets, but the things Cook's people have been handling since '28 are too dangerous for even our allies to be trusted with. Again, you'll understand after Cook's briefing tomorrow.

4. All information connected with this unit will be restricted by a special access program. Only Cook, the members of his staff, and the two of us will be cleared for this program. No one who isn't working directly for Cook will be read on. Period. The name for the clearance code required to access it is DELTA GREEN.

5. The first document you can classify as DELTA GREEN EYES ONLY is this letter.

TOP SECRET
CODEWORD

WILLIAM J. DONOVAN
Major General, U.S. Army
Commanding Officer, Office
of Strategic Services

DELTA GREEN / EYES ONLY

DEPARTMENT OF DEFENSE
FIELD HEADQUARTERS UNIT
LOS ALAMOS, NEW MEXICO

FILE COPY
NO. 150947013
AUTH. [illegible]
DATE 15 SEP 47

15 September, 1947

MEMORANDUM FOR RECORD

SUBJECT: Journal of Dr. Anton Greist

Typewritten copy of Dr. Anton Greist's journal. Recovered from personal effects after disappearance due to suspected alien intervention August 25, 1947 at Los Alamos Lab Facility ALPHA. See adjoining sheet for CIG profile.

Translated from German.

Journal 1947

August 15

The security is tight and they take me to a white room with a handle mounted upon one wall, and a sign which reads NO PHOTOGRAPHIC DEVICES BEYOND THIS POINT. They speak rapidly in English as if this will confuse me. I see them as they truly are, foolish impetuous boys. But for all that, they are foolish impetuous boys with the atom bomb in their pocket, given to them by a man who was even more the fool than they, for the simple fact that he believed in them.

Blinded by ideals he marched into the sun and handed the greatest power of all to children with big britches and chips on their shoulders, and the horror of it was we followed without question and surrendered the knowledge of a thousand charred dead.

Robert would take us in his room at the lodge on the base and talk until all hours and somehow when shown on the board it all did not seem real, the thought of a detonation on the atomic level was just so inconceivable that when it did occur (if it did) no one had any concept of what would happen.

Some theorized that a massive earthquake would tear the Earth to pieces, some that the explosion would start a chain reaction which would ultimately consume the entire globe creating a new star.

Dozens of theories floated around the lab, just the subject of idle chatter, to consume the hours before break, and for all this, for all these theories as hypothetically valid and untested as the one theory that proved to be true, no one stopped once or hesitated in the construction of that device, and this was the most frightening revelation of my life: that for the want of solving a problem, mankind would destroy itself. For the simple greed of knowledge, mankind would risk everything. That the founding reason we believe ourselves so advanced would be our demise in the end.

Sometimes I think to myself it would have been better if Robert Oppenheimer had disappeared along with the thousands of others, if the Russians had got to him, the SS, anyone. Sometimes I think along other lines, what if the device had failed to ignite, or had ignited early and consumed the whole camp? What would have happened?

I peer into the tapestry of human events in the hope of finding justice, and all I see are absolutes that defy classification. In every century names stand out, and people carve their ways into time. In our century it is obvious to me who these men are. Adolph Hitler climbed hi way into history on the bodies of the millions dead. And Robert J. Oppenheimer constructed a device to make that climb far easier than eve before.

But I must not, and try not to believe this way. I am bitter and old beyond my years, and often I see the cold lonely life ahead as a kind of purgatory which I am doomed to live out, a play in which I have ordained lines and mimic feelings without a true thought or deed ever. All that has meant something to me, all those I loved, are dead, and th magic of science has dwindled to a rote action as empty as breathing. Still I endure the pains of the past as they cloud me, but I will not die. Stephiana and Mother perished in Treblinka to see me away, and I will do my best to help and set the works of God right.

I dislike this land, this careful clean place, where everyone drives a new car and owns a radio, where even the bums are well dressed I hate it because of its pristine nature, untouched by the carnage overseas, its deserts, valleys, forests all whole and good never knowin war or true horror.

In my home there are no deserts save what men level for themselves.

And they have: leveled my house and my town and all my memories of home and life and light with the weapons of war brought overseas from this clean and deadly place, shot from American cannons with American know-how. Americans are destroyers and creators. Beautiful monsters, so bloated on fine food and leisure that war, death and hardship, hardly two years past, is nothing more than a dream to them now.

I left Europe before the worst of it, and it was not so bad then. I had a community of peers, my fellow scientists. I drowned my pain in the problems at hand, in the hopes of finding the universal truth that would make it all worthwhile. But now I am alone, we are all alone, we gave in to end the evil. We used every part of ourselves to destroy. Every question we answered was more dirt on the coffin of the world, an we gave in without even a fight.

We gave it willingly.

We all gave in and now the world will pay for our transgressions.

August 16

Again, they have brought me an interesting problem. I am sitting in my room watching the film as it is projected upon the wall. The dented gray disc, the delicate bodies exposed and sunwashed white, gathering flies, the huge inhuman eyes, holding something back even in death. The creatures are like angels and children, they are pale and beautiful. Even in death they hold a sublime radiance, something if man had he would utilize, and if not he would take.

A world covered seventy percent in water and they crash in the desert, a place not far from TRINITY which is still charred and black. am here as an observer however, and it is not my place to speculate. Since the briefing it has been painfully obvious to me that I am only here because no one else can solve the problems at hand. I see things, isolated chunks of information, and draw my conclusions, and make my papers, and go home. But I am not so sure what will occur after this, I am thinking I may never see my home again. An event like this could shape the destiny of the planet.

The Army has communicated with the bodies of the creatures recovered, the dead ones, in a language well understood by man, the language of knives and grips and autopsy. The blunt language of dissection.

It is the last occupant I am here for. Found wandering near the disc, it was recovered without a struggle and transported here under great secrecy I am sure. The repetitive picture of agencies defying agencies within the same supposed order is being painted again. Even now the Army and the Central Intelligence Group are both struggling to be the only ones in possession. Once it was the A-bomb, and now it is the alien and its craft. Little has changed except the scope.

Once the test was the fate of the planet, and we failed.

Now it is the fate of existence.

I wish I could say I had more faith in mankind.

And myself.

August 18

I have observed the creature at length and it is truly magnificent. Angelic, faerie-like. It sits in a comfortable gray room in the security block staring at the door. It does not move much, it will not speak, it has not eaten or consumed any substance in over two weeks. The Army doctors claim it is photosynthetic, and the plant-lights in the room, a strange shade of yellow, seem to bring about more activity in the creature when they are on.

It has examined several objects placed within the room for its perusal, leading to less and less success in arousing its attention.

The creature feebly lifts a baseball as I write this, with its spindly, delicate fingers. The ball's reflection floats in the black pits of its eyes for a moment. Released, the ball drops to the floor with a dull thud and rolls to the door. The creature closes its eyes. The lids fold down evenly from above and below, to meet in the middle, closing a seamless white over the eye.

First prolonged contact with a human begins tomorrow.

Let us hope it considers us a bit more than animate objects.

Aug 19

After a fourteen hour session all attempts at contact have failed save one. A psychologist (they refuse to tell me who, but his face is familiar), the best I am told, was ushered out of the base. I fear that he will never be seen again. Alive or otherwise.

The only reaction during the entire barrage of testing was the seeming fixation the creature had on the doctor's puzzle box. A simple red box which breaks down into puzzle pieces, it is a diagnostic tool to test intelligence in children.

While the doctor attempted communication through every conceivable means, sound, vision, writing, and so on the creature picked up the puzzle box and observed it at length. Not disassembling it, but staring intently at it. When the doctor was finally escorted out, the creature was still looking at it.

It has not stopped its vigil for twelve hours now.

Aug 23

Two more researchers away. They left at night in a van. The van drove south. Into the desert. The desert is empty, there are no people. No people to hear the gunshots. I know now my situation is dire.

I believe they are examining my things while I am gone. I suppose it does not matter in the end.

The man I had been reporting to has been replaced. Now at every corner, a quiet man stands with a rifle. The being has been transported to a security block deeper in the base. Rumors abound within the camp. New faces turn up every day, old ones disappear. Am I next?

I was questioned at length today by a man named Jones, or that is what he called himself. He is most definitely from CIG. His sentences were mined and laid with trip-snares. Every answer prompted two questions. I degenerated to a screaming monster.

When I had finished my tirade, he nodded to himself, as if it was what he expected and walked out. I can not sleep tonight, I fear the men will come for me and take me to the desert. Will I hear the shot?

A plain looking man in spectacles has left a new file.

I must work hard, but not too hard. I must answer only questions which will prompt more questions, for without questions I become useless. But above all I must remain calm. I must.

The first three tag-sheets are photographs of the being.

It has moved.

Aug 23 (addendum)

The creature has laid the pieces of the children's puzzle in a careful pattern upon the floor. Sixteen individual pieces, NINE SEPARATE isosceles triangles in a simple side-by-side alignment. It should be eight, EIGHT! It is obvious. But no matter how the arrangement is observed, nine are seen. The creature sits in the midst of them, eyes closed, unmoving since its stint of activity.

Everything about this is an offense, to take basic properties of such simple abstract thought and to twist and pull them like taffy. To change and warp them to the point of terrifying misunderstanding, to snuff the small candle of all we have thought true and to plunge us back into the dark with the use of a simple children's toy. Is this not evil?

Still, I must admit when I first glanced at the photo I saw nine and did not flinch. I saw nine and I think I grasped an intrinsic understanding of something more. It was like the feeling of elation found only by solving a problem, I had forgotten its wonder. I felt it and I realized that although it was elation, it was like plunging to one's death, and although it glimmered wonder it contained only dark secrets. I gleaned the truth through clenched eyes and its huge glory, only a mote upon a mote which we have glimpsed and then wrongly, was like the sun shown to a man with no eyes, a blind man who until the cave is behind him, did not realize what a cave was. I see it and it burns bright in my mind, sterilizing the dead assumptions and poor thought that has come before.

I glimpse the truth and I am afraid.

Aug 24

Have stalled the science team with a new form of mathematics I have created. Have promised more startling finds. My solution to the being's equation crawls along and I am sure that to it, my mind would

seem like the basest instinctual responses in a bacterium. But I feel that the creature would not pose the question if he felt I could not correctly answer it.

Of the three models I have constructed, I have proven the existence of SEVEN dimensions, and the implications that there are an almost infinite amount of others.

9 9 2 0 .2 2 9 9 8 9 2 1 2 .3 3 4

Today my mind grasped the subtle complexities of reality as our limited organs fail to perceive it. The future unfolds at the beckoning of the past and it loops upon itself, collapsing in and forming the places we are and have been or will be. Each is the same. Travel and time and travel in space are one in the same. I hope you can understand. I hope you will understand.

The bomb flies, has flown, will land, has detonated, will detonate, always burning, always dying, dying. The cloud pierces time and sends our world spiralling into a nightmare end. But there are places beyond, there is more.

Robert could not see, was blind in the cave but the blast has disintegrated the cave, has burned my mind free from my horrid matter form and set me free. I felt a prison, but it was a prison within a prison, a prison so large, so complete. So disguised I could not see. And now the angels have set my mind free, they have found me worthy and have talked to me of places circling far stars, and places beyond the universe, infinitely small or large, so perfect in order that all is equal and is only one. They have given to me a key, and I have constructed the gate. Please see.

The truth in the end is that there is no order, there is simply a semblance of order to contain us in these dumb forms, to keep us from seeing. To root out those who are not worthy to understand. I see, and it is as if I have never seen before. Mother and Stephiana are dead, have been dead, are alive, are always dying. But it is only their form. I know the energy lives on, transmitted, endless, rippling in dimensions, occasionally coalescing to form conscious thought, and I know they are out there, and that they know, they know these things.

I will go there, past time and space and matter, I will search them out, and find them and show them how empty everything was before, how the mistakes we have made, all of us are so useless as to be pointless worry.

I will go to them and we will be together,
Infinity.

END TEXT.

JMF TRANSMISSION 1830132
CLASSIFICATION TOP SECRET / MAJIC
CIRCULATION WITHIN RESTRICTED CHANNELS ONLY
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PAGE 1 OF 2
PRIORITY: IMMEDIATE

CONTAINS SPECIAL INTELLIGENCE MATERIAL

DTG RELEASE: 281455Z JAN 49

PREPARED FOR: MSSG-1 at Wright Army Air Field by MJ-4

SUMMARY:
Report of death occurring within staff during secondary testing of materials and physical properties of "The Bucket." Analysis and possible uses of newly found properties for PROJECTS PLUTO and REDLIGHT

BEGIN TEXT:

Dr. Stephen Courtis (see attached sheet A) was killed in an accident not fully understood on December 12, 1948 in building four nea the recovered craft codenamed "The Bucket." Dr. Courtis had up to that point been examining the properties of certain mathematical geometries etched within the craft. His work with the MSSG-1 had previously been exceptional. As you recall, he was responsible for the discovery of the correct sequence to activate the motor on the craft.

In later days Courtis became withdrawn and refused to work with the rest of the teams. His work however continued to be exceptional, an so this breach was overlooked. He produced several startling insights into the mathematics of the "Engine Schematic," and with the approval o MJ-1 was placed under Class One Observation. It was feared that he had somehow induced the scrutiny of the Others, much as Dr. Griest had in August '47 before his disappearance.

Courtis' latest series of experiments began with the discovery of the maintenance of gravity within the craft by unknown means (see attached report). Courtis believed that the etchings on the inside of the craft, utilizing unrevealed energies, manipulated physical laws through the warping of time/space. His notes (see attached "White Sheet") contained the procedure through which a warp in time/space coul be created simply by the movement and sketching of certain simple geometrics onto a flat surface.

The mathematics of this report are thorough and are only understood by Drs. Wexler and Malbayam, who have expressed confusion as to where Dr. Courtis could have discovered this information. The etchings are clear to see within the craft, but a specific (and quite complicated) sequence is necessary to "activate" one. The formula (henceforth "White Sheet") was derived partially from unknown sources, and therefore may have been influenced by the Others.

Dr. Courtis was seen early on the 12th of December by Security Personnel. He signed in at 5:30 AM.

(message continues)

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PAGE 2 OF 2
PRIORITY: IMMEDIATE

DTG RELEASE: 281455Z JAN 49

CONTAINS SPECIAL INTELLIGENCE MATERIAL

His body was discovered at approximately 12:30 P.M. by Dr. Montgomery. Courtis had etched a fourteen-inch sigil on a wooden overhang near the rear of building four. It seems he had been crushed to death on the floor beneath the sigil some time prior to discovery. It is worthy of note that the sigils in the craft do not exceed one inch in size. These smaller sigils are known to exert 1.0015 G in a constant unknown manner, which does not preclude what we perceive as normal gravity (i.e. the gravity in the craft is not double standard).

It was soon determined (later that evening) that a gravity equalling in excess of 190g was being "exerted" by the sigil that Dr. Courtis had etched. This force was directed downward, and it was this that had killed Courtis. This force was constant and emanated in a cone from a center point of the sigil, terminating at the pavement surface (which had sunk a fifteenth of an inch in compensation).

The sigil apparently did not affect the surface on which it was etched. The weight and position of the wood plank did not change.

This wooden plank was later removed and continued to exert force in the direction the sigil was pointed. A counter force was not generated, so it could be freely moved. This circumstance defies all the scientific knowledge we have to date.

Extensive testing revealed that a near-breach in time/space was caused somehow at the point in the center of the sigil. A false bend in time/space was caused by undetectable matter or energy, and all known tests showed nothing. Light bending effects, such as photoelectric and magnetic scrambling, occurred as were expected. Both light and magnetics were acted upon by the artificial force, causing a slight blurriness within the field of effect. The cone of gravitational disruption is clearly visible to the naked eye as an area of distortion.

The range of the disruption is profound. A target radiosonde was destroyed by the sigil at a height of 15 miles. Further testing without careful controls were considered risky. It is conjectured that the force generated can reach even stellar distances, although this is unproven.

The materials and the artifact have been given to PROJECTS PLUTO and REDLIGHT for further testing.

The entirety of Courtis' notes have been collected and are being placed in the Class 1 stacks after collation and cross-cataloging.

Drs. Wexler and Malbayam have been given clearance to work on the problem, and it is hoped that a two-man team will prevent or deter the deleterious effects of the Others' mathematical insights on the human mind.

REPORT ENDS

SECRET/NOFORN

Department of the Navy
USS San Antonio
North Atlantic Fleet
FPO 30715-6000

REPLY TO
ATTENTION OF

DN-30715-CPT

17 August, 1995

MEMORANDUM FOR Director, Office of Naval Intelligence, Washington DC 20016-8111

SUBJECT: Unidentified Sonar Contact, 15 AUG 95, USS San Antonio (U)

1. (C) From 10 to 16 AUG 95, the LA class submarine USS San Antonio conducted maneuvers and crew drills along the New England coast. On 15 AUG, we passed through a north-south trench (vic 42°50′ N 71°15′ W to 42°42′ N 71°17′ W). Drilling the crew in silent running, I instructed them to rely on charts, and to monitor passive sonar only. We were averaging a speed of 10 knots, and a depth of 150 meters. At 0345 Zulu, the sonar operator reported a sudden disturbance in the trench. He heard a school of fairly large, unknown animals swimming alongside and around the San Antonio. We were three hundred meters north-east of the large coral formation called Devil's Reef, vic. 42°44′ N 71°16′ W.

2. (S / NOFORN) 150 meters is pushing any dolphin's depth envelope. I took a pair of headphones from Seaman Heibert and listened to what sonar was picking up. The voices outside the hull weren't the familiar chirps and squeaks of dolphins, but a much more guttural barking and croaking. It sounded more like frogs, or a recording of dogs slowed down and played under water. Several of the animals bumped against the sub. I was concerned that one of them would get sucked into the screws--killing it and possibly damaging the San Antonio. I told Heibert to "ping" the animals and drive them away.

3. (S / NOFORN) Instead of dispersing in fright, the animals became very agitated, and their voices were heard throughout the vessel. Scraping and metallic clangs echoed from the hull, alarming the entire crew. The attack continued for approximately twenty seconds, during which time I ordered three more pings at increasing volume. Finally the animals broke and swam away from the ship. The San Antonio returned to Norfolk the next day without further incident, and I released most of the crew on a 48-hour pass.

4. (S / NOFORN) There was no serious damage, but we found numerous dents and gouges in the hull. Many of the gouges were grouped in parallel tracks of two and three, like claw marks or the tines of a fork. While filling out a report on the strange incident, I came across a set of notes and a reference to a directive dated 1 FEB 1928, stating that any unusual activity reported within five nautical miles of Devil's Reef must be immediately classified and forwarded to the Office of Naval Intelligence. I'm a little curious why such an ancient directive hasn't been rescinding, but I imagine no one's run across it in years and the Navy just forgot about it.

5. (U) POC is the undersigned.

Classified By: Multiple Sources
Declassify On: OADR

ANTHONY T. CLARKE
CDR, USN
Captain, USS San Antonio

SECRET/NOFORN

Department of the Navy
Office of Naval Intelligence
Washington, DC 20016-8111

REPLY TO
ATTENTION OF

DN-ONI-D

18 August, 1995

MEMORANDUM FOR <<EYES ONLY>> Commander Clarke, USS San Antonio

SUBJECT: Immediate Action (U)

1. (S / ORCON) This memorandum is only to be read by Commander Anthony Clark, USS San Antonio. Once committed to memory, this document is to be destroyed.

2. (S / NOFORN) Effective immediately, all written reports and sonar recordings concerning the events of 15 AUG 1995 are reclassified TOP SECRET / SEAGATE. You are to immediately turn all written reports, computer disks, and sonar tapes over to the Norfolk SCI Facility. The SSO has been notified and is expecting you without delay. An envoy from the Office of Naval Intelligence will depart for Norfolk tomorrow to retrieve all materials.

3. (TS / ORCON) You are to immediately recall any crewmembers still on pass and tell them the following: You have been authorized to tell them that a US Navy SEAL Team was testing an experimental, low-signature diver's sled off the coast of Innsmouth, Massachusetts. They were equipped with a Top Secret rebreathing unit, whose gas extraction hardware produced the noises which you heard. One of the SEALs steered his sled too close to the San Antonio, and entangled his equipment on the hull. The SEAL was briefly towed by the San Antonio, before managing to cut himself free. The SEAL suffered only minor injuries, and there was no damage to the equipment. The low-signature sled and rebreather are both Top Secret projects funded by the Defense Department. The crew is to discuss this incident with no one, not even among themselves, to minimize leaks to hostile intelligence services.

4. (TS / ORCON) It is my duty to remind you that your TOP SECRET clearance as Captain of the USS San Antonio in no way clears you for the SEAGATE program. You are to talk to no one about this incident, except authorized personnel cleared by this office. If you notice anything out of the ordinary, or you are approached and questioned about the events of 15 AUG 95, or the SEAGATE program, you are to report the incident immediately to your Special Security Officer or the Office of Naval Intelligence.

5. (TS / ORCON) Lieutenant Commander James P. Harbin (SSN 386- 20-7399) will arrive tomorrow from ONI in Washington to debrief you and Seaman Heibert. After you have confirmed his identity and answered his questions, you are to forget about the SEAGATE program, until such time as you are read on by the Department of the Navy. I realize that these sudden extreme measures may surprise you, but you can rest assured that these steps have been taken in the interests of national security.

Harley Patton

HARLEY PATTON
Rear Admiral, USN
Director, Office of Naval Intelligence

copy 2 of 2 copies
Doc: ONI-TS-0895-38-2

Classified By: Executive Order 104532
Declassify On: OADR

Appendix E: Adventures

Puppet Shows and Shadow Plays

Adam Scott Glancy



THIS IS INTENDED AS A BEGINNING SCENARIO WITH WHICH to kick off a Delta Green campaign. As such, it assumes that the investigators are not members of Delta Green and have no substantial experience with the paranormal (though if they do, it shouldn't be a real problem, owing to the unusual situation at hand).

Ideally, the investigators in this adventure are all FBI agents based in Phoenix, Arizona, and there should be no more than three or four of them. Note, however, that a good Delta Green group should include agents from a variety of agencies, not just the FBI. If you use this to kick off a Delta Green campaign, an ideal course of action would be to run this adventure for just one or two investigators who are the aforementioned FBI agents. By the end of the adventure, they should be inducted into Delta Green. You could then either run a separate adventure for non-FBI agents to get them involved, or have them already be Delta Green members and hence ready to join the FBI agents from this adventure in the next scenario you run.

This scenario is well-suited for an existing group of Delta Green agents from a variety of fields, so even if you don't use this as your first Delta Green scenario it should work fine. One or more of the group should be FBI agents, or posing as such, so as to have the authority and connections assumed by the scenario. If you're using "Puppet Shows and Shadow Plays" in this manner, drop the subplot with "Ms. Green" (the NPC Delta Green agent who drops hints for the investigators) and allow such developments to be uncovered by the agents or supplied by their contacts.

Investigator Information

Last month, people began disappearing near the southern edge of the San Carlos Indian Reservation, west of Phoenix, Arizona. The first people missed were an elderly couple, the Curtleys; they were due at their son's home for dinner a month ago. The Curtleys' car was found on State Road 70 with a flat tire, but there was no sign of the Curtleys. At a nearby gas station on State Road 70 an attendant, Felix Royos, disappeared while working the night shift two days after the Curtleys vanished. Four days later, Ed Stoltz and Chris Martin were reported missing while fishing on the Coolidge Dam reservoir, less than four miles from State Road 70. Their camp was found abandoned, with no signs of violence or emergency. As the Arizona highway patrol and the Apache tribal police began to investigate, they noticed more disappearances connected to that area. The abandoned rental cars of two European couples–Rolf Trautner & Freda Ollenburg, and Mr. & Mrs. Van Olson–were found two weeks ago. Both cars were on the side of State Road 70, and neither showed signs of sabotage or mechanical failure. An Apache sheep rancher, Victorio Begay, as well as his wife and two teenage sons, vanished from their beds, leaving their flock unattended for at least a week. The Begay ranch is within fifteen miles of State Road 70. The national press has already picked up the story, dubbing the stretch of road "The Devil's Highway."

The investigators, special agents of the Federal Bureau of Investigation, were brought in using the jurisdictional pretext that since there were no bodies, the disappearances are kidnappings and not murders. Privately, the FBI is concerned about tribal relations in the area and the possibility of radical Native American activity; the investigators' superiors wish to avoid situations such as the Leonard Peltier incident of the 1970s. The FBI is to lend the local police all possible assistance, but are not supposed to take over the case. The investigators' boss at the FBI is Patrick Hobbson, Special-Agent-in-Charge for Phoenix. The liaison with the Arizona state police is Major Frank Garrett. The Apache tribal police liaison is Sheriff Mangas Colorados.

Keeper Information

The source of the disappearances is a malevolent extraterrestrial parasite known as the Traveler. Once implanted in its host, the Traveler subsumes its host's will and turns otherwise-normal people into engines of destruction–murdering, raping, torturing, and engaging in acts of cannibalism. Emanuel Santana is the latest in a long line of victims stretching back over the last five months, and it is his Traveler-controlled body that is committing the crimes.

The Traveler arrived in larval form six months ago, camouflaging its descent to Earth in a West Virginia meteor shower. Its first host was Mack Tooley, a widowed backwoodsman. A voracious hemovore, the Traveler preyed on both humans and cattle until the local police traced the mur-

ders to Tooley. When the police came for Tooley, the Traveler killed its host with a bullet in the head. While Tooley's corpse was being autopsied by the county Medical Examiner, the Traveler subdued the pathologist and surgically implanted itself into him. Imbedded in its new host, the Traveler left West Virginia for Nashville, Tennessee. There it switched to Father Willard Franklin of St. Bartholomew's Shelter for the Homeless. As director of a homeless shelter, the Traveler fed on anonymous tramps and winos. When the police began to close in, the Traveler surgically transferred itself to one of the mission's residents, Elijah Jackson. The Traveler left Father Franklin's disemboweled body behind as another "suicide."

As Elijah Jackson, the Traveler stalked New Orleans' French Quarter. When the police and public became too vigilant for the Traveler to hunt effectively, it switched to a local man named David Charles and then covered up the surgical transfer by blasting its former host, Jackson, in the abdomen with a 12-gauge shotgun. The Traveler then moved to Houston and immediately acquired a new host, leaving Charles' corpse behind, the apparent victim of a "mugging gone bad." The Traveler's host in Houston was a police officer and family man, Kenneth Braverman. Even with its access to the police investigation of the murders it was committing, the Traveler's latest host fell under the suspicion of the Houston police. Sensing this, the Traveler murdered the two Braverman children and fled Houston with Kenneth's wife, Elaine, as a hostage. Once in Arizona, the Traveler switched to Elaine's body, hid the car by burying it, and, with Kenneth's blood-soaked lungs for sustenance, made out across the Gila Mountains. There it met its latest host: Emanuel Santana.

Emanuel Santana, a full-blooded Apache, deserted the Army Special Forces in 1971. Turning his back on "civilization," he wandered the Southwest aimlessly for a few years, before finally settling in the backwoods of the San Carlos Indian Reservation. He lived off the land, watched the stars, and avoided white men at all costs. A month ago, Santana encountered the Traveler's badly sunburned and dehydrated host, Elaine Braverman, wandering in the desert. Against his better judgement Santana decided to help the woman he thought was lost. For its part, the Traveler was perfectly happy to trade in a housewife for an ex-Green Beret. After surgically implanting itself into Santana, the Traveler's first act of depravity was to devour Elaine Braverman's corpse. Emanuel is now completely insane, believing himself to be spirit-possessed. Helpless in the alien's grasp, he longs only for death. The Traveler, using Santana's stolen memories, found its way to a well-hidden cave that was used as a religious site by three elderly Apache shamen: Palmer Valor, Joseph Nachise, and David Bylas. The Traveler moved in and made the secret cave its base of operations for its foraging. It captured the three shamen and devoured them one by one over several days.



Who watches the watchers?



At present, the Traveler has no goals other than an ongoing orgy of violence and mayhem. It is pleased with its new body and its remote hideout, and will continue operating in this area for as long as it can. When the Traveler decides it is time to leave, it will do its best to maintain the use of Santana's powerful body and abilities wherever it goes.

Official Involvement

The investigators' boss at the FBI is Special-Agent-in-Charge Patrick Hobbson, an exhausted veteran who is one year from the mandatory retirement age of fifty-seven. The liaison with the Arizona state police is Major Frank Garrett, a charming–albeit racially prejudiced–lawman, who plays at being a western-cowboy anachronism. Garrett will be happy to accept the FBI's technical assistance, but will not appreciate the FBI trying to take over the case. The Apache tribal police liaison is Sheriff Mangas Colorados. Colorados is popular with the Apache on the reservation because he scrupulously enforces tribal sovereignty. He isn't prejudiced against whites, but he does not trust the U.S. government.

Unofficial Involvement

The investigators will be helped and hindered in their search for the Traveler by two organizations profiled earlier in this book: Delta Green and Majestic-12. Delta Green has been following the Traveler's progress since New Orleans and will be hovering around the investigation, trying to steer the investigators toward an early realization of what they're up against and to ensure that the Traveler does not escape again. To that end a Delta Green agent known as "Ms. Green" will supply the investigators with a clue or two–and, perhaps, a warning about Majestic-12. Majestic-12's level of involvement can be modulated by the Keeper, but they will try to confiscate any alien technology, as well as to take possession of the Traveler for interrogation and dissection.

Supernatural Involvement

The Traveler has more to worry about than just being pursued by the investigators, Delta Green, and Majestic-12–it is being thwarted by a spirit. The last of the three Apache shamen to be killed in the secret cave, Palmer Valor, took revenge on the Traveler. He was able to work the gag out of his mouth the night before his death and sing an ancient Apache song calling on Coyote Spirit to avenge the deaths of the Apaches. Coyote Spirit has answered the prayer and has manifested itself to thwart the Traveler.

(If you are concerned about the cosmological purity of CoC's no-gods-but-those-of-the-Mythos approach, you're welcome to assume that Coyote Spirit is a manifestation of Valor's magical energy or willpower, and that it will dissipate when the Traveler is defeated.)

In keeping with the Coyote Spirit's image as "the trickster," it will not physically or magically attack the Traveler. Instead, the Coyote Spirit will undo all the Traveler's cleverness. Coyote Spirit will: dig up the roof of the Braverman's buried car, making it visible from the air; dig up the missing Begay sheep and the bodies of the Traveler's other victims; possibly appear in visions to lead the investigators to the Traveler's hideout in the sacred cave; and dog the Traveler's steps, belting out well-timed howls to alert people that the Traveler, in Santana's pirated body, is sneaking up on them.

The agents will never actually see Coyote Spirit. Coyote Spirit will manifest itself either through dream images or as an unseen force. Agents who molest real coyotes or who are disrespectful of the White Mountain Apache will receive such canine tokens of disrespect as the Keeper sees fit to distribute. Coyote Spirit will defecate in their car (yes, even if all the doors were locked) or on their front step, bite the valve stems off all their tires, and so forth. Nothing dangerous, but Coyote Spirit will return disrespect for disrespect.

Hunting the Traveler

The investigators will be briefed quickly by Special Agent Hobbson and then sent to meet with Major Garrett and Sheriff Colorados. The pair will brief the agents in full, providing a summary of the case to date (Player Aid #1 on the next page). During this meeting, Garrett will make it clear (in his exaggerated cowboy drawl) that he's happy to have the forensic and information-gathering resources of the FBI on hand, but that the FBI is not running the show. He expects to be informed of the investigators' developments in the case on a regular basis and will not tolerate abuses of his staff or hospitality. Colorados has little to add on this topic, except to say that the federal government is no friend of the Apache–but a dangerous criminal is on the loose, and he or she must be brought to justice. Colorados should come off as a bit more sympathetic and less territorial about his jurisdiction, but neither man is exactly thrilled to have the Feds screwing around with his investigation.

Reviewing the police reports of the disappearances will provide little information. The three cars are at an Arizona highway patrol impound yard in Phoenix, and the fishermens' gear and tourists' personal property are stored in the evidence locker. Forensic examinations have yielded no useful evidence. However, a number of leads can be developed.

The Buried Car

Investigators who wish to use Arizona state police helicopters to survey the area will have a chance to spot the exposed roof of a buried car about one-half mile north of State Road 70 and just fifteen miles southeast of the Begay ranch. A Spot Hidden roll is required to see the exposed white roof.

Player Aid 1

Brief Summary of Facts

An unknown person or persons is believed responsible for the disappearances of thirteen people in the last month in the area of State Road 70 near the southern edge of the San Carlos Indian Reservation west of Phoenix. Known disappearances are as follows.

Date	Name	Notes
July 4	Allen and Karen Curtley	Car found abandoned on 70 *en route* to son's house
July 6	Felix Royos	Gas station attendant working night shift on 70
July 10	Ed Stoltz & Chris Martin	Fishermen at the reservoir near 70; camp undisturbed
~July 15	Rolf Trautner & Freda Ollenburg	German tourists; rental car found abandoned on 70
~July 15	Dieter & Vera Van Olson	Dutch tourists; rental car found abandoned on 70
~July 27	Begay family (four)	Farm near 70 abandoned for at least a week

Dates for the last three disappearances are approximate. No signs of violence in any of these cases. No known enemies. No valuables missing except for whatever each victim had on his or her person. No contact from the perpetrator(s) or victims. No suspects. More information on the victims follows.

Allen and Karen Curtley: Allen Curtley, white male, 57 YOA, owner of *Done and Ready* roofing company, employing thirty full-time employees in the area of Santa Fe, New Mexico. A medium-sized contractor doing primarily home repair. Karen Curtley, white female, 53 YOA, was employed full-time at her husband's business as an accountant/bookkeeper. They had no outstanding debts, the company had no ties to organized crime, and their son, Brian Curtley, 32 YOA, living in Phoenix, Arizona, has no financial problems that would require his "advancing" his inheritance. By all accounts, the Curtleys had a good relationship with their family and business associates.

Felix Royos: Hispanic male, 20 YOA. High school drop-out who has worked at a number of unskilled labor positions since his sixteenth birthday. Several juvenile arrests for Possession of Alcohol by a Minor, Curfew Violations, Criminal Mischief. No known criminal associations since his eighteenth birthday. His older brother, Enrico Royos, 24 YOA, has two convictions for Grand Theft (Armed Robberies plea-bargained).

Ed Stoltz and Chris Martin: Ed Stoltz, white male, 32 YOA, mechanic for *Greyhound Bus Lines,* married to Lavern Stoltz, 29 YOA, one child, Timothy, 3 YOA. Chris Martin, white male, 30 YOA, Assistant Manager at *True Value Hardware Store,* Tempe Arizona, single. Both men are natives of Phoenix and went to the same high school. They went fishing on the Coolidge Dam Reservoir at least once a month. Neither man had a criminal record or any criminal associations.

Rolf Trautner and Freda Ollenburg: Rolf Trautner, nationality German, white male, 22 YOA. Freda Ollenberg, nationality German, white female, 22 YOA. Both had recently finished their three-year national service commitment in the Federal Republic of Germany and were taking a short vacation prior to attending university. Neither had any friends or relatives in the United States. They had been traveling by bus and train and had been in the United States for two weeks.

Dieter and Vera Van Olson: Dieter Van Olson, nationality Dutch, white male, 65 YOA. Retired Vice-President for Petroleum Exploration, *Royal Dutch Shell Corporation,* spending his retirement seeing the world. His wife, Vera, 60 YOA, was a homemaker. They had been touring the United States by car for the past three months. They have no connections or contacts with anyone in the Southwest, but they did have reservations to stay near the Grand Canyon four days before their car was found.

The Begay Family: Victorio Begay, Apache Indian, 42 YOA, his wife, Louisa, 38 YOA, and their sons, Luca, 13 YOA, and Paco, 15. Victorio Begay was a well-respected member of the Apache community. By local standards he was quite prosperous, owning two hundred sheep, several dozen acres of property, two pickup trucks, and a home big enough to give his children their own rooms. He had no enemies to speak of, either personal or business. His wife, Louisa, and both his sons worked their ranch full-time. Their relations in the community were good. Neither son had any criminal record.

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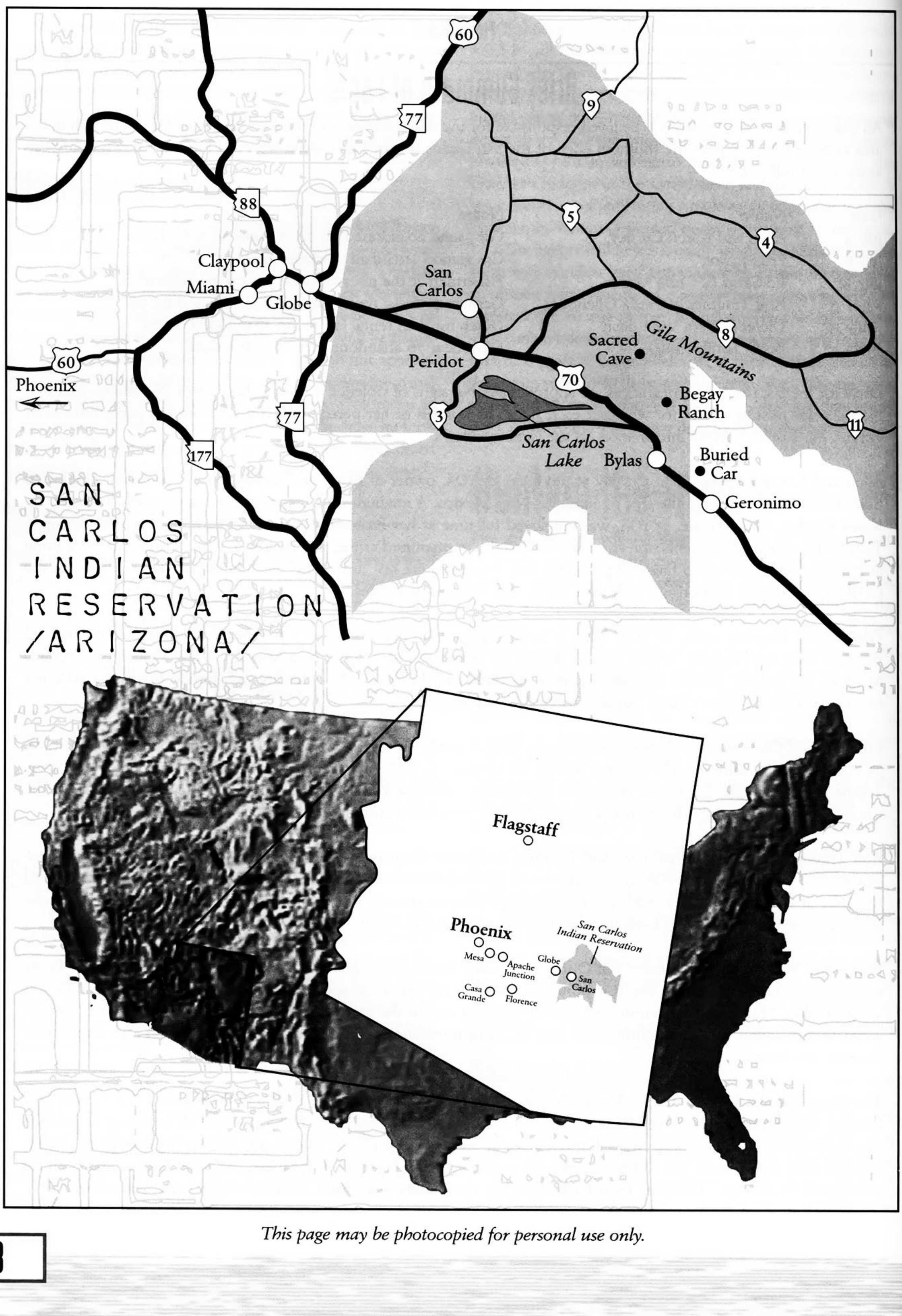

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(If the investigators do not plan to undertake an aerial search, Major Garrett's staff will do it themselves and will find the car on the second day of the scenario.) Upon closer examination at the scene, it will become obvious that some animal has gone to great trouble to dig up the roof. The entire roof is exposed, though the windows are still shut. A Spot Hidden roll will reveal animal tracks around the site. A Natural Science roll will identify them as coyote tracks, but an Idea roll will give investigators the same idea.

When the highway patrol and tribal police excavate the car, they will discover the remains of a young man inside it. A driver's license identifies the man as Kenneth Braverman of Houston, Texas. He's been here for about five weeks and is very ripe: 0/1D2 SAN, roll CON versus POT 16 or vomit from the stench. The car is registered in his name. Kenneth died of massive abdominal trauma; someone sliced a large hole in his belly and let his intestines spill out onto the front seat. Also, his lungs have been removed (after death). Strangely, the corpse is mostly devoid of blood and there are very few bloodstains in the car or on his clothes.

Contacting Texas about Kenneth Braverman will reveal that he was the prime suspect in a series of prostitute killings in and around Houston. He was also a Houston police officer. When Houston police searched Braverman's home they found the partially cannibalized and bloodless remains of his two children. His wife was missing, presumed kidnapped, as was the family car—the very same car the investigators just unearthed in Arizona. Houston police will be baffled. They were sure Braverman acted alone. There's no way he could have killed his wife, disposed of her body, mutilated himself, and buried his car. Elaine must have been the murderer, not Kenneth. Or maybe she did to him what he did to her kids and then wandered into the desert? Houston will want to see the autopsy and forensics report on the car and will fax some photographs of Elaine Braverman to the investigators. A Forensics roll will find two sets of fingerprints inside the car. Houston PD will be able to confirm that one set is Kenneth Braverman's, and the other Elaine's.

The Begay Ranch

Prior to the disappearance of the Begay family, Victorio had complained to his neighbor (a grizzled old Apache named John Rope) and tribal police that someone had been stealing his sheep during the last two months. They had been disappearing without a trace. Even coyotes leave carrion, but this predator (whatever it was) did not. The night before he disappeared, Begay told John Rope (who later told Sheriff Colorados) that he was going to sit out all night with his rifle until he caught the culprit. Rope will tell the investigators the story if Sheriff Colorados accompanies them, or if the investigators are appropriately respectful. Lacking proper cordiality expressed through roleplaying, the investigators will fail any attempts at Credit Rating, Fast Talk, or Persuade rolls unless they know an Apache dialect. Rope speaks English but doesn't readily trust non-Apache.

An inventory of the surviving sheep, and the ones that died from thirst in the Begays' absence, reveals that twenty-five of the flock of two hundred sheep can't be accounted for. The Traveler had been supplementing its diet with sheep's blood, as it did with cattle blood in West Virginia.

A search of the Begay property will give the investigators a chance to find the Begay family and the missing sheep. Like it did with the Bravermans' car, Coyote has just dug up the bloodless corpses the Traveler went to so much trouble to bury. Spot Hidden rolls will notice the circling vultures. There are twenty-six graves spread out across the property; one for each missing sheep and a mass one for the Begay family. Spot Hidden and Natural Science rolls will identify coyote tracks all over the area of each grave. None of the carcasses have been eaten by the coyote that dug them up. A Natural History roll, or consulting with Sheriff Colorados, his deputies, or John Rope, will confirm that this is unheard-of behavior for coyotes. If the investigators take a plaster cast of the coyote tracks or make a Track roll, they will see that all the tracks at all the exhumed graves and the Braverman's car were made by the same coyote. Back-tracking the coyote tracks will be useless. All the tracks vanish after a few hundred yards. John Rope will suggest that it may be the work of "spirit animals."

A Forensics roll will reveal multiple needle-like wounds in all the carcasses. A full autopsy will show that these wounds pierced the heart and lungs of all the humans and the sheep. Another Forensics roll will also show that traces of a tranquilizer are evident in all the carcasses' central nervous systems. A failed Chemistry roll will be unable to identify the tranquilizer. Successful Chemistry rolls reveal that the tranquilizer exists nowhere in nature, nor is it known to science. Some of the elements in its makeup appear to be unidentifiable and are, perhaps, not native to the earth. If no investigators are forensic specialists, FBI analysts in Phoenix can learn this information and inform the investigators within twenty-four hours, or longer if the Keeper wishes.

Anonymous Benefactor

The day after the car is discovered, a package is dropped off on one of the investigators' doorsteps. Inside are magazine clippings. The package was sent to the investigators by a member of Delta Green. Forget trying to lift any prints or fibers—the clippings and package are clean as clean can be.

The clippings are from national scientific journals dated six months ago. They describe a spectacular meteor shower that fell over West Virginia. Several small meteors were actually found by locals in the rural county of Tucumseh. Included is a map marked with the location of Tucumseh county and its neighboring county to the east, Lowery county.



Hopefully, the investigators will be bright enough to follow this up and check out the police records and newspapers from Tucumseh and Lowery counties in West Virginia. Each successful Library Use roll will reveal one of the following facts, in whatever order the Keeper desires:

- Δ West Virginia suffered through a rash of unexplained disappearances and cattle mutilations for several weeks about five months ago. Theories ranging from serial killers to Satanic cults to UFOs are bandied about to explain the crimes. Nine people disappeared in two weeks in Lowery county.
- Δ When a bloodless and partially cannibalized corpse was found wrapped in trash bags and hanging from a tree, suspicion fell on Mack Tooley, a Tucumseh county resident who had been the last person seen with the victim. When police attempted to arrest Tooley, he shot himself in the head with a Colt .45 automatic. The autopsy of Tooley revealed traces of human blood and tissue in Tooley's digestive track.
- Δ Dr. Brenton Clark, the Lowery county Medical Examiner resigned his job and moved to Nashville shortly after he performed the autopsy on Tooley.
- Δ Nashville newspapers from a week later note that Dr. Brenton Clark was found disemboweled in his Nashville apartment. Police have no leads.
- Δ Four months ago, homeless people in Nashville, Tennessee, began to disappear—at least twenty-one in three weeks. The police investigation eventually centered on Father Willard Franklin of the St. Bartholomew's Shelter for the Homeless. Franklin was questioned by police but committed suicide by disemboweling himself before a search warrant was obtained.
- Δ Three months ago in New Orleans, there was a series of grisly murders in the French Quarter. First there were disappearances and then, as the police and public became more vigilant, several bodies and parts of bodies were found stashed around the city. Three weeks into the murder spree a local man, David Charles, killed an unarmed homeless tramp who had broken into his home. The autopsy, which was made considerably more difficult because Charles had emptied both barrels of a 12-gauge shotgun into the tramp's abdomen, revealed traces of human flesh and blood in the tramp's digestive system. The tramp's name was Elijah Jackson, and his last known residence was St. Bartholomew's Shelter for the Homeless in Nashville, Tennessee.
- Δ David Charles left New Orleans for Houston a week after the shooting of Elijah Jackson. Two days after he arrived in Houston, he was found disemboweled in his Houston hotel room.
- Δ Two months ago there were a number of prostitute murders in Houston. Several people had seen the same man in the company of each prostitute before she disappeared. Composite drawings based on their descriptions led detectives to a colleague–Houston police officer Kenneth Braverman. His car and license plate were also identified. Corpses were found, or at least parts of them, hidden away in drainage pipes and abandoned buildings. All the corpses were drained of blood and some had been sexually molested and partially eaten. When the police investigation began to focus on Braverman, he murdered his children, kidnapped his wife, and fled Houston. His current whereabouts were unknown, until his car was found buried in Arizona.

These facts should help the investigators piece together the Traveler's itinerary over the last six months, and provide some idea of how the being operates.

The Sacred Cave

The Traveler has murdered three elderly tribal shamen in their sacred cave and is now hiding out there. The site is in a mesa about ten miles from the southern edge of the reservation and eight miles from the Begay ranch. There are a number of ways the investigators can discover the fate of the shamen and the location of the Traveler.

First, investigators curious about coyotes may want to consult experts in White Mountain Apache lore about historical wild coyote activity in the area. If they ask Sheriff Colorados about local experts, he'll mention that there are three shamen (Valor, Nachise, and Bylas) who are currently on a retreat, but should be back in a few days. If the investigators press him for a way to get in touch with the shamen, they must succeed in a Persuade roll. Failure means that he is not convinced of the importance of disturbing a serious religious rite just to answer the questions of a few ignorant Anglos. He will be suspicious that the FBI agents will want to pin these murders on "barbaric" Apache religious practices. Success means he will try and get one of the shamen's apprentices to go to the sacred cave and speak to them. This unfortunate errand boy will be the next victim of the Traveler. When the messenger fails to return, the Sheriff will get suspicious and go out there with several deputies and the investigators in tow (unless they've angered him). They'll arrive at the cave during the day and run smack into the Traveler.

Another way the investigators can get to the sacred cave is through a dream vision sent by Coyote Spirit. If the investigators research coyotes and their place in Apache lore, a Library Use or Occult roll will reveal the following:

The Coyote is very important to Apache lore and is represented in a whole cycle of myths. In all these myths, Coyote is a trickster-transformer culture hero—at one time the creator of the earth, the slayer of monsters, the teacher of cultural skills and customs; at another time the blundering



Coyote, hear my cry.

fool, a victim of his own inadequacies and ruses; at another, a gross and deceitful prankster. He may benefit mankind by changing the world; he may succumb to his own stupidity; he may brave the unknown consequences of breaking the most sacred social sanctions and rules. He is a composite symbol of many aspects of mankind, illustrating man's weaknesses and strengths, his conscious and unconscious contradictory nature. The Coyote Spirit communicates with his chosen people through visions.

One or more investigators may seek to commune with Coyote. Investigators with New Age beliefs, or perhaps with a Native American background, may be intrigued by the evidence of Coyote's involvement. If the investigators do not attempt to commune with Coyote, it's not critical–it just might be another way to find the sacred cave.

To put themselves in the proper state to receive such a vision, the investigators will have to go through an Apache ritual involving rhythmic chanting, drumming, sweating, fasting, and chewing of peyote. A successful Occult or Anthropology roll or a Library Use roll at Arizona State University will uncover the ritual; potentially, someone on the reservation could lead the investigator through the ritual, but it's highly unlikely anyone would do this for the Feds unless there are unusual factors (such as an investigator being an Apache). If the ritual is performed successfully (roll under POWx5 or get the supervision of an Apache acolyte), the investigator will get the following vision:

The investigator is standing naked under the night sky in the chill desert mountains. He hears a coyote howl and turns to see a large coyote staring down at him from a nearby boulder. The coyote will toss its head, turn away, and lead the investigator towards the hidden sacred cave of the shamen. The pair wends their way down fissures in the mesas and rock hills until they arrive at a cave mouth, from which a shallow stream runs. The investigator's nose will suddenly be assaulted by the smell of blood–the stream is running red. The coyote will howl mournfully, and the investigator will get the sense that something dark and malevolent is stirring in the cave. Wind, with the stench of an abattoir, rushes from the cave mouth as a flailing shadow begins to emerge.

At that point the investigator will snap back to the real world with a 1/1D4 SAN loss. The investigator will be left with an unerring image of how to find the sacred cave.

Still a third way is to let time pass. The shamen are supposed to return on the fourth day of the investigation. When they don't, a young acolyte goes to see what's wrong, as described earlier. When he doesn't return, Colorados calls the investigators and Major Garrett to head out there.

Confronting the Traveler

The Keeper should take this opportunity to demonstrate how deadly the combination of the Traveler and Emanuel



Santana is, but you shouldn't wipe the investigators out. Killing either Garrett or Colorados is an option, however. The idea is to set up a kind of "Mexican standoff" where the investigators don't dare go into the cave but the Traveler can't come out into the open.

While the investigators are waiting around for enough backup to surround the mesa and enough firepower to force their way into the cave (or tear gas to flush the Traveler out), the Traveler will squeeze Santana out through one of the narrow natural vents in the cave and escape. As its ship will not fit through the vent, the Traveler will return later to collect the craft if the investigators don't find it first.

The Traveler will not speak with the investigators; he will simply hold them off with firearms until he can escape through the vent. How the combat transpires is up to you and the players, but it should end with the investigators realizing that the Traveler has escaped.

If the investigators arrive at the cave at night, the Traveler will be out scouting a site for its next atrocity and will return within two hours. (If the young-shaman-in-training was sent to the cave by Sheriff Colorados, he will be found here equally bloodless.) He'll realize that his hideout has been discovered, and flee before he is noticed. If the investigators arrive during the day, the Traveler will be there waiting for nightfall.

Searching the Cave

Inside the cave, the first two shamen are little more than knife-marked bones; the third is drained of blood and partially devoured. (The young-shaman-in-training will be in the same state if he was sent to the cave by Sheriff Colorados.) The blood was extracted in the same way as with the Begays and their sheep, with the trademark pinprick holes. A Forensics roll (made by the investigators or by someone called in to do the job) reveals that the three men had been killed and eaten one at a time over a period of about three weeks. A second Forensics roll will lift bloody fingerprints from the bones. If these fingerprints are sent to the FBI's national fingerprint index, a match will be made and reported to the investigators in twelve hours. The results appear in "The Traveler Exposed" on the next page.

The investigators will be interested in one other item within the sacred cave: the Traveler's ship. If the cave is found during the day, the Traveler left the ship here when he fled during the stand-off. If the cave is found at night, the Traveler left the ship here because he does not take the craft along while hunting. A description of the ship can be found in the boxed text ("The Traveler's Ship") at the bottom of this page.

The ship cannot be opened and nothing can be learned from examining its exterior, except that it cannot be scratched or marred. The investigators will probably want to send it to the FBI labs for examination. This will cause a jurisdictional squabble, with the Arizona state police and the Apache tribal police both claiming jurisdiction.

Homicides are local crimes and the Apache reservation (where the shamen were killed) is sovereign, so the Traveler's ship will stay with the tribal police for now. If the investigators refuse to surrender the ship, they are in violation of protocol; their superiors at the FBI will not back them up on this and will insist that the object be handed over to the Apache tribal police for the time being. Any FBI investigator will know this is the case. Hobbson will tell reluctant investigators to give the object over to the Apache, patch things up with them, and then politely offer the FBI's analysis services in a day or so if Colorados has decided he can do nothing with the object.

The Traveler's Ship

The Traveler's ship is a semi-transparent sphere, slightly larger than a basketball. It weighs only a couple of pounds and its outer hull is made of a dark material that feels like both metal and plastic. Lights and circuitry can be seen through the nearly opaque hull. It can be opened only by a chemical lock keyed to enzymes secreted by the Traveler's nerve filaments. The hull is invulnerable to anything humans might throw at it. The Traveler often carries its ship with it in a backpack. To leave the earth, it will need about five minutes undisturbed to cut open Santana's chest cavity, activate the chemical enzyme key to open the ship, and then slowly slither inside. During its slithering transfer from host to ship, the Traveler is vulnerable to attack and completely blind and deaf. The Traveler will be very hesitant to flee Earth unless the situation is truly desperate and an opportunity exists to make the transfer.

If capture appears imminent, the Traveler will activate the ship's auto-destruct sequence with whatever time-delay suits its purposes. Merciful Keepers may decide to allow the blast to be deflected from the investigators by the southwestern geography (arroyos, dry washouts, boulders, *etc.*). Anyone within five yards of the ship suffers 10D6 damage; anyone within six to ten yards suffers 8D6 damage; those eleven to fifteen yards away suffer 6D6 damage; etc.

Should the ship be opened somehow (perhaps using the fresh corpse of the Traveler), a small gelid compartment is revealed inside. There are no obvious controls or other technological items; it's much like an egg. The Traveler puts its tendrils into the jelly, which gives it full control of the small craft as well as sensory input from the outside. Such an interface is pretty well beyond human access.

The Traveler, run to ground.



The Traveler Strikes

That night (or later that night if it was already dark), sometime before word comes back on the fingerprints from the cave, the investigators will get a report that the Apache tribal police headquarters has been attacked and that three officers have been killed. A helicopter or a reckless driver will get the investigators to the crime scene while it's still wet. Sheriff Colorados will be in shock when the investigators arrive. The Traveler's ship has vanished, and all three deputies at the station are dead. The deputies were armed and experienced law enforcement officers; one had seen combat in Vietnam. None of them fired a shot or even drew a weapon. The killer cut their throats and removed their scalps.

People in the area will remark that at about the time the murders were occurring, coyote howls were heard all over town—though no coyotes were seen. Coyote Spirit tried to warn the Apache police but was ignored.

The Traveler Exposed

In the aftermath of the raid, both State Highway Patrol and Apache tribal police (those still living) begin a furious door-to-door investigation, looking for anyone who saw anything. The investigators will be asked to participate. All the officers present are shocked and sickened at the event; should the investigators refuse to help people in the area and have no good reason for doing so, they will have made enemies among the bereaved local officers.

In the next couple of hours, nothing is learned. No one saw or heard anything. Investigation at the scene finds no evidence of discharged firearms or signs of struggle.

As dawn breaks, word comes from the FBI: the fingerprints from the sacred cave have been identified.

They belong to Master Sergeant Emanuel Santana, an Apache, age forty-eight, who deserted the U.S. Army Special Forces in 1971 while on leave to attend his mother's funeral. At the time, Santana's desertion was considered a threat to national security because he was on detached duty to the CIA's operation PHOENIX in South Vietnam. The U.S. Army CIC, the U.S. Marshal's Service, the FBI, and the CIA investigated his desertion but developed no leads. (Santana was hidden by Apache who were sympathetic to his flight from the U.S. government and has lived an outlaw existence ever since.) The agencies with an interest in his whereabouts kept his file open but on inactive status. Now that the investigators have sent Santana's fingerprints to Washington, the U.S. Marshals, the Army CIC, and the CIA will be informed that their twenty-four-year-old desertion case has surfaced again.

Sheriff Colorados will be very disturbed. He knows Santana has lived in the Gila mountains for over twenty years and thought him to be a gentle hermit. Although Sheriff Colorados is anxious to settle this matter without interfer-



ence from the FBI and "white" police, he realizes that Santana is a federal fugitive. At this point, both he and Garrett will hand control of the case over to the investigators. It's their baby now.

Santana's Run

Presumably the investigators will want to organize a search party. Because the investigators are tracking down a superlatively dangerous sociopathic killer with more than twenty deaths to his credit in the last month alone, Special Agent Hobbson, Major Garrett, and Sheriff Colorados will provide anything that's within their power. The investigators will have access to bloodhounds, professional trackers, horses, off-road vehicles, spotter planes, helicopters, night-vision scopes, and thermal sensors. Total manpower that can be spared will be fifty tribal police, 180 local Apache volunteers, forty Arizona state troopers, twenty U.S. marshals, and ten FBI agents. It'll take several hours for the state police and Feds to get organized, but the Apache tribal police and volunteers can start almost immediately.

Note that the investigators may have a plan in mind besides sending hundreds of people into the desert to stop a lone madman. Allow them to assemble any plan they wish, but it had better be credible. Garrett and Colorados may have ceded control, but if the investigators want to do something particularly idiotic, then the locals will launch their own manhunt and tell the Feds to blow.

Encourage the players to draw up their plans. Provide the map of the area, answer their questions in character as Garrett, Colorados, or a helpful local, and have them divvy up whatever forces they have chosen to muster. The players have been rewarded with the chance to organize and run a major manhunt, and it should be a thrilling (and tense) process. Review their plans in light of the information provided in the next section, and adjudicate it as excitingly as possible. Try to work in bits of roleplaying where you can—false alarms can lead to moments of tension, distraught relatives may confront the investigators, screaming for justice, vast packs of reporters will descend on the area, and so on. This is a big event, and you should play it for all it's worth and make your players sweat the details under pressure.

Santana's Path

The Traveler has decided to flee the area on foot through the Gila Mountains rather than steal a car. The Traveler will move northwesterly, covering twenty miles a night and hiding during the day. The Traveler's greatest weakness is its hunger for human blood. It must feed every forty-eight hours and, while on the run, will not have time to hide the carcasses it leaves behind. Vultures and coyotes (and Coyote) will follow in its wake.

Each day the Keeper should make a Spot Hidden roll for the investigator with the highest Spot Hidden skill. Success means that the remains of one of the Traveler's meals (or circling vultures) has been spotted. From there, bloodhounds or trackers can pick up Santana's scent and track him. The Keeper should roll randomly to determine the time of day that the investigators catch up with the Traveler: if after dark, the Traveler has been spotted on the move; if during the day, the Traveler's trail has led to a cave where it is waiting for dark.

If the investigators are not personally searching, someone else will make the discovery. The Keeper may wish to stage an initial encounter with Santana off-screen; a couple of volunteer searchers might spot him and go for some vigilante justice. Their corpses are found an hour later in a hideous state, and Santana is nowhere around. Sooner or later, though, he should be spotted for real and the investigators should get on the scene ASAP.

Santana's Showdown

The Keeper should craft the firefight with Santana to meet the abilities of the investigators. There should be a healthy number of police, Feds, or Apache NPCs on hand to act as "bullet-stoppers." Any shootout with the Traveler will be unnerving for the investigators, since Emanuel Santana moves like a ghost, shoots like Wyatt Earp, and will keep fighting despite massive amounts of physical trauma. Santana will not lose consciousness no matter how much damage he takes. After death his hit points revert to full but he will take damage like a zombie—impaling weapons do 1 point of damage and all other weapons do half damage. Seeing Santana still moving with multiple, non-survivable wounds (like half his skull blown off by a high-powered rifle, or his arm severed by a shotgun blast) costs 1/1D4 SAN. When Santana's hit points are reduced to zero the second time, his corpse will be too badly damaged to move or fight. If the Traveler is facing a situation where escape is impossible, it will try to set its ship to self-destruct or will "play dead" before its host can become so damaged it cannot move. Then it will escape from the morgue, assuming the investigators don't immediately incinerate the corpse or take other drastic measures.

The Autopsy

Assuming it still exists, Santana's body will be sent back to Phoenix for an autopsy at the county morgue. If the investigators do not observe the autopsy, Medical Examiner Dr. Joseph Gutierrez will be subdued by the Traveler and become the new host. The Traveler will surgically transplant itself into Dr. Gutierrez and then lay low for a few weeks, feeding off the blood of the cadavers that pass through the M.E.'s office. After a month or two, the Traveler will begin murdering again in a new city.



A new host is chosen.

If the investigators decide to observe the autopsy, they will get a chance to tangle with the Traveler. If the corpse of Emanuel Santana has a few hit points (from its second set, which are counted after death occurs as noted earlier), it will have enough structural integrity to get up and grapple with the investigators. If the corpse has zero hit points, the Traveler will have little or no mobility or dexterity. Once the pathologist opens the chest cavity, the Traveler will lash out with its neurofilaments. The Traveler has no senses beyond those it pirates from its hosts, so if the corpse's sensory organs (eyes, ears, etc.) are damaged, the Traveler's neurofilament attacks will be blind, at ¼ skill level. The Traveler's first task will be to knock out the lights and plunge the morgue into darkness. Then it will try to anaesthetize the investigators and Dr. Gutierrez. Particularly ruthless Keepers may decide to have the Traveler kidnap one of the investigators for its new host, instead of Dr. Gutierrez. If hard-pressed, the Traveler may flee and look for a host outside the hospital. If the Traveler succeeds in acquiring a new host, its voracious appetite for blood will ensure a trail of bodies and disappearances in its wake.

Aftermath

Once the investigators have eliminated the Traveler once and for all, the Delta Green agent who has been feeding them information will want a face-to-face meeting. She will call the investigators and ask them to meet her at the Hall of Flame Museum of Fire-Fighting in Phoenix the next day at noon. "I'll find you," she assures them. If the investigators go to the Hall of Flame, they will be approached by a thirty-ish, dark-skinned African-American woman wearing trendy, expensive clothes, John Lennon-style shades, and long dreadlocks. She looks like an executive from a record company. She'll introduce herself by saying to the investigator she's been calling, "You sound a lot taller on the phone." If pressed for a name, she'll respond: "If it'll make you feel better, you can call me 'Ms. Green.'"

If the investigators encountered Majestic-12's NRO DELTA agents, Ms. Green will explain that there is a clandestine organization in the intelligence community that has an unhealthy interest in acquiring non-terrestrial technology. "The idea of government operatives exploiting alien technology might have sounded like bullshit a month ago, but you saw what was curled up in Santana's gut. I'm not with those people and neither are the others I work with."

Then she'll direct the investigators' attention to one of the fire engines on display in the museum. "The people I work with are a lot like the men who used to ride around on these fire engines. We put out fires before anyone can smell the smoke. If you want to be a part of this, then say so now. But don't say 'yes' unless you're sure. This is one club you don't get to quit."



If pressed for more information about this "club," Ms. Green will give the investigators a sanitized version of the history of Delta Green, from the 1928 Innsmouth Raid to the present (leaving out the part where Delta Green was disbanded by the Joint Chiefs of Staff). She'll portray Delta Green as a clandestine interagency task-force—*not* the truth, which is that it's a completely illegal and unsanctioned *ad hoc* group. She'll explain that everything about Delta Green is off the books because secrecy has to be maintained. "Delta Green deals with the elimination and obscuration of preternatural phenomena that pose a threat to our citizens and their country. The existence of these phenomena cannot be allowed to come to the public's attention. The damage to society, both physical and psychological, would be catastrophic. If you want to join Delta Green, you'll have to play by our rules. Rule one is 'Deny Everything.' Delta Green does not exist and neither do preternatural phenomena. Someday the time may be right—but that day ain't today."

Ms. Green offers appropriate arguments to encourage the investigators to join up. She'll make a personal appeal to each of them—indirectly pointing up the fact that she knows everything about them—and explain that Delta Green needs good agents. Plan this out in advance, and make a few notes about what she might say to each investigator.

Presumably, the investigators agree to join Delta Green. If not, this book should make an excellent doorstop. Assuming you have a functional doorstop already, you may need to work up another adventure in which the investigators will have more pressing reasons to join Delta Green—perhaps MJ-12 is trying to eliminate the investigators due to their experiences in this adventure, for example.

Assuming they're interested in joining, Ms. Green will tell them that Delta Green will be in touch if something comes up in their geographic area or if the situation suits their talents. In the meantime, if the investigators stumble on something that could require Delta Green attention they can call her cellular phone; she provides the number. Finally she'll admonish the investigators not to follow her. "I don't want to have to embarrass you by ditching you." If the investigators try to detain her at the museum, she'll pop a tear gas grenade and make for an exit. A fast car and driver (Drive Auto skill 80%) will be waiting with the engine running to whisk her away. The Keeper should not allow the investigators to capture Ms. Green. Before she goes, Ms. Green will

The Majestic-12 Option

Majestic-12 can play a small or large role in the adventure, depending on the Keeper's desires. You may wish to keep MJ-12 in the background for a while, and avoid falling immediately into the you-can't-trust-the-government rut. Allowing the investigators to spend a few adventures confronting the paranormal without suspicious guys in suits tailing them all the time is probably a good idea. If you take this tack, you can ignore the contents of this section.

On the other hand, having MJ-12 show up in full force right at the start, when the investigators don't know what to expect, could be a good plan if you then don't use MJ-12 again for a while. That way, the investigators won't have an explanation for the mystery of the Traveler and will be motivated to learn more when they encounter similar behavior from other Feds down the road. In the interim, they'll still be wondering about those strange guys in Arizona.

Ultimately, the way in which you use (or don't use) MJ-12 in this scenario should be carefully considered in relation to your plans for your ongoing campaign. If this is a one-shot adventure and you don't plan on doing an ongoing story, throw MJ-12 at the players and have a blast. Otherwise, decide how you want to use MJ-12 in your campaign first, and then in this adventure second.

With that out of the way, here's how MJ-12 can be involved.

MJ-12's NRO SECTION DELTA will head for Arizona about twelve hours after any unusual evidence is filed by the investigators with their superiors—generally, this would happen because the investigators are having something analyzed. Examples include reports on the Traveler's ship, photos of the ship, samples of the tranquilizer, and so forth.

NRO SECTION DELTA is Majestic-12's wetwork and dirty-tricks department. The NRO DELTA agents will not approach the investigators but will go to the investigators' boss, Special Agent Patrick Hobbson, in Phoenix. Hobbson will be presented with orders and credentials from the NSA and told (under the threat of losing his pension) by the NRO DELTA agents to order the investigators to turn everything over to them. Hobbson will comply, and contact the investigators even as the fake NSA agents are on their way.

The NRO DELTA agents will imply that the Traveler's ship is actually a component from a U.S. surveillance satellite that fell from orbit. They will confiscate all photographs and negatives of the Traveler's ship, the ship itself if it still exists, samples of the Traveler's neurotoxin, and all the lab reports. If the NRO DELTA agents can't bully or threaten the investigators into surrendering the evidence, they will steal it. Over the next couple of days the investigators' homes/hotels, cars, gym lockers, and safety deposit boxes will be searched. The investigators' phones, cars, and apartments will be bugged. As long as Santana is still at large, a Spot Hidden roll will reveal a sedan or van shadowing the investigators. They may even be followed by helicopter if the situation calls for it.

The NRO DELTA agents plan to take possession of Santana (or his corpse) as soon as the investigators locate him. They flash CIA and U.S. Army INSCOM and CIC credentials and claim jurisdiction because Santana, a deserter and former CIA asset, is a threat to national security. While they are under orders not to kill anyone, all bets are off if the investigators start shooting. If the investigators bother to check the NRO DELTA agents' I.D., the I.D. will be genuine, but the names will be false, and neither the NSA, CIA, Army INSCOM, or CIC will know anything about the NRO DELTA agents' mission. The agents will have unlimited access to helicopters, and to surveillance and eavesdropping equipment.

Not long after the NRO DELTA goons show up, one of the investigators will receive a cellular phone or radio call, whatever is appropriate, from Delta Green. The caller, a woman, will quickly say, "I hope you liked the news clippings I sent. Listen up! I've got some more helpful hints. In case you hadn't noticed, those spooks in the shades and dark suits aren't your friends. They're only after the sphere, and if you're in their way, those badges won't protect you or the locals. Let them have it. What you're after came in the sphere. Don't let it get away." She'll hang up immediately.

If Majestic-12 has been tipped to the extraterrestrial nature of the Traveler, and Santana has started his run, the NRO DELTA goons will be hunting him too, using their black helicopters. They will not cooperate and will conduct their search independently of the FBI and local law enforcement manhunt. If Santana is "killed" by the investigators or the locals, the NRO DELTA agents will try to bully the investigators into surrendering Santana's body to them, on grounds of "national security priority over local matters." The NRO DELTA agents will also try to confiscate the Traveler's ship if it hasn't self-destructed. The only harm they'll threaten will be to the investigators' careers. They won't use deadly force to take the body or the ship. If they can't get the investigators to turn over the items, they plan to steal them later.

If Santana's body is brought to a medical examiner, the NRO DELTA agents will steal both it and the coroner's report after the autopsy. They will have already bugged the autopsy room and will be monitoring the goings-on from a nearby van when the Traveler makes its move. If the investigators' confrontation with the Traveler results in screams and gunplay, the NRO DELTA agents will barge in and complicate things. They will try to subdue the Traveler rather than kill it, using tasers. They will also try to prevent the investigators from killing it. At this point the NRO DELTA agents will use deadly force to protect both themselves and their "irreplaceable" new find. If the Traveler is destroyed, the NRO DELTA agents will try to preserve a sample of its tissue for analysis and then back away with their weapons at the ready. They do not wish to be detained, but they know when they're outgunned. Locking them up will do no good, as their superiors will quickly spring them.

Ideally (from their point of view), NRO DELTA will retrieve any and all physical evidence and will do so without hurting anyone or without garnering undue attention or suspicion. After the case is closed (at least for the moment), they will get copies of all official documents through internal channels, so they'll have little interest in such items during this adventure. Capturing the Traveler alive is worth killing investigators and/or locals; capturing the ship is not, since they're confident they can steal it later.

Under no circumstances will any NRO DELTA agent betray his superiors. If captured or jailed for any reason, he will be sprung, and any relevant records yanked, within twelve hours.

give a strange salute like an "Okay" sign, the circle of her forefinger and thumb raised briefly around her right eye, and say, "Be seeing you."

NPC Stats

The Traveler
Vicious Extraterrestrial

STR	1	CON	26	SIZ	2	INT	33
POW	22	DEX	18	HP	14	Move	1

Attacks: Filament Whip 80%, paralysis for 1D100 - CON minutes if overcome by 7D6 POT anaesthetic
Armor: None, but regenerates 1D10 HP per round until dead
San Loss: 0/1D6
Notes: This malignant alien parasite weighs about two or three pounds and appears as a silvery cluster of ganglia at the nexus of a web of nerve filaments. As a much smaller larva, it crawled into its original host's mouth while he slept, and incubated to its full adult form in about three days. The Traveler requires blood to survive but derives far more important nourishment from inflicting horror after horror on its host by forcing it to engage in unspeakable acts of cruelty. The Traveler feeds its host on whatever is available, including human flesh. The Traveler can utilize any skill or memory the host possesses and can even animate its host's corpse if the host dies. Its most effective attack is with a thin neurofilament, which lashes out of its host's mouth to anaesthetize its victims.

If cornered and exposed, the Traveler will first try to lie its way out of its predicament, claiming "self-defense" and "nutritional necessity" to justify its killing spree. If that fails, the Traveler will then try to deal its way out, offering the secrets of alien technology and the "wonders of the uni-



verse." But if the Traveler has the upper hand, particularly with a potential new host, it will taunt its victim, revealing the sadistic joy it feels when it slips into the victim's nervous system "like a hand into a glove."

Killing the Traveler: The Traveler is more difficult to kill while inside one of its hosts. It occupies an area near the host's stomach; therefore, hits to any other part of the host will not damage it. Ideally, the Keeper should use the optional Hit Location Tables from *Cthulhu Now* to determine where the host has been hit (but don't let the players know you're doing so, if you don't normally use them). If the host is hit in the abdomen, roll the number of damage points done x4 or less, to determine if the Traveler has been hit. The host will absorb 1 point of damage per attack that damages the Traveler. For example: *An investigator shoots the host in the abdomen with an M16A2. The investigator rolls 13 points of damage to the host. The Keeper rolls percentage dice and gets 40%, less than 4 x 13 = 52%—the Traveler has been hit. The host absorbs one point of damage, and the twelve remaining points go to the Traveler. Since it had 14 hit points to start with, it's not dead and will regenerate 1D10 points next round.*

Exposure to fire will damage the Traveler, only after all the host's hit points have been exhausted.

Electricity will do half the damage rolled while the Traveler is insulated by its host.

Master Sergeant Emanuel Santana, Army Special Forces
Deserter and Living Host to the Traveler, age 48
Race: Native American/Apache

STR	18	CON	16	SIZ	15	INT	15	POW	9
DEX	12	APP	8	EDU	17	SAN	0	HP	16

Damage Bonus: +1D6
Skills: Climb 83%, Conceal 57%, Dodge 44%, Hide 91%, Jump 66%, Listen 68%, Martial Arts 59%, Navigation (Land) 83%, Parachute 42%, Sneak 87%, Spot Hidden 58%
Languages: English 87%, Spanish 23%
Attacks:
Combat Knife 52%, 1D4+2+db
Fist/Punch 63%, 2D3+db
Garrote 64%, Special
Grapple 58%, Special
Colt Python Revolver 92%, 1D8+1D4
Headbutt 61%, 2D4+db
Kick 59%, 2D6+db
Lee-Enfield Mark III Rifle 93%, 2D6+4
Notes: When Santana dies, use the next set of stats from that point forward.

Master Sergeant Emanuel Santana, Army Special Forces
Deserter and Host to the Traveler, age 48
Race: Native American/Apache

STR	27	CON	24	SIZ	15	INT	0	POW	0
DEX	8	APP	4	EDU	0	HP	20		

Damage Bonus: +2d6
Skills & Attacks: The Traveler can continue manipulating all of Santana's skills as if he were still alive. The only difference is the higher damage bonus and lower DEX.
Armor: Impaling weapons do 1 point; other weapons do half damage.
San Loss: -1/1D8

Dr. Joseph Gutierrez
Medical Examiner and Potential Traveler Host, age 32
Race: Hispanic

STR	13	CON	16	SIZ	10	INT	17	POW	11
DEX	14	APP	16	EDU	21	SAN	55	HP	13

Skills: Biology 73%, Credit Rating 44%, Drive Automobile 41%, First Aid 83%, Forensics 77%, Hide 42%, Library 51%, Listen 53%, Medicine 68%, Pharmacy 72%, Sneak 41%, Spot Hidden 78%
Attacks: Scalpel 67%, 1D4+1

"Ms. Green"
Delta Green representative, age 34
Race: African-American

STR	10	CON	12	SIZ	12	INT	18	POW	15
DEX	13	APP	15	EDU	21	SAN	70	HP	12

Skills: Bargain 47%, Computer Use 63%, Conceal 32%, Cthulhu Mythos 5%, Disguise 92%, Drive Automobile 51%, Fast Talk 44%, Hide 72%, Listen 53%, Persuade 66%, Psychology 46%, Sneak 71%, Spot Hidden 56%
Languages: English 95%
Attacks: SIG-Sauer Model P226 Auto 70%, 1D10

Sample Fed Agent
(FBI, U.S. Marshals, etc.)

STR	13	CON	14	SIZ	14	INT	15	POW	13
DEX	14	APP	10	EDU	14	SAN	65	HP	14

Damage Bonus: +1D4
Skills: Computer Use 27%, Drive Automobile 62%, Fast Talk 28%, Law 53%, Library Use 37%, Listen 67%, Psychology 41%, Sneak 53%, Spot Hidden 62%
Languages: English 73%
Attacks:
Beretta M92 Auto 64%, 1D10
Martial Arts 53%, special
M16A2 Rifle 63%, 2D8
Armor: Light Kevlar Vest, 6 HP

Sample Cop
(State Troopers, Tribal Police, etc.)
STR 16 CON 15 SIZ 15 INT 13 POW 12
DEX 13 APP 13 EDU 10 SAN 60 HP 15
Damage Bonus: +1D4
Skills: Drive Auto 62%, Hide 44%, Law 38%, Listen 56%, Sneak 47%, Spot Hidden 63%, Track 37%
Languages: English 54%
Attacks:
Club 58%, 1D6+db
Fist/Punch 72%, 1D3+db
Grapple 62%, special
Beretta M92 Auto 61%, 1D10
Kick 42%, 1D6+db
Mossberg Model 500TP8-SP Shotgun 62%, 4D6
Armor: Light Kevlar Vest, 6 HP

Sample Deputized Volunteer
(Apache Ranchers and Shepherds)
STR 15 CON 15 SIZ 12 INT 13 POW 10
DEX 15 APP 13 EDU 10 SAN 50 HP 14
Damage Bonus: +1D4
Skills: Hide 43%, Listen 67%, Navigation (Land) 47%, Ride 46%, Sneak 48%, Spot Hidden 64%, Throw 67%, Track 82%
Languages: Apache 48%, English 52%
Attacks:
Either Winchester M1894 Carbine 64%, 2D6+4
or Winchester M1897 Shotgun 74%, 4D6 for buckshot, 1D10+6 for slug
or Remington Sportsman 74 Rifle 66%, 2D6+4

Sample NRO DELTA Agent
complete with dark suit & shades, age 34
STR 15 CON 14 SIZ 12 INT 15 POW 12
DEX 14 APP 10 EDU 17 SAN 60 HP 13
Damage Bonus: +1D4
Skills: Conceal 52%, Dodge 38%, Drive Automobile 61%, Electronics 34%, Hide 43%, Listen 46%, Locksmith 47%, Martial Arts 52%, Sneak 56%, Spot Hidden 47%
Attacks:
Fist/Punch 48%, 2D3+db
Grapple 54%, special
Head Butt 27%, 1D4+db
Kick 54%, 2D6+db
Glock Model 18 Auto 73%, 1D10
H&K MP5 SSD (silenced) 63%, 1D10
Armor: Light Kevlar Vest, 6 HP





Appendix E: Adventures

Convergence

John Tynes

As described earlier in this book, the Mi-Go are engaged in a secret program of study and experimentation on American citizens. Masquerading as the Greys, the Mi-Go are responsible for a wide range of phenomena, including cattle mutilation, human abduction, and other unsavory activities. They perform their experiments with the sanction and assistance of the U.S. government, in the form of the secret agency known as Majestic-12.

One of the Mi-Go's current scientific endeavors is experimentation with a substance known as protomatter. This substance, developed by the Mi-Go, is genetically and physiologically polymorphic on the cellular level. It can mimic any terrestrial organic substance with ease and even improve on it; protomatter muscle tissue, for example, can be (if so desired by the Mi-Go) far stronger and more efficient than normal human muscle tissue. Although protomatter is proving to be useful, its implantation into humans is still problematic. Tissue rejection can occur, and the psychological repercussions of the experimental body alteration can be severe.

For the past four months, the Mi-Go have been engaged in a research project in the small town of Groversville, Tennessee. They began by experimenting with putting tube-grown Mi-Go organs into cattle, using protomatter as the bonding agent to make the bovine tissue accept that of the Mi-Go. After ten weeks of this, experiments spread to humans. The humans are abducted, and then subjected to strange protomatter experimentation. The Mi-Go block the subjects' memories of this experimentation and then return them to their daily routine for observation.

The town's reservoir has been corrupted with an unusual form of protomatter that allows the Mi-Go to establish psychic bonds with those infected by it; the entire population of Groversville has now consumed the substance through their drinking water and have undergone small alterations in their brain tissue as a result. The Mi-Go can see through their eyes, hear through their ears, and so forth, whenever they want. The Mi-Go can also take them over and fully control their actions. This psychic surveillance and domination is done on a one-to-one basis at a range of no more than five miles; the Mi-Go cannot and do not monitor or control all the townsfolk at once and in fact rarely use this ability at all. It has been set up mostly to provide security should the Mi-Go's actions draw suspicion—they can monitor the sheriff and other important folks when needed.

As a sort of autonomous monitor, the Groversville Board of Aldermen have been merged by the Mi-Go into one protomatter-bound being, which inhabits the town hall twenty-four hours a day. From there, the board monitors and controls important townspeople on behalf of the Mi-Go, including the telephone operators and the sheriff's department. Thanks to the protomatter in their brains, the family and friends of the aldermen are blissfully accepting of their loved ones' constant absence ("Oh, he's at work...").

The Mi-Go have recently abducted and surgically altered a young man named Billy Ray Spivey, replacing muscle tissue in his arms and legs with tissue constructed of protomatter. The net effect is that Spivey possesses tremendous strength and endurance in those parts of his body, but needs a lot more calories to replace the ones burned in any heavy exertion. Due to the drain on his system from the enhanced components, he also suffers from a great deal of pain throughout his body.

After being brain-wiped and released, Spivey found himself in agony. Unaware of what had occurred, he accidentally killed his father with his amazing strength. He fled, robbing drug stores for painkillers and money and crossing several state lines while he did so. The FBI caught him and an agent witnessed Spivey's strange abilities. The case officer, a Delta Green "friendly," examined Spivey and decided this was something Delta Green could best handle—the implications of Spivey's "improvements" were too stunning to leave to the normal chain of command.

Investigator Information

The investigators—all of whom should be Delta Green agents or friendlies—are summoned to a briefing at the FBI office in Knoxville, Tennessee, by Special-Agent-in-Charge James Derringer. Derringer is a career FBI man who participated in his first DG operation as a Marine in Vietnam. Derringer is a model FBI supervisor except for his belief that some things are better taken care of outside the normal chain of command—in other words, by Delta Green instead.

Derringer greets the agents in a meeting room and pops a videotape into a VCR. He tells them that the video they are about to see was taken in Alabama by a gas station surveillance camera during a robbery four days ago.

On a 21" TV set, a blurry black-and-white picture appears of a young man approaching the gas station's counter, looking agitated. He says something with a pained look on his face (there is no audio) and the cashier stares back at him blankly. The man lashes out and strikes the cashier on the side of the head with his fist.

The cashier's skull collapses and his head is torn right off his shoulders by the force of the blow. The head drops onto the counter as the headless corpse staggers for a moment, blood gouting from the neck stump. The young man takes a step back with a look of shock as the cashier's hands go up and twitch spastically before the body collapses to the floor. The young man then hits some keys on the cash register until the drawer pops open, whereupon he grabs all the bills in the register. He turns and runs offscreen, returning moments later with a handful of pill bottles, and then runs offscreen again, not to return. The preceding scene requires a SAN roll to view, at a cost of 0/1 SAN.

This man, Derringer tells the investigators, held up six gas stations and drug stores in the last two weeks–first in Tennessee, then in Alabama, and finally in Georgia. He was caught after his last heist; an FBI agent and a state trooper put four bullets in him before he went down. The man lived, and is currently being held in the next room. His name is Billy Ray Spivey, and he's nothing more than a very scared young man–with muscle tissue that isn't human.

Billy Ray Spivey

Spivey is, indeed, little more than a frightened teenager. He's eighteen years old, the only child of Rich and Angel Spivey of Groversville, Tennessee. Spivey finished high school not long ago; he was living with his parents, and had applied for a job at the Saturn auto plant in Smyrna about an hour away.

Entering the interrogation room where Spivey is held, the agents are greeted by the sight of a pudgy young man dressed in sneakers, blue jeans, and a Metallica T-shirt. Spivey looks a little dazed; Idea rolls suggest that he's heavily drugged. He's also bound to the chair with a seemingly unnecessary assemblage of braces and wrappings. Three FBI agents (non-DG) stand guard in the room with M16A2 assault rifles. They have orders to shoot Spivey if he breaks free of his bonds. Derringer goes over the facts briefly:

Δ Spivey vanished eight days ago from the home of his parents in Groversville. He returned six days ago, dazed and with no knowledge of what had happened. He was ill and in a great deal of pain. His parents put him to bed and had the local doctor examine him. He found only that Billy Ray was in inexplicable pain and stress. The boy demonstrated a remarkable appetite, never hesitating to eat anything that was offered him. He had no bowel movements and didn't urinate during this time.



My god, my god, why hast thou forsaken me?



- Δ Four days ago Spivey went into some sort of a fit. His father attempted to hold him down and quiet him; Spivey punched his fist right through his father's chest, killing him almost instantly. Apparently distraught, Spivey then fled the house and took off running down the road towards town.
- Δ In Groversville he robbed the Sinclair Gas Station of $65 and several packages of aspirin. He also took the cashier's car and sped off down Highway 135. The cashier said that Spivey had no gun but demolished the counter with his bare hands.
- Δ In the next several days, Spivey raced into Alabama and then Georgia. Those who encountered him said he was manic, with no real sense of what he was doing. At the gas stations he robbed he always took money, food, and an assortment of painkillers.
- Δ After the cashier in the videotape died in Alabama, the FBI took an interest in the case. Derringer got involved and realized there was something seriously wrong.
- Δ At a roadblock in Georgia, an FBI agent and a state trooper shot Spivey four times after he bent the trooper's riot gun in half. The four bullets were barely enough to drop him. He was then taken in, drugged, and examined.
- Δ Analysis showed that muscle tissue in his arms and legs had been entirely replaced with a strange tissue that, while mimicking human muscle tissue, also possessed a number of non-human characteristics.
- Δ Spivey possesses tremendous muscular strength. But his skeletal structure was not changed, so that while he is strong enough to pick up a car and throw it, his bones would break before he could lift it very far.
- Δ Further examination found evidence of extensive surgery, revealed by numerous scars all over his arms and legs. These scars are not visible to the naked eye, as the incisions seem to have been closed with the same non-human material as the replaced muscle tissue.

With the above points in mind, Derringer made this a Delta Green op. The implications of the biotechnology involved in what was done to Spivey's body are staggering, and Derringer hopes to find out what's behind it before allowing the information dam to break.

The agents can question Spivey if they like, as well as Derringer. Though drugged with a muscle relaxant, Spivey can answer questions somewhat listlessly. He has no recollection of his "missing time" eight days ago, and the days since then are little but a blur of motion and pain. He can offer no explanation for his actions except that "it hurts," a reference to the pain resulting from the replaced tissue.

When the agents are done questioning Billy Ray Spivey, Derringer tells them that Groversville has had some strange occurrences recently. Spivey's temporary disappearance is not the first. Derringer wants the agents to travel to Groversville–under a cover story of investigating fictitious drug dealers connected to Spivey–and find out what is going on. They are to leave at once.

Groversville

Groversville is the county seat of (fictitious) Grover County in central Tennessee. Grover County is mostly agricultural, with numerous small towns scattered about. Groversville has an official population of about 1200 people, but its facilities are better than this would suggest. Its position as county seat and as the main stop along this stretch of Highway 135 have led to a greater prosperity than many of its neighbors enjoy.

The town is located at the east end of two rows of steep hills, which converge at the Groversville end to form a sort of sideways-"V." The town's boundaries officially end with those hills, but there is a substantial number of farms in the area beyond the hills (as well as within them) that contribute a lot to Groversville's economy.

Groversville is a hotbed of UFO activity. Residents have been seeing strange lights in the sky for several months. Some farmers have reported finding their cattle vivisected or otherwise operated on–including some cows that still live. Beginning a few weeks ago, a few residents found that they could not account for periods of time ranging from a few hours to a couple of days. These residents' memories simply ended before the "missing time" and resumed at the end.

Majestic-12

Secretly, Majestic-12 agents from NRO SECTION DELTA (under the authority of Project GARNET) are on the scene. Their assistance was requested by the Greys to help in disguising the abductions and other phenomena in Groversville. This is the largest and longest operation undertaken by the Greys to date (as far as Majestic-12 knows, at least) and so DELTA has gone to great lengths to protect it.

Eight agents are in the area. Their primary contribution to the project has been conducting a disinformation campaign by doing the following to keep anyone from looking very hard at the events in Groversville:

- Δ They pose as residents and call regional media outlets with crackpot ideas and moronic complaints about the events in Groversville, a tactic that has quickly made Groversville into the butt of newsroom jokes across the region. Elvis is frequently mentioned.
- Δ They have tapped into the town's telephone network. Any Groversville calls to the phone numbers of most regional or national media outlets are intercepted and routed to the DELTA agents instead, who pretend to be the desired media outlet and who do nothing but ridicule and insult the caller for wasting their time.

Δ DELTA has leaked misinformation to the producers of the sleazy paranormal television news show *Phenomen-X*, who are now working on a sensationalized story about Groversville's UFO activity—certain to discredit the phenomena even further.

Δ Finally, they have whipped together a number of obviously faked videotapes and photographs supposedly depicting UFO sightings in Groversville and sent them to prominent UFO study groups across the country. These fakes were debunked and no UFO group will touch the mess in Groversville, lest their reputation suffer.

DELTA's sledgehammer tactics have been successful. Groversville's UFO "mania" has been the subject of talk-show monologues, nightclub comedy routines, and condescending national news broadcasts. Everyone's heard of the Groversville story—and no one believes a word of it. DELTA has done their job well.

Events

The different areas of investigation are outlined in the next several sections. There are two important events that need to be discussed first, however, which can be staged whenever the Keeper desires.

First, on the third day of the scenario or thereabouts a courier will arrive from Derringer's office. The courier brings word that the labs analyzing the strange substance found in Spivey's body, while not yet understanding how it works, have found a simple and reliable method for testing for its presence.

The courier has with him about six gallons of a compound the labs rushed together that turns a bright purple on contact with the protomatter. This compound should help the agents identify people who have been "altered" with the protomatter, as well as locating where in town the material is kept. This compound is dispensed in plastic spray bottles like window cleaner.

Not long after the agents receive this compound and start testing things with it, they will make a horrible discovery: every person in town has small quantities of the protomatter on their skin, and the air they breathe is likewise contaminated. The water from every tap in town (that is fed by the reservoir) literally runs purple: protomatter has replaced all the microorganisms normally found in the water. This means the residents have been drinking the protomatter and they all have it in their systems. SAN loss for the agents: 0/1D3 points. Since the agents have been here for several days, eating meals and drinking liquids prepared with the "water," they have the substance in their systems, too! It's SAN loss time again, for 1/1D6. If the agents decide that they should close off the town and quarantine the residents because of the contaminated water, see "Quarantine" on p. 190.

Second, at some point one of the agents is taken by the Mi-Go. This needs to occur without anyone knowing, including the player of that agent. Set it up either when the agents are asleep (assume the Mi-Go are able to kidnap a sleeping agent using knockout gas on the rest) or when a given agent is alone. The agent will be gone for a few hours and then returned. He will have no memory of the time spent with the Mi-Go, and will not even realize that a period of time was lost, unless someone calls it to his attention. If the agent was taken (and returned) during sleep time, then he will probably have no idea that it happened at all.

During the time the agent is in the Mi-Go's hold, the Mi-Go perform a bizarre operation on him: the digestive organs, liver, and kidneys of the agent are replaced with more efficient organs that process food, drink, and the like to the point that there are no solid waste products. (The new intestines restructure cellulose into digestible sugars and absorb indigestible minerals in such a way that they are harmless and can be filtered from the blood. The organs are not indestructible, so stunts like swallowing knives are not recommended.) In other words, the agent still urinates, but he never defecates.

As absurd as this may sound, the player is likely to find it rather disturbing. The agent needs to eat very small amounts to get by, but his or her appetite will not change. The agent will be constantly thirsty, as his or her system will need much more fluid to digest the restructured matter. The agent's urine will also offer a variety of unusual and disturbing colorations. If the agent continues eating normal amounts, he or she will put on weight *very* quickly as the digestible sugars are stored as fat—the bulk of each meal goes directly into fatty tissues. A hearty meal could add several pounds to the agent's mass.

Once the agent realizes this, he or she will probably keep it quiet while waiting to see if the condition persists. When it does, and the agent realizes something strange has happened, call for a SAN roll at 1/1D6. The best moment for this SAN roll would be if the agent uses the protomatter-detection compound on himself or herself in private; doing so reveals extensive scars across the abdomen, scars hidden with protomatter just like Billy Ray Spivey's.

The above events, as noted, should be set whenever the Keeper wishes but probably at least a couple of days into the investigation. In the meantime, the agents have plenty to do. The following sections cover lines of investigation in those first few days.

Arrival

The Delta Green agents' arrival in Groversville should probably be low-key. The official cover story is that Spivey had angered some drug dealers he was in business with and this is supposed to explain his crime spree—he was strung out and on the run from his cohorts. In truth, there are no drugs to speak of in Grover County outside of a few isolated mari-

juana patches, but this story will serve well enough for the agents to use in their questioning.

Sheriff Dan Oakley is expecting the arrival of the agents and will be a bit sore if they don't touch base with him the first day they are present. Oakley is a responsible law-enforcement officer, although he tends to look on the job as an extension of his own blustery personality.

Oakley will be skeptical of the drug-dealer story. He assures the agents that if it is true, the drug dealers are probably from outside the county and they couldn't have been in the area too long. The sheriff will offer any help that he can. Of course, once the aldermen learn that the agents are in town, they'll keep an eye on (or rather, through) Oakley to find out what the agents are up to. Important developments will be passed on to the Mi-Go.

Angel Spivey

The house of Spivey's parents (where he lived) is about a mile south of Grover Valley. It rests on a smallish piece of farmland. Spivey's mother, Angel, is the sole resident now, but her sister and brother-in-law (Amy and Joe Crista) are staying with her for the time being. Her husband, Rich, was just buried yesterday. She has been interviewed by state troopers and will have little to offer the agents. She is a strong woman, but nevertheless is greatly distraught at the way her family has been destroyed.

She can tell the agents that Billy Ray's "missing time" began when he was coming back from seeing his girlfriend, Jane Allen. He drove away from her parents' house at around 9PM, and didn't pull up in his parents' gravel driveway until 8:30PM, two days later. He was unaware that any unusual amount of time had passed, but felt ill and was in some pain. Angel and her husband put Billy Ray to bed, where his pain grew (in fact, the Mi-Go painkillers were wearing off). The doctor could find no cause for Billy Ray's symptoms.

Angel did not witness the death of her husband. She heard a cry from Billy Ray's bedroom that was followed almost immediately by Billy Ray running out of the house, his right arm bloody to the elbow. Angel ran into Billy Ray's room and found her husband with a rough hole through his chest, taking his last leaky breaths.

She is certain Billy Ray wasn't involved with drugs.

Billy Ray's Friends

Billy Ray ran with a crowd of young guys who mostly just hung out, played music loud, and got their older brothers to buy take-out beer for them at Merle's Country Bunker.

You can make these fellows up as needed. They can offer little information, though they all deny that Billy Ray had any drug connections (which is the truth, after all, as the agents are aware). If at some point they are asked about fa-



A smell like burning cardboard...

vorite hang-outs where Billy Ray might have hidden during his alleged missing time, they reply that the reservoir was the big hang-out spot at night and on weekends. Sheriff Oakley and most any parent in Groversville can confirm this.

The Reservoir

Agents asking among Billy Ray's friends or other townsfolk about local teenage hangouts will invariably be referred to the reservoir in the hills north of town. On the assumption that Billy Ray might have been up there during some of his missing time, or if they've found out about the contamination in the town's water, the agents may go up for a visit.

If the agents travel up before Derringer has sent the protomatter-detection compound, they will find nothing of interest. The area around the reservoir does show signs of occupation—empty beer cans, potato chip bags, the remains of campfires—but nothing suspicious can be found, nor anything to do with Billy Ray Spivey.

If the agents have the compound, however, it's a different story. Spraying the compound around the reservoir will turn up purple flecks everywhere: in the air, on the grass, on the pump building by the reservoir. If they use the spray on water in the reservoir, it is the purest, brightest purple they have seen yet. Clearly, this is the source of the protomatter contamination in the town—although it doesn't explain the strange surgery performed on Billy Ray.

Town Hall

The agents will find it isn't easy to speak with the town's leaders. Appointments have to be made the day before, and then only at town hall itself—calls to the aldermen's homes only get responses like "Oh, he's rarely home these days. Try him at work." Those who know the aldermen have been subconsciously instructed, through the protomatter in their systems, not to see anything strange in the aldermen's behavior. It seems like business as usual.

An appointment can be made in person but only for one alderman at a time. The excuses given—it's tax time for our county, much work to do—don't pan out if the agents check with the leaders of other towns in the county.

Any alderman that the agents meet is courteous and friendly, and answers all their questions in as normal a tone as possible. He or she will look grave at dire warnings given by the agents, and will promise to do whatever it takes. What this means, of course, is that the aldermen will control the townspeople needed to cover something up.

Should an agent or agents force their way into the aldermen's board room, a terrible sight awaits them. Within, books and papers are scattered across the floor. Furniture is overturned, and the windows are covered up. Occupying about half of the floor is a mass of goo—protomatter. It contains the absorbed bodies of the aldermen, and their faces play across the surface of the goo at different sizes, all speaking at once. Any alderman who needs to be seen alone can sort of bud off from the main body, but not more than one at a time can do so without compromising the psychic hold the aldermen have over the town. If combat occurs, use the Protomatter Spawn stats provided on p. 193.

Merle's Shut-Eye

This is a smallish twelve-room motel owned by Merle Barn, the richest man in Groversville—which isn't saying much. Merle is the head of the board of aldermen, and also owns Merle's Country Bunker (the only establishment in Groversville allowed a liquor license) and Merle's Auto & Body.

Merle's Shut-Eye is the only place agents can stay while in town, short of renting a couple of rooms from a farmer—which is rather irregular. At any rate, Merle's is a decent enough place, and puts the agents in no special jeopardy.

Two rooms at the motel contain people of interest to the investigation. One is Scott Adams, editor of a UFO newsletter called *Watch the Skies!* and a nearly fanatical UFO nut. Unbeknownst to the management, he died the day before the agents arrived. The other occupant of note is Jane Allen, Billy Ray Spivey's girlfriend. She is holed up at the Shut-Eye under the (former) protection of Adams. Both of these individuals are addressed in detail in the following sections.

Scott Adams

Adams, editor of the Tennessee UFO newsletter *Watch the Skies!* and an amateur UFO researcher, is now among the researched. He was abducted by the Mi-Go while examining the reservoir and his spinal and cranial fluids were replaced with protomatter as an experiment. As a result, he became hyper-sensitive and gained fledgling telekinetic and telepathic abilities. He was unable to control these powers, however, and holed up in his motel room at Merle's Shut-Eye. He kept all the lights off and the windows covered—he could see perfectly well in the dark, but daylight was much too bright for him to deal with, not to mention the stifling heat of the sun and the ultraviolet radiation he could experience as a physical sensation. When he tried to communicate with the outside world about his condition, he was forced by the Mi-Go (through the protomatter in his system) to commit suicide. His body is in the motel room, undiscovered.

Most folks in town, if asked about the strange lights and UFO activity, will mention Adams (usually as "that UFO guy"). Residents can tell the agents that Adams came to town about a week and a half ago, shortly before Billy Ray Spivey killed his father. There is no direct connection, although the agents may suspect otherwise. Background checks on Adams show that he's a resident of Knoxville, publishes a newsletter called *Watch the Skies!,* and has been arrested twice for trespassing—both times being sentenced



to community service only. These charges came during various misguided UFO investigations; Adams was no criminal.

Adams's Room

Adams is registered at Merle's Shut-Eye and is paid up for another three days. Since he's just a few doors down from the agents' room, they may wish to pay him a visit. The girl behind the front desk hasn't seen Adams since the day before the agents arrived, but that isn't suspicious in and of itself. Phone calls to his room are answered by a computer modem; if the agents call with a computer of their own (which they may well have), nothing occurs once the two connect, and they cannot gain access to his system. Knocking at his door produces no answer. A Spot Hidden roll allows an agent to notice a bit of cloth sticking out from the bottom of the door–which suggests that a towel has been placed against the door jam along the floor.

Keys to Adams's room, as well as the adjacent room and the connecting door between them if desired, can be obtained from the front desk at the flash of a badge. The front door takes some shoving to get open.

The situation is as follows: Adams, his senses acutely intensified by the protomatter, methodically sealed off the room from outside sources of light. He closed the curtains, put blankets over the windows and sealed them with duct tape, and did the same for the front door. He disconnected the phone and plugged the phone cord directly into the modem on his portable computer. Finally, he removed all of the light bulbs. These things gave him some comfort.

He then attempted to contact associates of his via his computer modem, hoping that it would slip by anyone listening at the telephone switchboard. It did, but it did not remove him from psychic surveillance by the Mi-Go through the protomatter he had unknowingly ingested.

Deciding that the experiment was concluded, the Mi-Go commanded Adams (again, by means of the protomatter) to fill the tub, get in, and slash his wrists.

Those entering his motel room find themselves in a dark room with a bad odor. Once the investigators pull the blankets off the windows to let in light, they will see that the room is in a strange disarray. Many of Adams's clothes are folded up neatly on a table, while others are tossed in a corner (these were too scratchy to Adams's hypersensitive skin). Junk food containers litter the floor. On the bed rests Adams's portable computer, a Macintosh Powerbook, currently plugged into the wall (see the next section, "Adams's Computer," for more information). In the bathroom, a man's body lies in a tub full of bloody water.

The body is the most immediate thing of interest. It is the body of a man about thirty-four years of age, heavyset, with curly black hair and a bushy beard. The man wears boxer shorts and a T-shirt (reading "Knoxville Fantasy Con 1989") and appears to have died from numerous slashes inflicted on his wrist.

After a moment or two, the agents notice something odd. There is a bulge on the top right of Adams's head, a bulge of whitish tissue about three inches in diameter with no hair upon it. This bulge does not look like human tissue.

The water in the tub is dark with blood and cannot be seen through. The protomatter in Adams's body has fled and is now a free-moving glob in the water. It is waiting for the drain to be opened so that it can re-enter the water supply. The bulge on Adams's head is more protomatter, and can disattach itself whenever needed to join the rest.

This scene, believe it or not, provides an opportunity for intense drama. A retelling of what happened in playtesting should demonstrate this.

Two agents entered Adams's room, leaving a couple of deputies and the sheriff outside. They poked around the room and then entered the bathroom. (At this point they already knew about the contamination in the reservoir and water supply.) In the bathroom, one of the agents felt around in the tub for anything that might have been dropped there, and something slithered over his hand (the protomatter goo). Both agents panicked. One kept his handgun trained on the tub while the other went to open the drain so as to release the water and see what was there.

The protomatter shot out of the water and down the barrel of the first agent's handgun, then expanded drastically in two directions, shattering the gun in the agent's hand. Both agents panicked again and drew other guns. At this point they noticed that the bulge on Adams's head was gone, the realization causing further panic. Suddenly a quantity of protomatter in the pipes began to bang against the drain stopper with a loud clank, trying to get the stopper open so the rest of the protomatter could escape. The agents stepped back slowly, training their guns on the tub, as the thumping got louder and louder. The drain exploded open and a massive quantity of protomatter gushed out of the drain and hit the ceiling, then splashed down all over the bathroom. One of the agents dodged out the door but the other was covered with protomatter. He ran outside screaming while the protomatter fled into his body through his nose, mouth, and other orifices. Eventually he died.

Play up this scene for all it's worth. The information on Adams's computer, once revealed, will be a suitable reward for the agents.

Adams's Computer

Scott Adams's computer is an important resource for the agents. Anyone examining it needs to make a Computer Use roll, or a Know roll at half–whichever is higher. Examining it, he will find three things of immediate interest.

The first is a file of notes Adams has taken during his investigations around town. This file, "Groversville Notebook," is reproduced as Player Aid #1; it should be given to the players for them to examine and follow up on. The results of such investigations are presented in the next section.

The second is a short file made by Adams on the day of his death. It is in the top level of the directory and is entitled "sze,t." This file is reproduced as Player Aid #2. The file is largely nonsensical and should serve only to confound the players. It represents the state of Adams's (altered) thought processes shortly before his death.

The third is a file called "Message." This file is a digitized sound sample of a message Adams recorded over his car radio. The message as transmitted is slowed down and reversed. Making it intelligible (with a program on Adams's hard drive) requires a Computer Use roll. Once made clear, the message is as follows: "...dealing with. [Garbled] has been a long time and we have many things to do and you are not sure what you are doing. Stop now. Stop now." The agents must make a Listen roll to understand the metallic, squawky voice. Those who fail hear instead: "Billy Webb has been a [garbled] and we have many things to do and your note says what your duty. Talk now, tone brown."

Groversville Notebook

This file (Player Aid #1) presents notes Adams took in the course of his investigation. In the interests of brevity, all of the encounters it may lead to are not described in detail; you'll need to *ad lib* these. (You may need to rewrite this player aid and alter the dates to fit your campaign.) Some guidelines on what the agents will find follows.

Livestock Mutilations: Those interviewed will report that the livestock listed were discovered in the pastures, dissected by odd methods. All the animals listed have long since been destroyed; no more are known to have been found in the last couple of weeks. In some of the cases, the farmers saw lights in the sky the night that the animals were killed.

Livestock Alterations: Robert Gum can show the agents his cow, whose udder was removed with no visible scars. Examination with the chemical solution will show that the strange protomatter was indeed used to close the wounds and to cover the patch where the udder was removed. Laboratory analysis will reveal that the cow can still give milk; the patch of replaced tissue will form and extend nipples for suckling by calves if nuzzled, and will then deliver milk as normal.

Missing Time: Those interviewed will now deny knowledge of any such event, even if intimidated. They clearly are lying but do not wish to discuss what happened. No amount of coercion, short of torture, will persuade them. All they remember in any event is that the missing time occurred; they have no recollection of what happened during that time. Their silence is the result of harassment by DELTA agents posing as obnoxious reporters, or using similar tactics.

Chopper Sightings: These are sightings of the DELTA agents' two black helicopters. One of the sightings occurred during their mid-air battle with a stray Mi-Go, which resulted in the fungi's death. The other Mi-Go have taken no action, in order to protect their cover as the Greys. Adams made these spottings himself and hence listed no witnesses.

Lights: As Adams wrote, virtually everyone in town has seen lights in the skies at night—or says so. The lights are, in fact, the pulsing glows used by the Mi-Go to communicate with each other (see the description in the rulebook). People the

Player Aid 1

Groversville Notebook

The following are brief notes Adams entered on his computer during his investigation. Each section begins with a short heading, followed by information.

Livestock Mutilations

Jeff Owens (555-1243) 3 cows, 8/1, 8/4, 8/8
Margaret Allison (555-4628) 1 goat, 8/2
Jeremy Dark (555-9258) about 20 chickens, 8/6
Others?

Livestock Alterations

Robert Gum (no phone) 1 cow, missing udder but in good health. Purpose?
Others like this—operated on and released?
9/6—Spotted three more in a roadside survey, not sure who farmer was

Missing Time

Bud Aldrich (555-4290) 8/8, 1 hour; 8/15, 1 hour; 8/29, 3.5 hours.
Louisa May (555-9462) 8/10, 3 hours+?

Chopper Sightings

Ameley's Hills Area (North) 9/6, 9PM; 9/6, 11PM; 9/7, 10:40PM (muzzle flash & discharge)

Lights

Many—everyone's seen a few. No correlation I can find, but reports are very sketchy and unreliable.

Crop Circles

Bo Larame (555-9473), 8/26; 9/3

J.A.

P. three weeks=six months. Refuses Rx, got a room for her at the Shut-Eye.

Allen, Barn, Thomas, Jacobs, Cartwright & Anderson never go home.

This page may be photocopied for personal use only.

agents ask about this will say, "Just sit out and watch! You'll see 'em too." If the agents wish to watch for the lights, consult "Watching the Skies" (p. 189).

Crop Circles: Adams found a few farmers who had crop circles appear in their fields. In UFO folklore, crop circles are areas in a field where the grass, corn, wheat, or whatever has been beaten down in definite patterns–as if some craft had landed there. These "circles" are sometimes complex patterns suggesting intelligent design with aesthetic intent.

In the case of Groversville the circles are simple and few, and are caused by a DELTA helicopter (actually a gunship) making occasional noise-suppressed landings. The agents can examine some of the circles and Idea rolls will make it clear that they are caused by chopper landings (if a player asks this directly, they don't need to make the roll).

J.A.: This is a reference to Jane Allen, Billy Ray Spivey's girlfriend. See the next section, "Jane Allen," for details.

Allen, Barn, Thomas, Jacobs, Cartwright & Anderson: Adams noticed that the members of the board of aldermen never leave the building; checking on any of these people reveals that they are all aldermen.

Special Note: The kinds of phenomena that Adams found (crop circles, altered livestock, lights, missing time) can also be found by the agents if they ask around. Use Adams's findings as guidelines, since the agents can find more of the same, usually more recent. The Mi-Go have, however, stopped their experiments on cattle.

Jane Allen

Jane is Billy Ray Spivey's girlfriend, which is no secret to anyone. Her family lives a couple of miles from the Spivey farm.

Jane's father is on the board of aldermen and so is never at home anymore. Her mother Nancy is kept in a state of mild sedation by the protomatter in her body. She doesn't worry about a thing. Which is good–after all, her daughter disappeared two days before the agents arrived.

This isn't the first time Jane Allen disappeared. Three weeks ago she was gone for eight hours, during which time a strange experiment was performed on her by the Mi-Go.

When she was abducted, her uterus and cervix were replaced. She was already pregnant (due to Spivey) but the replacement organs served as accelerators. Although only three weeks pregnant, she is already at the six-month stage of development. Each week that goes by encompasses two

Player Aid 2

This is the second file on Adams's computer of interest to the agents.

sze,t

I am wondering about the possibility that the brain translates information in terms of the extra-sensory, and that's why it achieves intuition and common sense.

for evidence of esp, or extra sensory perception, look for coincidences especially within words of significance. if i leave you with a few words that are significant to me personally as examples if you write down the word choice, underline the letters oi of choice, and underneath insert the binary code that's oh 1 of course, you will see that the difference between the i and the 1 is of a number with no head on it.

but if consciousness is omniparent, or just is, or if consciousness shall we say is on open network, we would expect in one or more of the languages the word for choice to contain THE BINARY CODE! but we all also expect in one of the words for reason, the word on representing a consent code in the same way as the ability of on on hte computer is a consent code. and you wsee if we read across the word reason in english, it would say RE AS ON. if you write down the word neuron, and with the same meaning the word neurone, you will see that the last few letters of the each word neuron is they would say the words 'you are on' by sound using letters as symbols. the word neurone is able to say in the last few letters 'you are one.' if write the word science, underline the letter i of science, write down the word genius, underline the letter i in genius, and two words, i don't know whether you know in the french, je suis, they spell j-e-s-u-i-s, they mean 'i am,' of course, you see it is able to say 'jeeze, you is.' no it is not about abysmal stupidity of the religions, it is telling you whether the religions like it or not, whether we like it or not, consciousness is omnipresent and on open network that's why we breathe in and breathe out molecules, and that is why we eat drink and excrete molecules. because if consciousness is omnipresent, and on open network, then even molecules achieve an ability to code as do the atoms withn them as do sub-atoms within them because they belong to consciousness. so it not only expresses or explains the food chains it also explains fission and fusion or the creation of stars, galaxies, planets, rock...

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months' worth of development by the infant–she will give birth a week and a half from the start of the scenario.

Frightened by what was happening to her, and by what happened to Billy Ray, Jane sought help in the form of Scott Adams. Pouring out her problems to him, she sought refuge and he gave it. Jane is now holed up in another room at the Shut-Eye, a room rented by Adams "for storage of research materials." No one at the Shut-Eye knows that anyone is there; Adams told them not to disturb the room.

Jane hasn't come out of the room since she went in. Adams planned to bring in a doctor from another county when it was time, but time ran out for him. Now, Jane is waiting for Adams to come by with food and news. She doesn't use the phone, out of fear, and so is difficult to find.

Each day, the agents may make a party Luck roll. If they succeed, they may notice someone watching them from behind the window blinds of one motel room. This is Jane Allen. The only other ways they can find out about her are from questioning the front desk to learn about Adams's second room or from a file on Adams's computer.

Jane will give birth a week and a half into the scenario. The foetus is human and appears normal to doctors, but the amniotic fluids it is developing in are very different from the usual kind and as a result the child is essentially a Protomatter Spawn with human intelligence and form. (In the scenario "The New Age," such beings are referred to as Stewards.) Jane is scared to death. She has to eat a tremendous amount to feed the accelerated pregnancy, and if Adams doesn't bring her food soon, she will have to go out and get some–a scary proposition for her at best.

She doesn't know about what has happened to her father and the other aldermen; if asked, she recalls that he was very busy the last few days before she left and she didn't see him at all–not that she really wanted to, given her condition.

Phenomen-X

As mentioned earlier, DELTA anonymously passed on information about Groversville's UFO sightings to the sleazy paranormal news show *Phenomen-X*. A field producer and his assistant are staying at Merle's Shut-Eye while they poke around and decide if the story is worth reporting. The two have been here for three days; they're aware of Billy Ray Spivey's crimes but haven't heard about his "missing time." Unless they do, they won't be terribly interested in him.

So far, the two have done little more than talk to local residents and stake out darkened fields for signs of UFOs. They haven't seen anything, and the stories they've heard are flimsy enough that, barring some new development, they'll be gone two days after the agents arrive and no story will be filed on *Phenomen-X* or anyplace else.

But, they'll stick around if they hear some FBI agents are in town asking about the UFOs. This is up to the agents to unwittingly determine; if they ask a lot of questions about UFOs (instead of just asking about Billy Ray's fictitious drug problems), or if they let word get out that Billy Ray suffered from "missing time" before his violent outbreak, then the producer will probably hear about it and get interested.

Should this happen, the producer–Frank Carincola–will spend two cautious days asking around town about the agents and what they've been saying. Carincola will let his assignment editor at *Phenomen-X* know about the government's interest in the UFOs and on the third day a camera crew will arrive. The crew will stalk along after the agents, visiting and questioning those residents the agents visit and question, until the crew ambushes the agents in the parking lot of the motel. With cameras rolling, they'll approach the agents and ask them about the case. Agents can do nothing more than deny any accusations and refuse to answer questions; they cannot confiscate the videotapes or arrest the reporters unless the reporters actually break federal laws (local laws are up to the sheriff to deal with).

If the agents go inside Scott Adams's motel room, give Carincola a Luck roll to be around when it happens. If so, the reporters hustle their gear into the parking strip in front of the hotel room and shoot in from there. Note that the bathroom is not visible from outside.

Once the agents are being watched, there will always be a *Phenomen-X* staffer at the motel watching the agents' room who will call the other reporters with information about when the agents leave and come back.

The crew represents little danger to the agents; they mostly exist to get in the way. If the investigation is going poorly, give the players something else to gripe about: *Phenomen-X* airs a preliminary report on the investigation in Groversville, complete with footage of the agents making angry denials in the parking lot, *etc.* This can, at your option, lead to some more serious problems: FBI higher-ups may ask questions about this investigation that Delta Green members won't want asked, *particularly* if any of the agents aren't really with the FBI.

Resolving Things

The preceding has established what is going on in Groversville and several likely lines of investigation for the agents. Next are the steps to take in resolving the scenario. A sad and deadly end is hardly out of the question; if so, this will probably be as dramatically effective as a victory.

Watching the Skies

If the agents wish to spend a night (or several) watching the skies for UFOs, have them make a party Luck roll among those who are watching (that is, the agent with the lowest Luck roll makes the attempt). If unsuccessful, the night is wasted. If the roll succeeds, allow each agent a Spot Hidden



roll. If *that* roll is successful, the agent spots them: many-colored lights pulsing in irregular patterns in several clusters that flit about in the sky. If the agents try to follow them, the lights head east and disappear behind the hills.

Further observation closer to the eastern hills (or in a fast vehicle ready for pursuit) allows a payoff: the lights are clearly seen to emerge from a farm just past the hills. See "The Installation" in the next column for more details.

Quarantine

Assuming the agents discover the tainted water supply, they will very likely decide to quarantine the town to prevent this from spreading. This is certainly possible, though a run-in with the aldermen is likely. The FBI will bring in the CDC and shut the town down. At that point the CDC will have absolute authority and will insist that the agents comply with their requests. The agents may continue their investigation, provided they don't do anything to violate the quarantine. If the reporters from *Phenomen-X* are present, dealing with them (and the others who will now follow) is a high priority.

By now, the Mi-Go will be preparing to leave.

The Mi-Go's Response

Inside a barn on an abandoned farm (the family went broke last year, and the land belongs to the county) the six Mi-Go conducting the Groversville project have constructed an extensive laboratory for experimentation. Six Greys are also present; the Greys are biologicial automatons psychically controlled by the Mi-Go whenever the Greys need to put in an appearance—they're puppets, in other words.

If things aren't going well (*i.e.*, the agents are doing their jobs), then the Mi-Go will decide to pull out. They will prepare the barn for a massive explosion to cover their tracks and as their final act order all the protomatter in the town to mutate into a virulent and deadly virus (this was a suggestion by the DELTA agents earlier on in the experiment) that will wipe out the town and leave no trace of itself as anything other than a "simple" virus, a mutated flu strain gone berserk. The virus is extremely contagious but it dies out completely forty-eight hours after the Mi-Go give the order, thus preventing it from spreading far.

This virus first causes flu symptoms including shortness of breath, high fever, and sweating. Inside of five hours the victim suffers from horrible sinus congestion, and his or her lungs begin to fill with fluid. In the virus's final stage the victim vomits uncontrollably before his heart simply stops. Death occurs within eight hours of the Mi-Go giving the order. Unless the agents avoided contact with water or food in Groversville (and since they didn't know about the contamination until after several days, this is unlikely) they get sick and die in the same span of time. Assuming this worst-case scenario, the DELTA agents leave and are not revealed.

The virus *can* be defeated. If the Mi-Go lab is destroyed, the equipment governing all protomatter in the area stops functioning and within minutes all of the protomatter the Mi-Go have dispensed becomes inert and disolves rapidly and harmlessly—stopping the virus.

The Installation

On the other hand, if the agents learn about the farm and go there early enough (before the quarantine of the town is fully in effect, that is), they can intercept the Mi-Go and stop the oncoming disaster.

The barn looks normal from the outside. The Mi-Go enter through the upper doors in the hayloft, which again looks normal. The inside of the barn below the loft, however, is quite different.

All walls on the ground level have been reinforced with a sort of spray epoxy that makes them very strong and also soundproof and lightproof. The ground-level doors are sealed as a result. Opening them reveals a sheet of dry, resin-like matter impervious to bullets and too opaque to see through. Using ropes or a ladder to go up the outside of the barn and in through the hayloft doors is the only option. (The Mi-Go just fly.)

Looking down from the loft, the agents see that all interior walls on the ground floor have been removed, leaving a large open area about sixty feet long by thirty feet wide. Within, a large number of strange instruments rest. The majority of these are too alien to be understood; describe lights, glows, pulsing bellows, all sorts of bizarre apparati, which have a weirdly fungal, biologicial look to them. There are five tubes filled with some transparent liquid, one of which holds the dead body of a young boy (killed in a car accident recently and secretly exhumed from the local cemetery by the Mi-Go). There are several flat surfaces that are obviously operating tables, complete with numerous strange instruments nearby. Holograms shimmer in the air in several spots, showing constantly changing views of humans and some livestock inside and out. There is a large enclosed vat at one end of the barn that holds a large quantity of raw protomatter, which is drawn out through a valve.

At any given time, there are from three to six Mi-Go present. If they aren't expecting company (such as DELTA or noisy investigators), they will be operating openly; otherwise, the Mi-Go will be clustered against one wall (appearing as apparently inert fungal matter or devices, rather than living beings) operating the Greys by mind control, and it will be the Greys that the agents see. These thin, short humanoids with large black eyes and hairless skin bustle about the laboratory checking various machines and examining the hologram recordings of dissections and alterations. The Mi-Go, if operating as themselves, will cause the usual SAN rolls (0/1D6). Seeing the Greys causes a 0/1 SAN loss if the Mi-Go are operating as them instead.

The horror in the barn.



The agents need to make Sneak rolls to observe the Mi-Go from the loft without alerting the aliens to the agents' presence. If they succeed, they witness the Mi-Go in all their glory. If they fail, they see the Greys moving about instead.

If the agents watch for more than ten minutes, then they witness one of the aliens (Mi-Go or Grey) take some protomatter from the vat while another removes the young boy's body from the tube. They then begin an operation aimed at replacing those cells most damaged by death trauma with protomatter, and then attempting to bring the boy back to life. This experiment will consume several hours and will cost 1/1D6 SAN to watch in its entirety (0/1D3 if only a portion of the operation is witnessed). The experiment will be a failure, and the boy will not respond to the attempts at resuscitation.

Assuming the agents attack directly, any Mi-Go present will respond immediately with beam weapons (see their stats on p. 193). If the Mi-Go were posing as Greys, then the Greys will stop moving and the Mi-Go will swoop up to attack. Once an attack begins, a mental alert is sent out, and the remainder of the Mi-Go will return within 3D6 minutes. (Recall that there are six Mi-Go in Groversville total, including any found in the barn.)

A better option is destroying the barn from the outside. The epoxy-like material that coats the ground-floor walls won't stand up to heavy weapons, but the best tactic is probably to use explosives to collapse the roof and loft into the ground floor. This will crush and kill all of the Mi-Go and Greys present and destroy their equipment.

If the agents all perish in the fight against the Mi-Go, then the town is destroyed by the subsequent virus.

NRO SECTION DELTA

If the agents prevail against the Mi-Go at the barn or if they flee, they will find a black helicopter sitting in the field outside the barn. Nearby are six armed DELTA agents, led by DELTA coordinator Adolph Lepus. When the agents emerge from the barn, the DELTA men will train assault rifles on the agents and order them to lay down their weapons. If the agents comply, Lepus will walk forward and demand to know what happened in the barn.

Upon hearing of whatever happened inside (or whatever the agents choose to tell him), Lepus grins, three gold teeth glinting. "Why I declare, you folks look a little *green* around the gills to me. Why don't you just run along and we'll pretend this little *téte-a-téte* never happened?"

If the barn was burned, the DELTA men will withdraw into their helicopter and leave. They keep their guns on the agents until they depart, including the heavy machine cannons on board the chopper.

If the barn is still standing, a pair of technicians in Racal biohazard suits (which look somewhat like bright-orange beekeeper outfits) come out of the chopper carrying bulky

aluminum equipment containers (somewhat like suitcases), and enter the barn. (After half an hour, the techs come back to the chopper and the DELTA crew lifts off as thermite grenades destroy the barn.)

Play the scene out with as much tension as you can manage. The DELTA men will refuse to answer questions unless Lepus finds it amusing; he may hint that they are also government agents, but will not reveal who they are working for. The agents should not be sure that the men won't just kill them outright. Maintain the impression that they all are on the very edge of opening fire out of pure malice–which, in fact, they are.

If the agents attempt to take on the DELTA men, play out the fight. The DELTA men will fight to the death in what is sure to be a short and very, very bloody combat. If the agents win, subsequent investigation will identify the bodies as being individuals with various military histories but who are not presently in the military and who have no current employer. The National Reconnaissance Office and Majestic-12 will not be named. If the DELTA men win the combat then the agents will, of course, all be killed.

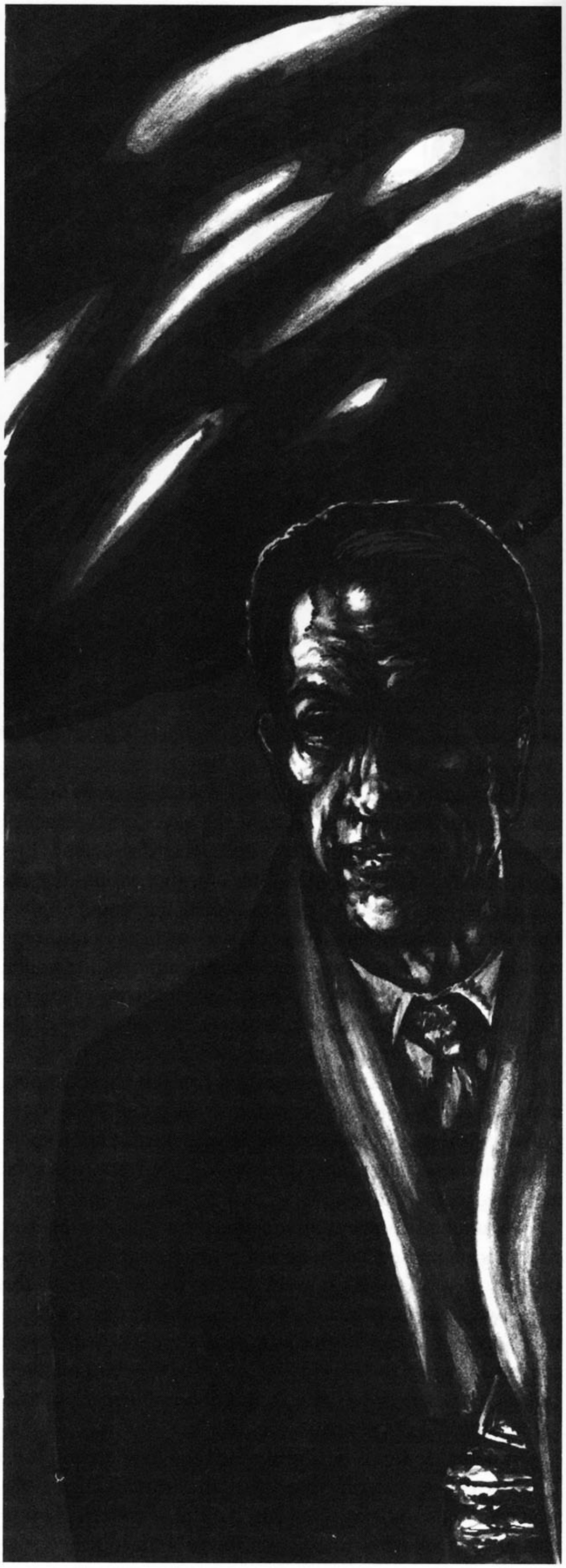
Aftermath

Assuming some semblance of a victory (since about the only other option is death), the town of Groversville resumes a normal life. The protomatter loses its efficacy minutes after the equipment in the barn is destroyed, causing substantial and probably fatal problems for any "altered" individuals or animals, including any such unfortunate agents. (Kindly Keepers might allow some sort of an out for any agents who had their digestive systems replaced, since such an operation is a death sentence; perhaps the Mi-Go were testing a new, stable form of protomatter that will last a lifetime? Otherwise, just kill the poor S.O.B.) Jane Allen's child dies at this time, birthed or not.

The "official" story is largely up to the agents to determine, with whatever help they need from Derringer. He won't offer any guesses as to what was going on, and will ask as few questions as possible. When all samples of the protomatter become inert, Derringer will close the files on the investigation (after making them look as normal as possible) and consider the matter finished. Until it happens again, that is.

Majestic-12 will continue its operations, although the non-Grey Mi-Go accidentally destroyed by Lepus' agents makes Majestic-12 more suspicious than ever of the true nature and intent of the Greys. Potentially, Lepus could even keep the strange alien's existence a secret from most of Majestic-12 and use the information to further his own agenda.

Billy Ray Spivey, should any of the agents ask Derringer, tried to escape and had to be killed. Like so much else in this world, this is a lie.



Adolph Lepus, sadistic/psychopathic hardcore badass.

NPC Stats

Local Cops (Sheriff Dan Oakley & Deputies)
To Serve and to Protect
STR 16 CON 15 SIZ 16 INT 13 POW 12
DEX 13 APP 13 EDU 10 SAN 60 HP 16
Damage Bonus: +1D4
Skills: Drive Auto 62%, Hide 43%, Law 38%, Listen 47%, Sneak 41%, Spot Hidden 56%, Track 39%
Languages: English 57%
Attacks:
Club 72%, 1D6+db
Fist/Punch 74%, 1D3+db
Grapple 59%, special
Beretta M92 Auto 52%, 1D10
Kick 43%, 1D6+db
Mossberg Model 500TP8-SP Shotgun 61%, 4D6
Armor: Light Kevlar Vest, 5 HP

Typical Mi-Go
Brain-Sucking Alien
STR 10 CON 11 SIZ 12 INT 16
POW 16 DEX 15 HP 11 Move 7/9
Attacks:
Electric Gun 30%, see description, p. 218
Nippers 30%, 1D6 + grapple
Armor: All impaling weapons do minimum damage.
SAN Loss: 0/1D6

Grey
Mi-Go Automaton
STR 10 CON 11 SIZ 9 INT 15
POW 14 DEX 9 HP 10
Attacks: Fist 25%, 1D3
Armor: None. They take normal damage from weapons, but they regenerate at 2 points per round.
SAN Loss: 0/1D3

Protomatter Spawn
Sentient Flesh
STR 26 CON 18 SIZ 21 INT 0
POW 12 DEX 15 HP 19
Damage Bonus: +2D6
Attacks: Pseudopod 35%, 1D6+db
Armor: Immune to blows and cuts; fire, magic, and enchanted weapons harm them normally.
SAN Loss: 1/1D8

Typical DELTA Agent
Works for Lepus, age 34
Race: Caucasian
STR 16 CON 15 SIZ 11 INT 15 POW 16
DEX 15 APP 10 EDU 18 SAN 80 HP 13
Damage Bonus: +1D4
Education: Air Force ROTC, Graduate of CIA's Camp Perry
Occupation: MJ-12 NRO SECTION DELTA team member
Skills: Climb 66%, Dodge 52%, Drive Auto 63%, Hide 67%, Jump 68%, Listen 66%, Locksmith 46%, Martial Arts 52%, Sneak 66%, Spot Hidden 71%
Languages: English 95%
Attacks:
Fist/Punch 50%, 2D3+db
Kick 50%, 2D6+db
Head Butt 10%, 2D4+db
Grapple 50%, Special
Glock Model 18 Auto 72%, 1D10
H&K MP5 SSD (silenced) 44%, 1D10

Adolph Lepus
Sadistic/Psychopathic Hardcore Badass, age 48
Race: Caucasian
STR 13 CON 15 SIZ 12 INT 17 POW 14
DEX 14 APP 9 EDU 20 SAN 55 HP 14
Damage Bonus: +1D4
Education: USMC Sniper School, Camp Pendleton
Occupation: Chief of NRO SECTION DELTA (wetwork)
Skills: Climb 64%, Conceal 57%, Cthulhu Mythos 3% Dodge 33%, Drive Auto 42%, Hide 72%, Jump 46%, Listen 71%, Martial Arts 63%, Navigate 54%, Parachute 38%, Psychology 33%, Sneak 74%, Spot Hidden 76%, Track 52%
Languages: English 95%
Attacks:
Glock Model 18 Auto (Silenced) 57%, 1D10
Fist/Punch 62%, 1D3+db
Kick 61%, 1D6+db
Piano Wire Garrote 76%, 1D3+db+Strangle
M21 Sniper Rifle 94%, 2D6+4
H&K MP5 SSD (Silenced) 44%, 1D10
Indefinite Insanity: Antisocial Personality Disorder

Appendix E: Adventures

The New Age

Adam Scott Glancy & John Tynes



This lengthy scenario (a mini-campaign, really) is intended for use after "Convergence," or any other scenario of your own devising that partially exposes the Mi-Go-Grey connection. The trigger event for "The New Age" should be a loss of faith between MJ-12 and the Greys, most likely because evidence has come to light (in "Convergence" or elsewhere) that the Greys may not be what they seem. The actions taken by the Mi-Go in this scenario are designed to reinforce the relationship by positing a threat on a global scale, one that MJ-12 cannot hope to prevent and that only the "friendly" Greys can stop. It's a massive deception.

The Mi-Go have in mind staging a cosmic disaster of such proportions that it would make comet Shoemaker-Levy 9's collision with Jupiter look like a parking lot fender-bender. The Mi-Go intend to awaken Ghroth, the Harbinger of the Great Old Ones—a huge, planet-sized entity, magically protected from human observation, that currently orbits the solar system on the orbital ecliptic. The Mi-Go will use a ring of orbiting biomechanical satellites to waken Ghroth by transmitting a particular radio wave frequency. By awakening Ghroth and attracting it toward Earth, the Mi-Go intend to make MJ-12 think the Earth is on a cataclysmic collision course. The Mi-Go can return Ghroth to its usual orbit by

Ghroth, Outer God

"It was red as rust, featureless except for bulbous protrusions like hills.... Except that of course they weren't hills if he could see them at this distance; they must be immense. It seemed to hang ponderously, communicating a thunderous sense of imminence, of power.... Then it moved.... The surface of a planet doesn't move...the surface of a planet doesn't crack, it doesn't roll back like that, it doesn't peel back for thousands of miles so you can see what's underneath, pale and glistening." *–from "The Tugging" by Ramsey Campbell*

Ghroth has a few worshippers, mostly astrologers and others interested in the stars. The Outer God is a sort of "Nemesis Star"—a planet-sized, star-like entity made up of gas and ash and molten iron. It appears as a vast, rust-red sphere, its surface split with faults or cracks. Ghroth occasionally forms great eyes out of vast seas hidden below its crust. Its freedom from the restraints of Azathoth's mindless court is due to the eternal duty it must perform. Ghroth is the herald of songs that only the pitiless stars and the dead Old Ones can hear. The stars are urged to rightness and the Old Ones awaken on the worlds that Ghroth passes.

Ghroth is the Harbinger and the Maker of the Doom of Worlds. As the Outer God nears a world, tides change, horrific storms, earthquakes, and tidal waves are experienced, volcanoes erupt, etc. The arrival of Ghroth signals catastrophe for solar systems as the Outer God begins to pull planets into new orbits and awakens dark, slumbering gods with its music of the spheres.

There is some speculation that the appearance of Ghroth was the cause of the destruction of Shaggai.

Ghroth
Nemesis, the Harbinger and Maker

STR	n/a	CON	n/a	SIZ	n/a	INT	14
POW	100	DEX	n/a	HP	n/a	Move	n/a

Attacks: n/a
Armor: n/a. Ghroth could, theoretically, be destroyed if it was inflicted with an immense amount of damage. If somehow reduced to 0 hit points, Ghroth's body shatters into a cloud of lifeless rock and dust. The Harbinger then appears somewhere else in another galaxy or dimension, totally regenerated.
Spells: None
SAN Loss: 1D10/1D100

simply shutting down their siren call. Before doing so, they will have their Grey constructs contact MJ-12 and assure the humans that they, the Greys, will keep this rogue planet from hitting the Earth. The Greys ask nothing in return for this favor, only the assurance that MJ-12 continue to honor its promise to protect the Greys' activities on Earth. This "brotherly" gesture will hopefully silence those in MJ-12 who are still skeptical of the Greys' "benevolence."

Awakening Ghroth will require the Mi-Go to expend enormous amounts of energy. That energy is being gathered by the Enolsis Foundation.

Enolsis

MJ-12 was not the Mi-Go's only contact with humanity. The Mi-Go had successfully infiltrated elements of their old network of cultists/collaborators into many New Age religions. One particular success was their seizing control of the Enolsis Foundation. This organization fell under Mi-Go influence in 1984 and has since been used to harvest Magic Points from the human population for use in a wide range of applications. It is just one more example of how the Mi-Go are milking humanity for all they can in the years left before the stars come right.

The Enolsis Story

Enolsis's founder was a second-rate science-fiction writer named Herbert Price. Price began with a book called *Inner Science,* a sort of self-help, philosophy-of-life manual, which promised "to clear the reader's mental landscape of all the clutter and detritus accumulated by modern materialistic life." Despite being the founder of the Inner Science philosophy, Herbert Price was not a follower of its tenants. Price's real philosophy was closer to P.T. Barnum's.

The financial success of *Inner Science* led Price to create the Enolsis Foundation. Price resented the government's "theft" of his hard-earned money. He figured the best way to avoid having to pay income taxes was to gain tax-exempt status by turning *Inner Science* from a philosophy into a religion. Thus the Enolsis Foundation was opened in 1964 and registered for tax-exempt status. More books followed *Inner Science,* along with a selection of magazines, tapes, seminars, and workshops. Before the end of the decade, the Foundation's assets were valued at over eleven million dollars, with over two hundred thousand members throughout the English-speaking world. But almost as soon as it was founded, the Enolsis Foundation came under the scrutiny of the IRS. After an intense investigation and six years of legal battles, Enolsis lost its tax-exempt status in 1972. Unable to keep the government "looters" out of his pockets, Price began to evade his taxes and took steps to protect himself and his organization from investigation and criticism.

Fearing someone within the Foundation was leaking his financial skullduggery to the IRS, Price began a purge of the Foundation's ranks. He had prominent Enolsis members and critics investigated. He launched numerous harassing lawsuits against the IRS, several major newspapers, *The American Journal of Psychology,* and other vocal critics of the Enolsis Foundation. Price's ego and paranoia drove him to acquire the services of twenty-four law firms, ten private investigation firms, and even an in-house security service: The Stewards. The Stewards were Enolsis faithful (trained by private security firms) who were used to dig up dirt on, as well as threaten and intimidate, Enolsis's rivals, critics, and competitors. Even more ambitious was Price's use of the Stewards as moles to infiltrate newspapers, cult-awareness networks, groups in competition with Enolsis, and, in one infamous case, even the IRS. But it was Price's grandest excess that was his undoing. A group of mercenaries was hired and trained with Enolsis money in preparation for the day when more "direct" action against the Foundation's enemies would be needed.

The end came in 1981, when a Steward was caught trying to buy automatic rifles from agents of the Bureau of Alcohol, Tobacco, and Firearms. The Justice Department landed on Enolsis with everything under the sun: tax fraud, mail fraud, conspiracy to violate federal firearms laws, theft of government documents–all wrapped up with triple damages under the RICO statutes. Most of the indictments named Price and his inner circle of Stewards as the culprits. Price fled the country only hours ahead of indictments for tax evasion and conspiracy to violate federal firearms law. His whereabouts and the whereabouts of his considerable fortune remain unknown.

The scandal rocked Enolsis and caused membership to drop off dramatically. By 1984, membership had dwindled to less than ten thousand worldwide. In November of 1984, Gene Downing was named executive director of the Enolsis Foundation's governing board. Downing had been Enolsis European Director during the 1970s and was insulated from the scandals of Price's inner circle. Downing was a natural choice to succeed Price. He commanded great personal charisma and infused the Foundation with new energy and gave their philosophy new direction. It was Downing who introduced the use of crystals into the meditation exercises of Enolsis members. Thanks to Downing's influence, Enolsis is now a self-actualization/personal-development philosophy. According to Enolsis philosophy, the Enolsis student is the master of his own destiny, completely in control of his life and environment; if the Enolsis student wins the lottery, it's because the student made it happen; if the Enolsis student is robbed at gunpoint, then, subconsciously, this must have been something the Enolsis student wanted to happen. Enolsis's central philosophy incorporates aspects of existentialist-style personal responsibility with the exploration of higher planes of consciousness.



Gene Downing produces volumes of writings and hundreds of cassettes, and keeps an exhaustive lecture schedule. His tireless efforts to resurrect Enolsis have paid off. Old believers returned, and new members added their names to the rolls. Today Enolsis's membership rolls have grown to 107,000 members throughout the English-speaking world. By 1991, Downing was given the title "The Living Power," in recognition of his work for and spiritual guidance of Enolsis.

The Enolsis Secret

The story of Enolsis known by the public at large is accurate up through 1984. Price was his own worst enemy, and there was nothing irregular in his madness for power. In 1984, however, the truth diverges from what the public knows. It was in that year that the Mi-Go identified Enolsis as the perfect vehicle for them to expand their power and influence through human society and culture, while also milking humans for their untapped magical energies. Being practical beings, they started right at the top.

Gene Downing was taken by the Mi-Go just after he returned from his European directorate in England to assume the leadership of Enolsis. The Mi-Go abducted Downing and performed extensive work on his mind. When this work was completed, Downing was a pawn acting in the Mi-Go's interests. The crystals that Downing introduced into Enolsis meditation ceremonies allow the Mi-Go to harvest energy from the followers of Enolsis.

The Crystals

Enolsis calls their crystals "Realizers." They are supposed to be used as the focus for each member's weekly meditation. Unbeknownst to the rank and file of Enolsis, each crystal leeches one Magic Point per day from its owner. Meditating in front of it once a week causes three MP to rush back into the crystal's user, producing a dramatic sensation of euphoria and exhilaration. But even with this return, the crystal accumulates a net gain of four Magic Points per week. At the end of the month the owner's crystal holds sixteen MP.

Each Enolsis branch office has a large, grapefruit-sized crystal, called a "Spiritual Reservoir." The Spiritual Reservoir is used as the focus for monthly group-meditation ceremonies. At these monthly ceremonies, the surplus MPs are drained from the small crystals of attending members, giving each crystal-owner a four MP rush. A terrific rush to be sure, but twelve MP (or more) get sent into the Spiritual Reservoir. When fully charged with about five thousand MP, the Spiritual Reservoir is sent to Enolsis Foundation headquarters in Tulsa, Oklahoma, and is replaced with a fresh one.

For a seventy-member Enolsis branch like the one in St. Louis, that's a minimum of 840 MP per month—10,080 MP per year! And that's just one outlet. With 107,000 members worldwide, the Mi-Go secretly harvest 1,284,000 MP a month. This massive collection of magical power is typically used by the Mi-Go for an incredible range of activities on Earth, Yuggoth, and elsewhere. At present, however, most of these MPs are used to charge the biomechanical siren-satellites enticing Ghroth from its orbit.

Only Downing and his top advisors know the secret of the crystals and the aliens who supply them. Since 1984, the Mi-Go have made a point to slowly bring each member of Enolsis's senior leadership under their control. Those who directly serve the leaders are picked from the ranks of the most fanatical members, and they are subjected to secret mental examination by the Mi-Go to ensure their loyalty.

The Enolsis branch leaders have no inkling of the secrets of the Foundation. They believe that the Spiritual Reservoirs, charged with "positive energy," are sent to Foundation HQ so that the energy can be used to "bring light to the dark corners of the world's collective unconscious."

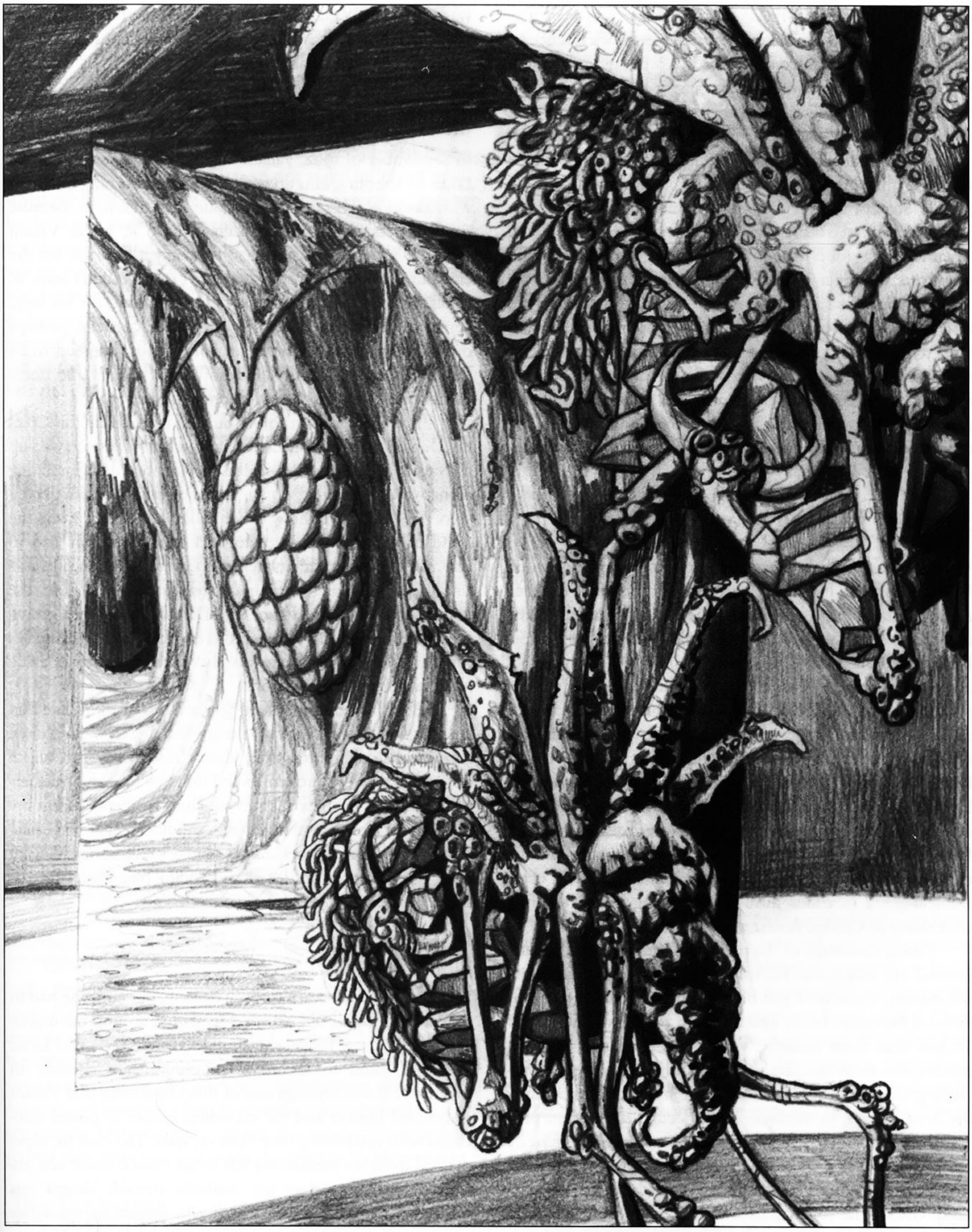
The Loose Cannon

Ronald Valiant is the loose cannon at Enolsis that may cause the Foundation to unravel. Valiant is a modern-day remittance man. He is the illegitimate son of Senator Antony DiTorrio, sired when the Senator was a representative to the Missouri state legislature. Valiant always resented his father's lack of attention and has done everything in his power to alternately impress and horrify the Senator. A juvenile delinquent in school, he joined the Marine Corps in 1980 to curry favor with his father. A constant disciplinary problem, Valiant received a general discharge from the Marine Corps in 1984 for being unsuitable for military service.

With no work prospects, Valiant drifted back to his father. Senator DiTorrio turned to an old friend, retired USAF Colonel Larry Daniels. Daniels had prospered magnificently since leaving military service, working for aerospace and defense contractor McConnell-Bayless and even brokering several arms shipments to the Contras in Nicaragua. Daniels, impressed with Valiant's brashness and hard edge, put him in touch with the "right people." Soon Ronald Valiant was earning over a thousand dollars a week loading weapons onto cargo planes bound for the Contras in Honduras and Nicaragua. However, there were plenty of ways to earn extra money south of the border. Valiant began bringing cocaine back to the United States on his return flights out of Central America. During his leave in St. Louis, he often visited Col. Daniels' mansion, boasting of the imaginary air-raids he'd flown against the Sandinistas. These were Valiant's glory-days. He had money to burn, all the coke he could snort, and women in every city in Central America.

Lost in Nicaragua

In 1987, on a drug-laden return flight, Valiant's plane was hit by Sandinista anti-aircraft fire and crashed. Valiant was the



The harvest has begun.



only crew member to bail out, and was jailed by the Sandinista regime. The Sandinistas had plenty of evidence to convict Valiant as a narco-trafficker, but preferred he confess to being a CIA agent rather than just a drug runner. The Sandinista secret police began to "persuade" Valiant to confess his guilt as "a pawn of the imperialist, counterrevolutionary Yanqui running-dogs." News quickly got back to Senator DiTorrio that his son was being tortured in a Nicaraguan prison. Senator DiTorrio begged Daniels to front for him and pretend that Valiant was Daniels' own illegitimate son. Then DiTorrio used his contacts with the intelligence community to arrange a rescue for "his dear friend's son."

The CIA was less than enthusiastic about arranging the rescue of a man connected to an operation the CIA had been trying to keep at arm's length. But there were people at the CIA who thought it couldn't hurt to have a U.S. Senator indebted to them. After six months in a Sandinista military prison, Valiant was freed when the CIA arranged a bribe for the underpaid jailers. Valiant "escaped" and quietly disappeared from Nicaragua.

Home in St. Louis

Valiant, then a hollow wreck, returned to his home town of St. Louis in 1988. His health was shot and his spirit broken. Again, his father kept his distance for fear of scandal. Valiant convalesced for five months with Colonel Daniels in his St. Louis mansion. During that time Valiant and Daniels became quite close. Valiant knew that while his father's influence had gotten him out of Nicaragua, his father had once again denied him as his son. Perhaps because Daniels had masqueraded as his father, Valiant began to look up to Daniels as a sort of surrogate father figure. Daniels, despite his money, power, and influence, envied the raw, dangerous edge of Valiant's existence. Having flown a desk in the Air Force and now dying of boredom as a member of the Board of Directors of St. Louis-based McConnell-Bayless Corp., Daniels got a vicarious thrill from hearing about Valiant's adventures in Central America.

Taking advantage of the mansion's gym facilities, Valiant worked out religiously. He used bodybuilding to restore his self-esteem. Once he'd put himself back together again, he decided he would break into the drug business in St. Louis. With a loan from Daniels, Valiant made contact with acquaintances from his days with the Contras and began purchasing cocaine, ten to twenty kilos at a time. To break into the drug market, he sweetened each drug deal with surplus automatic weapons left over from the Central American wars. Valiant was a successful runner, keeping a number of street-level operations supplied with the cocaine they used to make crack. The military hardware he supplied made him even more popular. He was known on the street as a hardcore ex-Marine, ex-Contra, ex-CIA agent with a hair-trigger temper and a Sandinista ear collection. While most of that was pure bull, Valiant was very dangerous. His already unstable personality was exacerbated by heavy cocaine and steroid use. His street name was "Prince Valiant."

In Trouble Again

In September of 1992, Valiant killed a rival dealer in East St. Louis by shooting him up with heroin and burning him alive with gasoline. This got the St. Louis PD's attention. Because dead dealers are a dime-a-dozen in East St. Louis, Valiant probably never would have had to worry if he'd just left the city. But, for some reason he wouldn't run, wouldn't leave St. Louis. Instead, he went to his father, pleading for his help. Senator DiTorrio, perhaps out of parental concern, perhaps out of fear of scandal, arranged for a plastic surgeon to be flown in from California, and purchased papers and documents to provide his son with a new identity.

Once again Valiant found himself convalescing in Colonel Daniels' mansion. Daniels' life was almost as screwed-up as Valiant's. Daniels' sexual tastes had been degenerating along with his flagging virility, replacing potence with perversion. His bedroom now looked like something from the mind of the Marquis DeSade, and he occasionally had to arrange for large cash payments to cover the secret hospitalization of bedmates that had been badly injured in the course of his deranged excesses. Daniels' tastes had grown so exotic that he had to send to New York and Los Angeles for his "companions." He was also getting a nasty cocaine habit, acquired from Valiant.

Before his surgery, Valiant appeared to be in his late thirties, 5'10", with blue, weary-looking eyes, and crew-cut blonde hair. He had a pointed chin, almost no cheekbones, and a nose that had been broken several times by his Sandinista jailers. Today, in his new identity as Doug Walters, Valiant appears about ten years younger, with shoulder-length black hair, a square jaw, strong cheekbones, and a small, almost elegant nose, but he retains his deceptively soulful blue eyes, large steroidal forehead, and bodybuilder's physique.

Enter Enolsis

Valiant wanted to return to drug dealing, but knew he had to stay away from his old haunts. He drifted around the university district, using his charm, surgically enhanced good looks and buff build to secure a not-insignificant number of bedmates. It was through one of these bedmates that Valiant discovered Enolsis and the incredible rushes of power associated with meditating over their crystals. The rush he experienced from his meditation felt better than cocaine and energized him more than any anabolic steroid. Valiant was fascinated with the crystal's ability to impart energy. After experimenting with some other crystals, Valiant became convinced that these energy rushes were unique to crystals supplied by the local chapter of Enolsis.

Valiant joined Enolsis in February of 1993 in order to discover the secret of the crystals. He soon became an assistant to the deacon, doing work around the Enolsis meeting hall in order to gain more information. He learned that the big crystal used at monthly group meditation exercises was replaced every seven to eight months. Even more curious was the fact that between ceremonies the "Spiritual Reservoir" was kept in a wall safe. Late one night in July of 1993, when the local deacon was in Tulsa for a conference, Valiant broke in and stole the safe right out of the wall. After smashing the safe open with a sledgehammer, Valiant gorged himself on the power stored in the crystal. The Reservoir lasted him for months. When it finally ran dry, Valiant knew he had to have more. The only problem was that the new, concrete-encased floor safe made stealing the replacement Reservoir out of the question. The only person with access to the safe was the deacon. Valiant decided the best way to secure access to an unlimited supply of power was to become the deacon. With characteristic bluntness, Valiant's first step was to blow the deacon away with a load of buckshot, taking the man's wallet to cover the crime as a mugging.

Valiant stepped in to assume "temporary" leadership of the chapter in October of 1993. Although one of the newest members, Valiant was (apparently) one of the most zealous and devoted. Once he began running the chapter, Valiant was able to exercise enough charisma and leadership skills to gain the faithful's confidence and maintain his position as deacon. Now Valiant had unlimited access to the Spiritual Reservoir. But Valiant soon discovered that Enolsis HQ in Tulsa could tell that the Spiritual Reservoirs he was sending back were not fully charged. The next time he sent back a depleted Spiritual Reservoir in March of 1994, he received a notice from Enolsis HQ that they'd noticed a drop in attendance for the monthly meditation ceremonies and recommended that Valiant take steps to ensure that Enolsis members attend the monthly meetings to "positively charge the Spiritual Reservoir." Valiant realized that if he was going to keep draining energy, he'd have to cover his tracks. That's when he hit on the idea of recruiting new members but keeping them off the official rolls.

Valiant began by cutting dozens of Realizer crystals in half, effectively doubling the number of people he could recruit. He then mounted a recruiting drive, signing up new members, including his old friend, Colonel Larry Daniels, but not reporting them to Enolsis HQ in Tulsa. With over two dozen unreported members contributing dues to his pockets and energy for him to absorb, Valiant figured he was set for life. Unfortunately, cutting the small crystals in half flawed their structure and made the crystals highly unstable.

The Explosion

Colonel Daniels was particularly thrilled with his initiation into Enolsis. The bursts of energy he received during his meditation exercises positively resurrected his virility. Following this discovery, Daniels' tastes grew considerably less bizarre. Even so, what he now lacked in eccentricity he made up for in volume. His stamina quickly became the talk of the call girl circuit. Daniels' mansion was the site for weekly orgies, attended by Daniels' closest friends (including Senator DiTorrio) and some of the most expensive ladies in the city. It was at one of these parties that Daniels' flawed crystal "misfired," killing all the guests except Valiant, a call-girl named Rachel Marx, and DiTorrio. Daniels was meditating on his flawed Realizer while one of the party girls was giving him a blowjob. High on cocaine and "distracted" by the young lady, Daniels flubbed the mediation exercise. While this wouldn't normally be a problem, it proved disastrous when combined with a flawed crystal. The crystal sucked Daniels dry of his MPs and POW. Then the energy exploded out of Daniels, hurling the party-goers away and shattering the furniture and fixtures. The energy released also caused that part of the building to blink out of existence for a split second, resulting in several party-goers and much of the furniture-shrapnel ending up in other rooms or stuck in walls.

The Stewards

When Colonel Daniels' crystal malfunctioned, the terrestrial authorities were not the only ones to take note. The Mi-Go sensed the discharge of energy and noticed the news reports from St. Louis. Enolsis HQ sent Hope, one of their Stewards, to St. Louis to find out what happened.

The Stewards are still Enolsis's version of the Spanish Inquisition, but since the Mi-Go took control, there have been a few improvements. The new Stewards are Enolsis faithful with little or no family or personal connections. They are handed over to the Mi-Go for surgical enhancements using a strange substance known as protomatter (also seen in "Convergence"). The Stewards have total control over their shape and form but cannot change their mass. They can shorten and elongate limbs, squeeze through small spaces, create any number of multi-functional limbs, and can alter their appearance at will to outwardly resemble anyone they've seen. This "mimicking" ability is not perfect; facial features and voices are not exact, because they are limited by the Steward's familiarity with the person being copied. They are also immune to some forms of damage (including bullets) but can be bounced around by gunshots, explosions, and the like. They can be burned, electrocuted, and made uncomfortable by chemical irritants like pepper gas. Fire is the best way to kill them. (At the Keeper's option, Stewards can take one point of damage from every firearm attack instead of being immune; if this is the case, the Stewards should also regenerate 1D2 points per round.)

The Stewards also have the ability to perform "the Kiss." To perform the Kiss, the Steward injects an amount of his own protomatter fluid into a victim (usually through the

The kiss.



mouth) and thereby gains control over and access to the victim's central nervous system. The victim becomes the Steward's eyes, ears, and hands, a veritable puppet. Each Steward can only control one victim at a time, since doing so requires great concentration. Also, since each Steward has a limited amount of protomatter to dispense; no more than three people can be injected at a time. Once the protomatter leaves the victim's system—either because the Steward reclaims it or because the body flushes it out (after about a week)—they will recover their faculties but remember nothing of the time when they were controlled. The Stewards can re-absorb the protomatter they dispense.

Valiant wasn't ready for the Steward named Hope when she arrived but lucked out when she decided to use the Kiss to mentally dominate him. Due to his constant exposure to high levels of Magic Points, Valiant has developed a number of latent psionic talents. He can now empathically project emotions into the subconscious of anyone he is in physical contact with. Valiant has used this power several times in the past to make new romantic conquests and attract rich members to Enolsis. This ability saved him from Hope's attempt to seize control of his central nervous system. When Hope injected her protomatter into Valiant, she created an unseverable physical link between them. Instead of dominating Valiant, Hope found herself madly in love with him. She does not wish to betray her Mi-Go masters but will do anything to protect Valiant, even at the cost of her own life. She has resolved her conflicting loyalties by convincing herself that Valiant is no threat to the Mi-Go's control of Enolsis and that protecting Valiant from the police will also protect the Mi-Go's energy-harvesting project.

Once the investigators are on his case, Valiant plans to use (and badly misuse) Hope to get the investigators off his back. Valiant has Hope's Mi-Go-manufactured electric "gun" (see p. 218) but isn't particularly proficient with it. He is unaware of the dangers of using it. Valiant also interrogated Hope about the true nature of Enolsis and is aware that Enolsis is harvesting energy for use by extraterrestrials. But even Hope does not know why the energy is being harvested. Valiant will be desperate, since he knows he's being hunted by the Feds, local cops, and the extraterrestrials who run Enolsis.

That is the situation the investigators will find themselves in. Aren't you glad you're the Keeper?

The New Age

Part One: The Prince Is Dead, Long Live the Prince

St. Louis, Missouri

THE INVESTIGATORS ARE ALL DELTA GREEN AGENTS OR friendlies of various backgrounds. A few hours ago, they each received the following message by phone, fax, or computer modem:

"You are cordially invited to a night at the opera. Arrangements have been made for you to meet your escort at Lambert Airport, St. Louis, Missouri. Be seeing you."

"A Night at the Opera" is Delta Green slang/code for a Delta Green operation. The investigators will find the appropriate paperwork has already been filed to allow the investigators several weeks of paid vacation or detached duty. Travel vouchers have also been arranged, to pay for flights to St. Louis. Arriving in the early afternoon, the investigators will be met by the FBI Special-Agent-in-Charge for St. Louis, Louis Gaston. Gaston is a fortyish, graying African-American, with a closely trimmed mustache, a very mild Creole accent, and the demeanor of a man who hasn't slept for three days. Having grown up on the bayous of Louisiana, Gaston was raised on superstitions and myths, some of which he knows to be true. His grandfather, who could remember the 1908 raid on the Cthulhu cultists outside New Orleans, used to terrify Gaston with stories about the evil doings of pagan cultists on the bayous. His own experiences have made those memories pale in comparison–he's been a member of Delta Green for six years.

Accompanied by two burly FBI agents in trench coats, Gaston hurriedly identifies himself as their "escort for this evening's opera," and ushers the investigators into a stretch limo. He'll brush off any questions about what's going on until all the investigators are together in the limo. Gaston's two FBI escorts will be seated in the front of the limo, isolated from the investigators by sound/bullet-proof glass. Spot Hidden rolls will reveal several escort vehicles with government license plates.

The Briefing

Gaston will begin to brief the investigators *en route* to what Gaston refers to as "the opera house." He'll tell the investigators that they are going to the home of Larry Daniels, a retired U.S. Air Force colonel and member of the board of directors of McConnell-Bayless. The mansion is located near the University City district on the west side of St. Louis. Gaston will tell the investigators that last night at about one in the morning, there was an explosion at Daniels' mansion. Six hours ago, the forensics team announced that they were stumped. According to all the laws of physics, this explosion was impossible. It defies all logic. Why? How? "It's easier to show you than to explain."

Apparently there was a sex and drugs party in progress at the time of the "explosion." Nine people were killed: Larry Daniels; an upscale procurer of "refreshments and entertainers" named Neal Beagley; St. Louis City Commissioner Stanley Cable; and six assorted party-girls. Daniels' servants survived because they were in another wing of the house. Apparently they weren't invited to the orgy.

The only other survivor is a little problematic. It's Antony DiTorrio, Democratic Senator from Missouri and

Timeline of Past Events

May 13, 1980:	Ronald Valiant joins the Marines
March 7, 1984:	Gene Downing takes over Enolsis
May 26, 1984:	Valiant is discharged from the Marines
1984-1987:	Valiant flies arms to the Contras, runs drugs back to the U.S.
November 9, 1987:	Valiant captured by Sandinistas
May 12, 1988:	Valiant returns to St. Louis with CIA assistance
September 18, 1992:	Valiant kills drug dealer
February 11, 1993:	Valiant joins Enolsis
July 22, 1993:	Valiant steals the Spiritual Reservoir
October 17, 1993:	Valiant kills Enolsis deacon, is named replacement
March 14, 1994:	Enolsis HQ complains about depletion; Valiant begins scam

Chairman of the Senate Armed Services Committee. Gaston will pass the investigators an FBI file on Sen. DiTorrio. It contains everything the FBI could collect in the last twelve hours. The Senator is a St. Louis native who got his start in St. Louis politics. He's fifty-eight years old, claims to be fifty, and has been in the U.S. Congress for twenty years. The FBI thinks that the Senator is clean, as far as corruption and dirty-dealing goes, but since his quiet (and generous) divorce settlement he's developed a serious interest in party-girls. His marriage produced no children. (The FBI doesn't yet know about DiTorrio's illegitimate son.) A recent photo shows DiTorrio to be a slim, wiry man, a bit jowly, with dyed brown hair. Sen. DiTorrio suffered a broken arm and is currently under close guard at St. Louis General Hospital.

Next Gaston will pass out a file on Larry Daniels. Colonel Daniels had an exemplary career as a USAF administrator. He graduated from the Air Force Academy, but bad eyesight kept him from becoming a pilot. He worked in administration and procurement at the Pentagon, sometimes for black operations. He was expected to rise even higher than the rank of colonel. However, at the close of his twenty-year hitch, he left the Air Force to take a high-paying position with McConnell-Bayless. His extensive experience with the Air Force's procurement department made him invaluable to the aerospace giant. There were some suspicions that after he retired, Daniels might have been responsible for brokering arms deals during the Iran-Contra affair. But there was so little evidence that he was never subpoenaed or interviewed by the Justice Department. He paid his taxes and regularly gave to charity. Other than that, Daniels' life is undocumented for the years since he left military service.

Gaston will tell the investigators that the FBI is considering this a terrorist bombing, despite the fact that there is nothing to suggest this was a man-made explosion. The forensics people have found nothing to suggest that there was any explosive used. No residue of nitrates or other explosive has been discovered and no fragments from anything resembling a bomb casing, timer, or detonating device can be found. Even weirder is the fact that the structural damage to Daniels' mansion does not match any known combustion or blast pattern. The nature of the party and Sen. DiTorrio's presence at it are also being kept from the press.

The House

Col. Daniels' colonial-style mansion sits on several acres of well-manicured gardens, surrounded by an eight-foot wall. Outside the front gate, the St. Louis PD is keeping the reporters and gawkers away. Inside the wall, the estate grounds are swarming with police cars, forensics vans, and evidence collection teams from the FBI and the ATF. If the players say they are looking closely at the vehicles, a successful Spot Hidden roll will reveal a late-model sedan with tags identifying it as property of the USAF. Spot Hidden rolls will also reveal that one of the ports in Daniels' four-car garage is empty. (Valiant stole Daniels' Mercedes when he fled the scene of the party. In the confusion, none of the servants heard it leave, and none have noticed it since.)

The front door is guarded by a pair of FBI agents. Gaston flashes his credentials and waves the other investigators through. It will quickly become obvious that there are no St. Louis PD inside the house, only federal agents.

The mansion is full of signs that something like an explosion happened. There is a smell of smoke, and obvious smoke and water damage from fires that started after the blast. All the lights are off except for the lighting the federal agents have brought with them into the house. Gaston will tell the investigators that the fires were not caused by the heat of the explosion, but by electrical shorts that cooked the wiring throughout the building. He'll quickly collect flashlights for each of them.

The foyer of the house has a huge double staircase and a balcony that wraps all the way around the room. A burnt and shattered chandelier hangs above the marble floor. To the investigators' left is a figure tape-outline on the ground just beneath the balcony. Gaston will explain that the Senator and his "escort" were out on the balcony when whatever it was happened. Gaston thinks that maybe the force of the explosion threw them over the balcony. The Senator landed on top of the woman, breaking his arm and her neck. Upon mounting the stairs, the investigators will notice that the doorway and wall behind the balcony from which the couple plunged is completely intact. There is no sign of any "blast concussion" whatsoever. What the investigators won't know is that when the crystal misfired it dimensionally shifted the mansion. The Senator and his date were leaning against the balcony and simply fell "through" it when it ceased to exist for a moment.

As the investigators pass through the door behind where the Senator tumbled off the balcony, they'll begin to notice fragments of furniture, stereo equipment, and glass on the floor. There is no obvious way for an explosion to have deposited the fragments in the hall as there is no direct access to their source. The walls have not been pierced, and are unmarked by shrapnel. The smell of burnt electrical wire gets stronger as they proceed. That smell is mixed with the smell of vomit. If asked about this, Gaston will mention that one of the St. Louis PD officers who initially responded puked when he saw what was in the party room. A Spot Hidden roll reveals a camera flash in a room to the right. Looking in, the investigators will see two crime scene photographers snapping pictures of a nude woman hanging from the ceiling. She's not hanging "by" anything like chains, rope, or wire. Her left hand appears to be seamlessly fused into the plaster of the ceiling. Her arm is twisted and broken, obviously wrenched out of its socket but still attached to her body by muscle and skin–SAN loss of 1/1D3. The



The ultimate thrill?

floor of the room is filled with furniture fragments, but none of the furniture in the room seems damaged. If the investigators ask Gaston how she got stuck up there, he'll shrug and say, "That's why I called you."

The Party Room

The room where the "explosion" took place is right next to the one with the hanging girl. The first thing the investigators will notice is another girl, this one fused through the wall and sticking into the hallway. She's emerging out from about her waist, face down, with her dangling fingertips touching the floor (SAN loss of 0/1D2). The second thing they'll notice is that the wall buckles outward into the hall, but it's not cracked and broken. The wall buckles smoothly, bulging in a shallow hemisphere. The hallway and the rooms adjacent and across the hall are filled with fragments of furniture and glass flung from the party room, but again they should have been embedded in the wall of the main room—there's no way for them to have passed into these areas.

Inside the room, the investigators will notice that all four walls, as well as the floor and ceiling, "bulge" outward. It's as if some spherical force pushed them outward, warping the molecular structure rather than shattering it. The room is filled with shattered furniture and stinks of alcohol. The carpet is wet with a mixture of beverages flowing from the shattered bar. Gaston can tell the investigators that all the debris in the house seems to have been generated by objects in this room. The debris extends through the house into rooms above, below, and adjacent to the explosion site in a roughly spherical pattern thirty yards in diameter.

Gaston will explain that Daniels' corpse was found at the epicenter of the depression in the floor. The body has been taken, along with the others not imbedded in the walls, to St. Louis General Hospital for an autopsy. One curious thing was also found with Daniels: a small crystal, apparently quartz. Gaston will explain that Daniels' body was found in a kneeling position, hands cupped together holding the crystal. Daniels appeared to be either mummified or perhaps burned so badly that he became frozen in that position. However, the heat required to crisp Daniels would also have incinerated the room, and there are no burn marks anywhere. Before too long, two forensics technicians wearing safety goggles and carrying electric saws will enter and begin cutting the wall around the "fused" body of the party-girl so that it can be transported to the autopsy facilities.

Other Rooms

If the investigators want to explore the house, the only things of note will be found in Daniels' bedroom and library/study. There are several things of note in Col. Daniels' bedroom. First is his "I love me" wall covered with certificates, decorations, and pictures of Daniels with well-known

politicians of this hemisphere, including Senator DiTorrio. Second is a trunk in his closet full of S&M paraphernalia: masks, whips, restraints, etc. A Spot Hidden on Daniels' four-poster bed reveals that there are marks on the wood indicative of handcuffs. An Idea roll reveals that the marks are old. Sitting on Col. Daniels' nightstand, beside his bed, is a well-thumbed pamphlet called *Your Realizer and You* published by the Enolsis Foundation of Tulsa, Oklahoma. There is no named author. On the cover is a picture of a crystal similar to the one found on Daniels' body being held by a pair of cupped hands. Although the crystal found on Daniels has been removed, Gaston can confirm that the crystal on the cover looks similar. The pamphlet is slick and colorful, very well-produced. The substance of the pamphlet is instruction on meditation exercises to be done with a crystal. The pamphlet promises that these exercises will help you "Find your true light."

The first thing of interest in Daniels' library/study is the sight of two captains from the Air Force Office of Special Investigations (AFOSI) in somber suits. They are going through Daniels' desk and computer files. Captains Picton and Wentzlauf are tight-lipped and won't reveal what they are looking for. Gaston can tell the investigators that the Air Force spooks are searching Daniels' computer for classified USAF materials—as a member of McConnell-Bayless' board of directors, Daniels had access to classified USAF projects.

There are no clues to what happened in Daniels' desk or computer files. However, there is an extensive New Age section of Daniels' library, the remainder of which is devoted to the classics of literature (unread) and military histories (well-read). Included in the New Age books are copies of Aleister Crowley's *The Book of the Law* and the Marquis de Sade's *One Hundred and Twenty Days of Sodom*. These seem to be several years old. An Idea roll will reveal that there are many well-read but fairly new books about crystals and crystal-related magic and rituals. None of them are important enough to detail.

Also in the library is a well-read copy of *Inner Science: A Guide to Modern Reality*. The author is Herbert Price, copyright 1962. The forward of this most recent edition is written by "The Living Power of the Enolsis Foundation" and published by the Enolsis Foundation of Tulsa, Oklahoma. The book bears an inscription in ballpoint: "To Larry, for more than I can write. –Ron, June 12, 1994." There is also an old photo taped by the inscription, showing Ronald Valiant from his Contra era: Valiant, in Marine green, with an arm around Colonel Daniels, who is in a tropical suit and straw hat. The uniform's name tag, "Valiant," is readable if enhanced on a computer but not to the naked eye. The photo was taken in San Jose, Costa Rica, and photo analysis will reveal that the pair are in San Jose's *Plaza de Cultura*.

If the investigators give only cursory attention to the shelves and don't notice the Enolsis book, have the photograph framed and hanging on the wall nearby instead.



Neal Beagley, who went where no pimp has gone before.

The Staff

Interviews with Colonel Daniels' servants will reveal that this sort of party was not uncommon for Colonel Daniels. The domestic staff includes Dolores Montez, the Filipino housekeeper; her husband the butler, Ernesto Montez; Emily Beauchamp, the Haitian maid; her sister Jeanette the cook; Henry Kim, the Korean gardener; and Jerry Fletcher, the Jamaican chauffeur. All have green cards and are in the United States legally. They can't tell what happened, only that an hour after they were excused there was a sound like thunder and a blinding flash, and the whole house seemed to shake. All the staff, no matter where they were in the mansion, could see the blinding flash.

As to the Colonel's sexual proclivities, they can only tell the investigators that in the last few years Daniels has acted like a satyr, coupling with several women a week, sometimes several at once. He turned into a super-stud about the same time he gave up on his S&M kick, about a year ago. If asked whether all the guests have been accounted for, the servants will be unable to tell the investigators how many people were at the party.

Initial Clues

Investigators who count up the number of clothing items left lying around will notice an extra pair of women's shoes, an extra pair of women's panties, and an extra pair of men's pants. Forensics will find a man's blonde hairs in the pant legs, which analysis will show came from someone with type A blood. Asking the servants about which cars belong to guests and which belong to Daniels will reveal that Colonel Daniels' Mercedes is missing.

To summarize, the clues at this point that the investigators may have noticed include: the anomalies related to the explosion; the missing Mercedes; the presence of Enolsis literature in Daniels' home; a friend named "Ron" (whose photo can be enhanced to gain his last name, "Valiant"); potentially a missing man and woman who were present at the scene; the corpses being autopsied; the crystal; and whatever Senator DiTorrio can tell them at the hospital.

The following sections deal with some of these clues (others, such as the nature of the explosion, cannot be fruitfully investigated). Note that some information given in a particular section may rely on the investigators' learning something elsewhere first, and that not all the information has to be distributed during the investigators' initial attempt. Interviewing Senator DiTorrio, for example, will be more profitable once the investigators know about Valiant; this may require an additional trip to see him later in the scenario. All of the relevant information is gathered here for ease of reference, but don't feel obligated to dispense it all the first time the investigators come knocking.

The Mercedes

If the investigators learn the Mercedes is missing and put out an APB on it, the vehicle will be found across the Mississippi in East St. Louis the following morning. Otherwise, it will be found by East St. Louis police in the afternoon and brought to the investigators' attention. The car has been stripped by local miscreants.

A complete forensics workup (ready in a few hours) will reveal several sets of smeared fingerprints. There will be salvageable prints belonging to several East St. Louis thugs, none of them Valiant. If any of the hoodlums who stripped the car are tracked down, they will know nothing useful. They simply stripped the car and stole the purse off the front seat. They didn't see the girl, but she is nearby. The investigators should search the scene where the car is found; if they don't, the St. Louis PD do so anyway.

Rachel Marx, one of dead pimp Neal Beagley's working girls, is in a nearby dumpster. She'll have to be identified from her fingerprints because her face is a splattered red mess, her teeth are scattered around the alley and her purse and I.D. are missing. She's shoeless and isn't wearing her panties. It looks like her face was smashed in.

With a Spot Hidden roll at the scene, the investigators will find blood and hair belonging to Rachel stuck to the wall of the alley she was found in. It appears that she was alive when she left the car, but that someone smashed her into the wall, killing her.

Forensics examination later that day will show that her skull is pretty much a shattered eggshell, and that she died around the time of the explosion (in fact, about an hour later). No murder weapon can be found, but forensics shows fragments of brick in her hair and skull. If the investigators didn't find the spot on the wall earlier, the forensics results should clue them in.

Getting Wheels

Before the investigators leave the mansion, Gaston will assign them a car (or cars if there are more than four investigators) from the FBI motor pool and give them his cellular phone number so they can keep in touch with him. He'll want them to keep him informed but to say nothing to anyone else in the St. Louis office about their investigation or conclusions. He'll act as the go-between with his staff. No one in the St. Louis FBI office, except Gaston, has even heard of Delta Green–and Gaston wants to keep it that way.



What happened was that Valiant fled in Daniels' Mercedes with Rachel when the crystal malfunctioned, then killed her to ensure her silence. Valiant's fingerprints have been wiped from the car, but analysis of the sweat left behind on the steering wheel will confirm that the driver had type A blood, a match for the hairs found in the pants at the house. Forensics results will find a partial fingerprint on Rachel's neck where the killer grabbed her to smash her against the wall. (Valiant wiped her neck but did a poor job.)

Ronald Valiant

The photo in the house is a key clue. A quick trip by the FBI office in St. Louis will result in the image enhancement needed to identify the name on the jacket: "Valiant." At this point the investigators may want to run "Ron + Valiant" through the computer. They'll come back with St. Louis PD records, USMC records, and, since the investigators (through Gaston) have enough pull to get a court order, Valiant's juvenile records. If they push a little further, they might even get the State Department's records on Valiant's captivity and "escape" from Nicaragua. (Delta Green agents with CIA backgrounds could discover that incident as well, but that's up to the Keeper.) Valiant's blood type is A, his hair is blonde, and his fingerprints will match the one found on Rachel's neck. Cross-referencing the other party guests with Ronald Valiant will reveal that Neal Beagley, Daniels' now-deceased pimp and drug supplier, was a known associate of Ronald Valiant. Another known associate is Angel O'Rourke, Valiant's ex-squeeze. Three months ago, she was sentenced to six months in the county jail for stealing a tourist's wallet during a for-pay sexual encounter. A summary of Valiant's official records appears as Player Aid #2 (p. 234).

The investigators may also want to get information on Herbert Price and Enolsis. Refer to Player Aid #1 (p. 233) for what the investigators know. Be sure to mention to the players that there is a local branch of Enolsis in St. Louis.

Angel O'Rourke

Ronald Valiant's old squeeze, Angel O'Rourke, is three months into her six-month sentence for petty theft. She's a scrawny bleached-blonde, with a rose tattoo on her left shoulder and old track marks on both arms. She's not feeling too hot right now, since her money ran out and she's not making enough turning tricks on the inside to support her heroin habit. She'll be in a foul mood and will take out her frustrations on the investigators. However, she has no loyalty to Valiant and will grudgingly answer most questions.

She only knows about Valiant before his transformation into Doug Walters and knows nothing about Enolsis. She knows about the drug dealer Valiant torched, because Valiant bragged to everyone about it before he disappeared. She can tell them Valiant was a bodybuilding fanatic who used steroids and cocaine regularly. The combination resulted in wild mood swings, with a tendency toward uncontrollable rage. Valiant often kicked the crap out of people for reasons he couldn't remember five minutes later. Valiant also bounced Angel around a few times. Valiant was a gun-nut who liked to play at being a big-time, CIA-trained mercenary. Asked about Valiant's religious convictions or interest in the occult, Angel will respond with the following:

Valiant wasn't into any of that stuff. He was an ex-Marine, a tough bastard. He pumped iron, took coke, and beat people up—that was his thing. Angel asked him once if he believed in God. In response, he pointed to his head and said, "This is the god I worship." Valiant lived for himself.

Angel cannot tell the investigators anything about Valiant's whereabouts. He disappeared shortly after murdering the drug dealer in 1991. She can, however, paint a picture of a self-obsessed, violently sociopathic poser.

Antony DiTorrio

Senator DiTorrio is staying at St. Louis General Hospital. DiTorrio's private physician, Dr. Chichester, has not arrived yet but is expected the next day. The day the investigators arrive the Senator is still under heavy sedation and is incoherent. If the investigators attempt to interrogate the Senator, they will only get a few snatches of information such as:

"My boy...my boy." "No!" "He's mine...all I got." "Deneen." "Safe."

"My boy...my boy. He's mine...all I got. Safe." These are references to Ronald Valiant, DiTorrio's illegitimate son. These references should puzzle investigators, since the Senator supposedly has no children.

"No!" This is DiTorrio reliving the "explosion" and falling through the balcony.

"Deneen" refers to the name of the prostitute who was with DiTorrio when the crystal discharged its energy and the two of them fell through the dimensionally shifted balcony.

Suspicious investigators may want information on Dr. Chichester. Chichester is a Virginia-based physician with a reputation for over-prescribing medications. He's basically a "Dr. Feelgood," despite the fact he is very careful to make sure his patients don't abuse his prescriptions.

The Next Visit

DiTorrio comes out of his sedation the next day, and the investigators can visit him. Dr. Chichester will try to run interference and keep the investigators away from DiTorrio. Chichester is tan, handsome, and in excellent shape for a man in his fifties. He looks like he'd be more at home on his country club tennis court than in this hospital's intensive care unit. Chichester won't stand his ground very well. Mentioning the IRS, an AMA review of his medical license, or the old "obstruction of justice" charge will send him scurrying.

The Senator is made of sterner stuff, however. DiTorrio is jowly, with a down-turned mouth and tired eyes that make him resemble a hound dog; he may remind the investigators of talk-show host Morton Downey, Jr. DiTorrio's head is bandaged (hiding most of his silver mane of hair), and his arm is in a cast, but he is coherent and able to answer questions. DiTorrio will prove quite recalcitrant; he will answer questions with more questions and will try to find out how much the investigators know based on what they ask him. At first he won't admit to knowing what kind of a party it was, or what he was doing there. He'll drop the "I had no idea" defense fairly quickly but will not admit any of the following: that he knows the names of the people at the party, what Daniels was doing with the crystal or who he got it from, having any children, or knowing Ronald Valiant.

He won't be intimidated by threats of official sanctions like criminal charges, Senate hearings, and so on. If the investigators threaten him with charges like "obstruction of justice" or "solicitation," he'll react violently, threatening them with friends in high places. "I'm a U.S. Senator goddammit! I could have breakfast with the Attorney General and get your badges pulled before coffee!"

But DiTorrio is terrified of the press, because he can't control them. If he's threatened with revealing his presence at the orgy to the press, he'll become nervous, but won't start to crumble unless the investigators convince him that they know Valiant is his son. (This might only occur at a later interrogation.) If he believes they know that, he'll admit that Valiant was at the orgy but deny he had anything to do with the explosion. "How could he have had anything to do with it? And why? Ronnie and Larry were good friends." DiTorrio will admit knowing about Daniels' use of crystal meditation as an aphrodisiac, but denies he knows that Valiant got him started on it. He'll also admit Valiant has had some trouble with the law but again will deny having helped him escape arrest by getting him a new identity. Senator DiTorrio will do his best to convince the investigators that his son has reformed, that he's given up drug dealing and is just "troubled." Every bad thing Valiant has done is "in the past." He will soft-peddle everything the "boy" has done.

Potentially, the investigators could Persuade the Senator to call his son and try to bring him in. Play this by ear, but see the section, entitled "DiTorrio," on p. 213 for more information on this possibility.

The Morgue

The morgue, located in the basement of St. Louis General Hospital, is under very heavy guard. There are a dozen FBI men, at least half of whom are armed with M16A2s. Colonel Daniels' corpse is the one getting the most attention from the forensics team, led by Dr. Kimberly Morris.

The best way to describe Daniels' corpse would be to say it appears desiccated. It's resting on its back, still locked in that ridiculous kneeling position. Straps and supports are holding it, since it doesn't appear strong enough to support its own weight. It's less than one half its original weight, the tissues are flaky and dusty, and the bones are brittle as twigs. There was some damage done to the body during its transport to the morgue: a finger or two broken off, a patch of skin scrapped off down to the "muscle." Daniels' penis was erect at the time of death, and remains so even now. Blood has dried to powder in the veins. Daniels' USAF Academy ring is still on his finger and was unharmed by whatever force mummified him. An autopsy will reveal Daniels is consistently desiccated through and through. Even the internal organs and bone marrow are delicate and powdery. All the internal organs are shrunken too, perhaps one third their original size. The only explanation the forensics people can come up with is that Daniels was drained of much of his body's moisture. An examination at the chemical level will reveal that the strong and weak nuclear forces holding Daniels' molecules together seem to be falling apart. The forensics people have no clue how this could happen.

The other corpses are here too. Six died from a combination of concussion and shrapnel. Particularly strange is the fact that all the corpses have glass and wood fragments lodged in their muscles and organs, but no entrance wounds for the shrapnel can be found. (The shrapnel materialized inside the victims when the mansion shifted back to this dimension.) The girl who was found hanging from the ceiling by her left hand has been brought in along with the chunk of the ceiling she was suspended from. The girl who was stuck through the wall up to her waist is also here. She has been precariously placed on an autopsy table with the section of wall still bisecting her. Neal Beagley, the girls' pimp, is the last one here. He has been fused to a partially intact wooden chair. Seeing the chair arms, legs, and back sprouting from his torso costs 1/1D3 SAN. Even the normally unflappable forensics experts are foregoing eating during this autopsy. Several fast-food lunches lie on a lab counter, untouched.

These victims' molecular structures seem to be combined with the molecular structures of the objects they've merged with. The forensics people haven't a clue how this happened. Between Daniels, Neal Beagley, and the two girls, there's enough material here to keep an army of quantum physicists arguing for years.

The Crystal

The crystal is currently being examined by the geology lab at Washington University. Spot Hidden rolls will reveal three FBI agents lounging around the Geology lobby, trying to look collegiate and unobtrusive while surreptitiously guarding the lab. The chief geologist is Prof. Travis Archer, and he is more than a little annoyed that he's been asked to drop everything just to look at an ordinary piece of quartz crystal. When the investigators arrive, he's just finished his analysis.



He can tell the investigators very little. The crystal is basically cylindrical, about two inches long and the diameter of a quarter. It is rough-hewn, pointed at one end and cut straight at the other. This gives it a vaguely phallic appearance. The straight cut is recent, and appears to have been performed with some kind of jeweler's saw, type unknown. Other than that, there is nothing unusual. It is a standard pure quartz crystal of a type commonly found throughout North America.

The investigators will probably take possession of the crystal, but if they don't, Gaston will send them or some other FBI agents back to collect it. When they return the second time for the crystal, they will find that it is missing. The personnel in the Geology Lab will say that Dr. Archer removed it. However, Dr. Archer was in a faculty meeting at the time he was seen taking the crystal. Polygraph tests will reveal that both the lab technicians and the other faculty are telling the truth–the technicians saw Archer take the crystal and Archer never took it. The Enolsis Steward known as Hope, using her protomatter ability to change her appearance, got into the lab disguised as Dr. Archer and stole the crystal to protect both Enolsis and Valiant.

The Crystal in Play

The crystal is still malfunctioning and will affect the investigators if they take it with them. The crystal has no MPs or POW left in it and was made even more unstable by the explosion. When functioning normally, the crystal will drain one MP per day from the investigator(s) possessing it.

The crystal will malfunction if the investigators start meditating over it using the ritual contained in the *Your Realizer and You* pamphlet from Daniels' bedroom. Meditating investigators automatically lose all Magic Points to the crystal the first round they meditate, and drop unconscious. The next round they permanently lose one POW to the crystal. The round after that, the crystal begins draining anyone else present. Each person nearby (one at a time) receives two rounds of draining just as the first investigator did; however, he may make a resistance roll of his Magic Points vs. the MP (not the POW) stored in the crystal at the start of each of those two rounds. If the investigator fails both resistance rolls, then on the next round the crystal targets someone else nearby. Potentially, all of the investigators could be dropped to zero MPs and have a point of POW drained by the crystal. Once everyone in the immediate vicinity (same hotel room, for example) has been drained, the crystal goes dormant again. If at any point an investigator succeeds in one of the resistance rolls, the crystal goes dormant and does not drain anyone else unless someone meditates on it again.

If the investigators never meditate on the crystal then at the Keeper's discretion it can malfunction once the investigators have bedded down for the night, draining MPs and POW as stated earlier. In this case, however, the first investigator chosen (the one with the highest POW) gets the normal resistance rolls, since he wasn't meditating on the crystal. The draining/dormancy cycle progresses identically except for this one difference.

At the Keeper's option, losing a point of POW to the crystal can cause weird physiological effects, such as turning the investigator's hair white, putting the investigator into a coma, or stopping his breathing while he sleeps.

Given a crystal malfunction, chances are good that the investigators will call for help. If they just call 911, an ambulance responds shortly. If they call the FBI, Gaston sends three agents to the hotel to guard the room while the investigators go to the hospital. This is a good time for the Steward named Hope to strike; see "Hope" below.

Visions of the Crystal

Anyone who loses all his MPs due to a crystal malfunction may, at the Keeper's option, receive a vision from the crystal. These visions are the psychic residue left in the crystal from events of the last few weeks.

One set of images is from the party, seen from Daniels' point of view. The dreamer will see everyone who was there, including Valiant–and Ronald Valiant will be remembered *by name*. Daniels' last thought as the crystal sucked the life out of him was *This is the ultimate thrill.* Feeling Daniels' horrible death is worth a loss of 1/1D6 SAN. The dreamer will awaken with a clear image of what Valiant looks like since plastic surgery made him "Doug Walters," though the dreamer will not know Valiant's new name.

The dreamer may also get flashes of a huge, rust-red planet hurtling through deep space. He will also hear a kind of tuneless singing ringing in his head. The ugly, pitted sphere below the investigators will reek malevolence and power. As the singing gets louder, the dreamer will begin to feel the planet beneath him "stir." That is the last thing the dreamer will remember. This vision of Ghroth will cost the dreamer 0/1D2 SAN. If the Keeper wishes, the affected investigators may receive increasingly revealing dreams of Ghroth as it draws closer to the Earth, even when the crystal is not malfunctioning. A Cthulhu Mythos roll can identify the planet as Ghroth, and the investigator will know Ghroth for what it is.

Hope

At some point the investigators will go to their room at the Hilton hotel that was booked for them by Gaston. They will also have picked up a tail, Valiant's tamed protomatter assassin Hope. She'll start following them once they leave Daniels' mansion. She'll follow in her car–a black, late-model Taurus rented under false identification–at a respectable distance. If the investigators state they are keeping an eye out for tailing vehicles, a Spot Hidden roll will reveal the

Your friendly bellhop is ready for efficient service.



black Taurus staying with them. The Keeper should do nothing to suggest this; only appropriately paranoid investigators who specifically look for tails should be allowed a chance to spot Hope. If the investigators try to chase Hope, she'll race to the Mississippi river and drive off a wharf at full speed. She's not the best driver and knows she can't lose the investigators in a high-speed chase. But being immune to physical trauma and drowning, she'll swim out of the wreckage and get to shore without breaking the surface for air.

She'll attempt to stay with the investigators after the crash by oozing out between the cracks in the wooden wharf and wrapping her protomatter body under the investigators' car. That way she can just let them take her where she needs to go and listen to everything they say at the same time. Sadistic Keepers might allow an appropriately jittery investigator to "think" he saw an eyeball looking in through a side window (0/1D3 SAN). Hope can easily "flow" into the trunk or into empty spaces in the car's body to avoid detection. If it looks like she might get trapped in a burning automobile, she'll shoot out from under the car like a blast from a firehose and escape down a sewer grate.

If she loses the investigators for any reason, she'll rent a different car and pick up their trail from likely locations: Daniels' mansion, the hospital where DiTorrio is being kept, or anyplace else that seems reasonable to the Keeper. If she has to follow them for multiple days, she'll change cars each day, no matter what.

Getting the Crystal

When the investigators get to their hotel, Hope will slip in and get a bellhop uniform so that she can move around the hotel freely. Remember that as protomatter, Hope can change her appearance to look like anyone she wants–prob-

Roleplaying Hope

So what kind of a person is Hope, anyway? The answer is simple: she isn't one, not anymore. The degree to which she can affect the mannerisms and emotions of a human is up to the Keeper. Hope could be played cold and mechanical, like the liquid-metal android in the film *Terminator 2: Judgment Day.* She could also be played as very human, proclaiming her love for Valiant while slaughtering investigators. Finally, she could be played as somewhere in-between: a bad actress emoting poorly, her declarations of love and hate coming off stilted and unconvincing.

Hope should, however, be able to pass for a normal human when she is in disguise. As a bellhop, for example, Hope will speak quickly and courteously, will smile at all the right times, and so on. It's only when her disguises fall and the real Hope emerges that her personality may smack of falsehood.



ably an employee who is going on break or who has just gotten off duty. She'll bug the switchboard in the hotel to transmit any calls on the hotel phone to her remote monitoring kit, and then hide on the hotel roof with her kit and some cellular-phone-interception equipment, in case the investigators use their cell phones.

Her goal will be to get into the investigators' hotel room and steal the crystal, along with anything else that looks incriminating, such as files or evidence. She can easily get into the room when the investigators aren't there (by going liquid and sliding under the door), but if they have the crystal with them at the time, she'll have to try something else. If nothing else, she can plant some listening devices in the room that she can monitor from the roof.

Ideally, you should have Hope make her play for the crystal just after the crystal malfunctions and drops some investigators. This will only make sense if unaffected investigators call for medical help to assist their crystal-drained comrades–Hope will hear their call and spring into action. If they don't make a call, Hope won't strike yet.

Assuming that an ambulance is called, Hope will go to the room in her bellhop uniform with her features disguised, once the paramedics have left. If any investigators are still present, Hope will knock on the door and tell the investigators that the paramedics need them in the lobby right away. If all the investigators are gone but they called Gaston at the FBI office, three NPC agents will be in the room instead, and Hope will have to deal with them. If the investigators didn't call the FBI, Hope will slip in without any problem.

If only NPC agents are present, Hope attacks. One or two agents should be able to escape and tell what happened, although what they say won't make a great deal of sense. The survivors will say they caught the bellhop searching the room and when they tried to arrest her, her arms shot out across the room and knocked them away from her. Then she stood there and laughed while they put a dozen rounds into her chest and head. She then attacked with arms that looked more like tentacles. Agent Cox was being strangled when he used pepper gas on her face; this seemed to anger her and she tossed him through the bathroom door. Agent Roland used his taser on her and this caused her to scream and stumble back, disoriented. Agent Roland then ran out of the room and down the hall calling for help. Behind him he heard the sound of glass shattering as Hope jumped out the window. If the Keeper wishes, Hope could inject one of the surviving agents (perhaps Cox or Babbage) with protomatter and leave him behind to spy on the investigators. If she didn't do so before, she also plants several listening devices in the room, which she can monitor from the roof.

As protomatter, Hope can fall the thirty floors from the investigators' room, smack the pavement, get up, and walk away. A homeless man, known only as Charlie, will be check-

Incendiary Weapons

The protomatter Stewards represent serious problems for gun-wielding investigators. Here are some weapons that will prove effective at stopping these assassins. Each entry lists the base chance to hit with that weapon (typically the same as another attack such as Fist/Punch), and the resulting damage.

Automobile Cigarette Lighter: Fist/Punch skill, 1D2

Gasoline Sprayed from a Gas Pump: 50%, (when ignited) 2D6 + special, range: two yards. If target fails a Luck roll (indicating that ignition of the gasoline succeeded), he takes 1D6 per round until the flames are extinguished. The attacker must also make a Luck roll to prevent being splashed by the gasoline. If a line of flame from the ignited gasoline on the target can run back to the attacker, damage to attacker is 1D3 per round until extinguished. Should this occur, the attacker makes a second Luck roll; failure indicates that flaming gasoline backs up the hose and ignites the pump, resulting in a massive explosion. Dodge rolls may prevent instant incineration, but that's being charitable.

Molotov Cocktail: Throw skill, 2D6 + special. If target fails a Luck roll, he takes 1D6 per round until extinguished.

Tracer Rounds: +1 damage for Pistol/SMG, +1D2 damage for Rifle/MG per shot

Incendiary Rounds: +1D2 damage for Pistol/SMG, +1D3 damage for Rifle/MG per shot

HAFLA, or Handflampatronen (Hand Flame Cartridge): A German-made, one-shot weapon that fires a phosphorous-filled slug. Throw skill to hit, thirty-yard range. Damage as phosphorus grenade, below.

Flamethrower: Flamethrower skill, 2D6 + special. If target fails a Luck roll, he takes 1D6 per round until extinguished. Twenty-five-yard range, 10-shot magazine.

Flaregun: Handgun skill, 1D10 + 1D3 + special. If target fails a Luck roll, he takes 1D6 per round until extinguished. Ten-foot range, no point-blank bonus.

Phosphorus Grenade: Throw skill, 3D6 first round, 2D6 second round, 1D6 third round + special. If target fails a Luck roll, he takes 1D6 per round until extinguished, in addition to the damage specified. Ten-yard burst radius.

Thermite Grenade: Throw skill, 4D6 + special. If target fails a Luck roll, he takes 1D6 per round until extinguished. Two-yard burst radius.



It starts with simple curiosity.

ing the dumpsters behind the hotel for food at the time and sees it happen. The hotel employees are familiar with Charlie and know he is almost always drunk. However, Charlie will insist that he saw a woman fall into the alley (flattening a trash can), then get up and melt down a sewer drain leaving her clothes behind. Certainly the bellhop uniform will still be there, along with any bullets that had temporarily lodged in her body.

Enolsis in St. Louis

If the investigators look up information on the local chapter of Enolsis, they'll learn that the chapter was opened eight years ago by Ted Stobbin. Stobbin was shotgunned to death by a mugger on October 17, 1993. A few months before Stobbin was killed, there was a break-in at the office and the wall safe was stolen right out of the wall. The safe contained no cash, only an important "spiritual item." After Stobbin's unfortunate death, his assistant, Doug Walters, took over as the local Enolsis deacon.

The St. Louis branch of Enolsis is located on Delmar Blvd., in University City. It's in a storefront right on the sidewalk, surrounded by coffee shops, bookstores, clothing shops, and so forth. The store has a glass front covered with posters, so it's difficult to see inside. The posters are well-produced (by Enolsis HQ in Tulsa) and are covered with pictures of people meditating, clouds, and various other restful scenes. There is even one fanciful poster of Enolsis faithful (crystals dangling from chains around their necks) flying like angels over a majestic mountain range.

Inside is an open area about 40'x20', covered with mats and rugs. At the back of the store sits a slightly raised platform. On the wall behind the platform is a large tapestry, black on a gold background, depicting two cupped hands holding a crystal. Along the walls are displays of the various pamphlets, books, and audio and video tapes sold by Enolsis to help their membership "find their true light." To the right is a desk with a cash register and a computer. There are two women who work at Enolsis, Diane and Sarah. Valiant chose them for their looks, but while Diane is an unassuming airhead, Sarah is quite intelligent and insightful. Both have been the subject of Valiant's empathic projection abilities and are totally enthralled with him. Both wear unflawed crystals.

Diane and Sarah can provide a nicely sugar-coated version of the history of Enolsis and its philosophy. ("Remember, Enolsis is about helping you find your way, not just about following our way.") With a Persuade roll and a good cover story (such as searching for an old college friend), the investigators can get the women to ascertain that no record of Ronald Valiant exists at Enolsis. (Diane and Sarah know Valiant as Doug Walters.) If asked about the murder of Ted Stobbin, they'll say the unsolved crime was a real psychic and spiritual blow to everyone, and that it's a good thing Doug



was here to hold everything together. If asked about the burglary, they'll say that the police never really tried to find the burglar and that the "spiritual item" taken was a group meditation focus–a crystal like the ones they wear, only bigger.

Walters and Valiant

If the investigators show either woman a picture of Valiant, they will tell the investigators that he looks familiar, but they're sure they don't know him; perhaps he came to a few meetings a while back or something? (They never knew Valiant before his plastic surgery.) They have been told by Doug Walters to tell anyone asking for him that he's not in. Both ladies have snapshots of Doug in their wallets, and there is a photo of Doug with Gene Downing, the Living Power of Enolsis, hanging on the wall behind the counter. Investigators who had crystal-driven visions about the party at Daniels' mansion will recognize Doug Walters as the man Daniels thought of as Ronald Valiant.

Computer-aided photo-analysis will strongly suggest that Doug Walters and Ronald Valiant are the same person, the differences being due to cosmetic surgery. The women won't give their photos up without a Fast Talk or Persuade roll, and won't surrender the picture of Doug and Gene Downing without Doug's permission. A successful Fast Talk roll will get the photo, but Diane or Sarah will each get a resistance roll against the investigator–the woman's INT vs. the investigator's POW. If either make the roll, they still hand the photo over but tell Doug about it once the investigators leave. Flashing a badge will get the photos but will also ensure that Diana and Sarah will go straight to Valiant.

The Computer

The computer on the desk has all the membership information for this branch, and "Valiant" isn't listed. The computer has an Internet connection to Enolsis HQ in Tulsa, through which orders for books and Enolsis paraphernalia are placed and financial data transferred.

Hacking into the local branch's computer and then into Enolsis HQ's database (two successful Computer Use rolls combined with a successful Accounting roll) will reveal that the St. Louis branch has forty-two more members than it has reported to Tulsa HQ. This means that the local branch has not been correctly reporting their membership dues. This amounts to about $4200 in annual dues skimmed from the Enolsis coffers. Of course, what Valiant really wants is the 504 MPs per month he gets from these unregistered members, one of whom was the late Colonel Daniels.

Schedule of Events

The local chapter's schedule is as follows: daily meditation exercises are at 6PM, there are weekly discussion and consciousness-raising sessions Thursdays at 7PM, and on the first of the month at 7PM every Enolsis member in the St. Louis area gathers to charge the Spiritual Reservoir.

Searching the Office

There are three doors off the meeting hall. One is marked *Presentations,* the second is marked *Private,* and the third *Storage. Presentations* is a small annex decorated with tapestries in gold and black depicting crystals. This is where new members are sworn in and receive their Realizer. This room also contains the concrete-encased floor safe in which the chapter's Spiritual Reservoir rests. *Storage* is just what it appears: a closet full of Realizers (normal size, meaning twice the size of the one Daniels had), cleaning supplies, pamphlets, books, tapes, posters, and other Enolsis paraphernalia. *Private* opens onto a staircase that goes up to the apartment of "Doug Walters."

The apartment's windows are painted over, but there are two skylights and plenty of lamps in the room. There is a mirror over the round waterbed and a set of free weights in the corner. There is a wooden chest at the foot of the waterbed, filled with military memorabilia from Valiant's time with the Marines and the Contras–much of it is store-bought, purchased to bolster his wild stories. There are photos, his old uniforms, Sandinista flags, even a case full of mail-order medals Valiant claims he won. The walls are covered with billowing white wall hangings that stretch from floor to ceiling and cover almost every surface. White seems to be the dominant color in the room; the dresser, table, chairs, bathroom, small kitchen, and several small art objects and other bric-a-brac are all done in white.

Valiant's Secrets

Quick inspection shows that two of the walls are set a couple feet further back than the wall hangings are. Behind those wall hangings, the investigators will discover a different apartment. Across from the round waterbed and camouflaged by the cloth is a huge entertainment console with wide-screen TV, laserdisc player, CD player, and stereo system. Valiant also has a rather extensive collection of pornographic videos, some of them homemade using his tripod-mounted video camera. There is also an extensive gun collection in a case behind the wall hangings. This isn't an Enolsis armory, just Valiant's collection of personal favorites. Valiant has a gun-case loaded up with M-16s, AK-47s, various sniper rifles, and a Franchi SPAS-15 full-auto 12-gauge shotgun. This last is the weapon he used to kill the previous deacon, but there's no way ballistics can prove it, since Valiant used buckshot and hid the casing. Also here is a diamond saw Valiant uses to cut the crystals in half and a supply of halved crystals. They are noticeably smaller than the ones worn by Diane and Sarah.

The homemade porno videos are marked with the names of women, dates, and a short description of the film's highlights. A Psychology roll performed while watching some of the tapes will reveal that Valiant is obsessed with controlling people. He constantly has his sex partners do things to show how much he means to them, or prove their love for him. No bondage or discipline, just psychological pressure and manipulation. Valiant seems to enjoy having his sex partners do things they either do not enjoy or are uncomfortable with. His partners seem unusually acquiescent to his requests, no matter how bizarre or personally distasteful they obviously find them. The most recent tape shows an uncomfortable Diane and Sarah together under Valiant's "direction." They are acquiescent because of Valiant's use of empathic projection to manipulate their emotions and personalities. A Psychology roll made while watching the Diane/Sarah tape after speaking with the two women suggests that they might be drugged, as their expressions are clearly troubled and not entirely in sync with their actions.

X

Hidden among the porno videos is a tape marked only with an "X." This tape contains scenes of Valiant sexually coupling with the protoplasmic Hope in ways left up to the fevered imaginations of individual Keepers (as well as their personal boundaries of good taste). The loathsome copulation of the statuesque physique of Valiant and the polymorphous protoplasm of Hope is a shock. Viewing the tape for even a little while costs 1D2/1D6 SAN—the woman in the tape (who is never identified) is obviously not human.

For the World

There is another tape marked *For the World*. This tape contains a frenzied, panting, sweating monologue by Valiant on the "alien energy harvest." During his breathless rant, Valiant makes a number of points:

- Δ Aliens, disguised as Enolsis leaders, are draining the energies of mankind through Enolsis and all the other terrestrial religions they created: Buddhism, Islam, Christianity. All the religions of the world are infiltrated by aliens and all of the highest church leaders are extraterrestrials in disguise.
- Δ The aliens are feeding off these pirated energies and are part of a race of "energy parasites," which have attached themselves to races across the galaxy.
- Δ He, Valiant, has gained incredible powers through the use of the energies he has stolen from the Spiritual Reservoirs of Enolsis. He used these powers to dominate the aliens' inhuman servant Hope, who was sent to kill him but is now his slave. Soon he will steal all the aliens' slaves and turn them against their former masters.
- Δ Given access to enough power from the Spiritual Reservoirs, Valiant will be strong enough to go to Enolsis HQ in Tulsa and destroy the colony of aliens there. Once he has expelled the aliens from Enolsis HQ, he will be the one to lead a crusade to purge all the world's religions of their alien influence, thus leaving Valiant as a kind of messiah-*übermensch* figure, to whom a grateful humanity will bow in supplication.

A Psychology roll will reveal that Valiant believes what he is saying and has quite likely gone insane, suffering from megalomania and paranoid schizophrenia. On the other hand, investigators who see this tape as well as the "X" tape of Valiant coupling with with the inhuman Hope will suffer a 1/1D3 SAN loss: maybe what Valiant is saying is true!

The above summary of the videotape appears as Player Aid #3 (p. 235). It may be given to the players, or the information read aloud for them to take notes from, as desired.

DiTorrio

A couple of days after the explosion, at a time of the Keeper's choosing, DiTorrio will check out of the hospital and drive to the airport in his limo in order to board a plane back to Washington. Gaston will be notified as soon as DiTorrio starts to check out, and he phones the investigators in case they want to follow him. On the way to the airport, DiTorrio will order his driver to stop at a pay phone so that DiTorrio can warn Valiant of the FBI investigation. A wiretap on such short notice is impossible, but a parabolic microphone could be used, or a bug could be planted on the Senator at the hospital if the investigators are fast and sneaky enough. Assuming they get to listen in and don't interrupt, they will intercept the following conversation. The Keeper might want to make an audiotape of this phone call in advance of the game and then play it for the players when the time comes during play.

Note that it is conceivable that the investigators could Persuade the Senator to call his son and try to bring him in while DiTorrio is still in the hospital. If so, adapt this conversation appropriately. (This conversation appears again as Player Aid #4 on p. 235.)

[Click]
[Street noise]
[Wind blowing]
[Clink of coin in pay phone.]
DiTorrio: "Fucking jerks. Bug my fucking phone. Bug my fucking car."
[Touch-tone phone dialing. Seven digits. Local call.]
Unidentified Woman: "Enolsis Foundation. What can I do for you today?"
DiTorrio: "Doug Walters, please."
[Muzak]
Unidentified Male: "Hello?"



DiTorrio: "What th'*fuck* happened, boy?"
Unidentified Male: "Shit, Dad, where the hell ya been?"
DiTorrio: "Up to my ass in fuckin' Feds, that's where. What the hell happened?"
Unidentified Male: "I don't know! I don't! I wasn't even there when it happened! You know I cut out early!"
DiTorrio: "So help me, if I find out you had *anything* to do with what happened, if you had *anything* to do with what happened to Larry, I'll kick your ass."
Unidentified Male: "Calm down! Christ, Dad! I don't know what happened!"
DiTorrio: [sighs] "Look, Son, the Feds want to talk to you. They're asking about crystals, about Enolsis."
Unidentified Male: "Shit!"
DiTorrio: "Yeah, no kidding, bright boy. I got you out of Nicaragua; I got you a new life; I got you a new face; and now I'm telling you I can't cover for you this time. You've got to get out of town."
Unidentified Male: "Dad, I can't. I can't give this up!"
DiTorrio: "You don't have a choice, mister. Ditch this New Age crap and blow town while you still can. Now!"
Unidentified Male: "Fuck you! I built this! I made this and no feebs are gonna take it away!"
DiTorrio: "God*damn* you make me mad. [pause] I've done all I can for you. Now blow!"
Unidentified Male: "Wait, Dad! Tell me one last thing."
DiTorrio: [pause] "What?"
Unidentified Male: "What were the names of the Feds who were leaning on you?"
DiTorrio: "Why do you want to know that?"
Unidentified Male: "Just tell me."
DiTorrio: [silence]
Unidentified Male: "C'mon dammit, I need to know. It might keep me out of jail."
DiTorrio: "I can't remember."
Unidentified Male: "Jesus! This is my ass on the line here! How am I going to keep an eye out for them if I don't know who they are?"
DiTorrio: "All right! (He then names and describes all the investigators he met, including Gaston.)"
Unidentified Male: "Thanks, I'll keep an eye out for them."
DiTorrio: "Dammit, boy! Just get your ass out of town, and I mean now!"
[click]
DiTorrio: "Hello? Ronnie? Dammit!" [Slams down receiver and returns to his limo.]

Unless the investigators stop him, DiTorrio will hop a plane back to D.C. and disappear from this scenario. If the investigators arrest the senator now, they will have enough to charge him with obstruction of justice, conspiracy after the fact, and perhaps conspiracy to murder a federal agent. Presented with his words on the tape, DiTorrio will unravel. He'll tell the investigators he knew about Valiant's time with the Contras and how Daniels helped Valiant get that gig; about his pressuring the CIA to spring Valiant from the Sandinista prison; Daniels' and Valiant's involvement with Enolsis; Valiant's drug dealing; and his own efforts to get his son a new identity. He can reveal most of Valiant's history but knows nothing about Valiant's murder of the previous deacon or his addiction to the power from the Spiritual Reservoirs. DiTorrio will offer to wear a wire or infiltrate Enolsis if the charges against him can be dropped and some effort can be made to bring Valiant in alive. He will honestly try to convince his son to give himself up but is likely to end up as one of Valiant's victims if he tries.

Hope Again

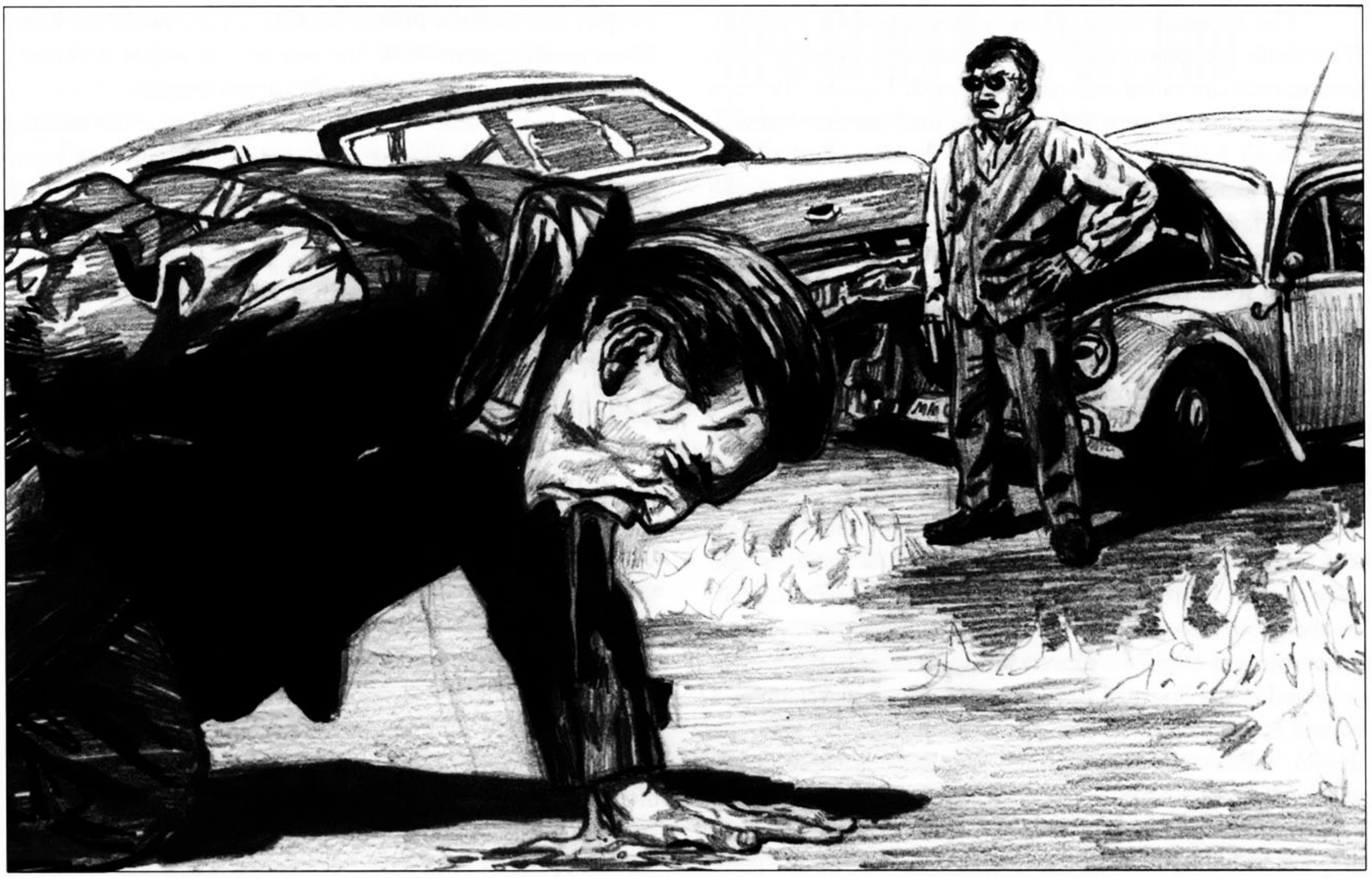
After getting the call from his father, Valiant will panic and send Hope on a suicide run at the agents. With any luck, the investigators should have wised up about Hope and gotten themselves some weapons that don't rely on ballistic force. Otherwise Hope's attack will be a real bloodbath for the investigators. Their best option will be to run for it. If the investigators get away, she'll try for them, or Gaston, later. Hope may attack via a possessed FBI agent or innocent bystander first. Even Gaston will want an explanation if the investigators have to kill a civilian under Hope's control.

Hope will prefer to take the investigators out in one fell swoop. She'll try to kill them while they're in a car *en route* somewhere, preferably while on the open freeway. For this she will use an open tractor-trailer rig transporting a bunch of new automobiles (you know the type) and a truck driver possessed by the Kiss. While roaring through traffic, the truck driver will maneuver the rig in front of the investigators' vehicle and Hope, clinging to the auto transport trailer, will start dumping the cars onto the road in front of the investigators. A Drive Automobile roll (or several, at the Keeper's discretion) will be necessary to avoid the avalanche of automobiles. If she manages to bring the investigators' vehicle to a halt, she'll dismount the truck, pry the investigators out of the wreck, and tear them apart. If she can't stop them, she'll jump from the auto-transport onto their car. Hope has grown overconfident with her invulnerability to bullets and will not be expecting an incendiary attack.

Stage this atack in a car on an open freeway in order to give the investigators a chance to survive even if they have not figured out Hope's weaknesses and properly equipped themselves. Investigators in previous playtests made good use of dashboard cigarette lighters, ruptured gas tanks, fuel cans, and, in one case, an improvised gas-pump flamethrower to dispose of Hope. Merciful Keepers will allow the investigators to find a gas station fairly quickly.

If killed, Hope dissolves in typical Lovecraftian style. Anything that was protomatter turns to ooze. There may be some human organs left over, like her nervous and lym-

In the aftermath of the highway tragedy, Hope's kiss is withdrawn.



phatic systems. When Hope dies, anyone with protomatter in their system (the possessed truck driver, for instance) will violently purge themselves of the protomatter (that is, regurgitate it), suffering no further ill effects, but they will have no memory of the time that they were under control.

Independent of what happens to the investigators, Hope's crazed attack will cause a massive wreck on the freeway. Chances are good that the entire road will be blocked with wrecked cars, and dozens will be injured or killed. It's the worst wreck in ages, and receives national media coverage. Gaston will certainly call the investigators in for questioning, as he'll be getting raked over the coals by his superiors as well as by the city government.

Valiant's Last Stand

If Hope is taken out (or maybe even if she isn't), Valiant will be expecting a reaction from either the FBI or the Living Power in response to the devastation on the highway, so he'll attempt to gather as much raw "energy" as possible. He will call a special emergency meeting of all St. Louis Enolsis members (about eighty altogether; some sixty-two will show up for the meeting) for 7PM the day Hope makes her attack, and will attempt to suck everyone dry of MPs and POW.

The alleged purpose for the meeting is to discuss the news that the city council wants to shut them down. (This is a lie, of course.) He will assemble the local membership under the pretense of mapping out a strategy for resisting the city council. A phone tap on Enolsis will reveal Sarah calling members about the meeting; should any investigators drop by the office, a sign outside will announce the event.

If the St. Louis Enolsis Branch has already been raided by the investigators (it shouldn't be too hard to get a warrant once the local branch has been linked with Valiant, a wanted murder suspect), Valiant will make other arrangements for the meeting. He, Diane, and Sarah will call the Enolsis members (using several different pay phones) and tell them the police have already begun their crackdown and that they should meet at a warehouse Valiant/Walters has rented. In either case, the investigators will hopefully learn about the meeting. In playtests, an investigator often joined Enolsis just to learn more about them; if that's the case, he'll get a phone call from Diane or Sarah.

The Meeting

At the meeting, amid incense and New Age music, Valiant (as Doug Walters) will address the congregation from the low platform at the back of the store (or the center of the warehouse). He will be dressed in a loose, floor-length robe. He will pull a torn envelope out of his robe and, holding it aloft, deliver the following speech unless interrupted by the investigators:

"This morning a city courier delivered this letter to us. It's a challenge to our not-for-profit status and a conflict with zoning ordinances for our neighborhood. I quote: 'Perhaps this will encourage your sick group to find another home.'

"Don't hold hate in your hearts, brothers and sisters. We can change their minds. The biblical prophets had the faith to move mountains, and they were but single individuals. But we are a family. We are legion. We have the faith to move the stars! Because we have the inner power to change ourselves, and that is the only power that matters. Brothers and sisters, help me. Help us. Meditate with me and focus on your Realizer. Channel your hopes and your strength into a mighty power. A living power that will move the stars!"

At first nothing will happen as everyone concentrates on their Realizers. Soon Valiant will draw a larger crystal out of his robes–the group's Spiritual Reservoir. Any investigators in the room will begin to feel a low resonance at the edge of their hearing. Suddenly the lights and music will fail. As the group loses the MPs in their Realizers, the Spiritual Reservoir will begin to glow warmly. Suddenly the power collected in the Spiritual Reservoir will rush into Valiant and he will begin to glow. Then, those members who have the flawed half-crystals (twenty-three members in attendance) will lose the rest of their personal MPs. They will begin to hyperventilate and convulse. When their MPs are drained, they will lose their POW to the crystal at the rate of one POW point the first round, two POW points the second, *etc.*, until the victim is completely drained. The Spiritual Reservoir will convert the victim's POW into MPs on a one-to-one basis. Upon reaching zero POW, the victims will wither into desiccated corpses similar to that of Colonel Daniels.

If Valiant is able to drain all the Realizers at the meeting (sixty-two total), he'll have 496 MPs. If he drains the members who have flawed crystals (twenty-three members with flawed crystals) of all their MPs, he'll have another 230 MPs, for a total of 726. If he drains all of them of their power too, he'll have an *additional* 230 MPs. Therefore, if unmolested, Valiant will have 956 MPs to play around with.

Valiant Cuts Loose

What happens next? The resolution of the Valiant storyline is largely up to the Keeper. If the investigators are present at the meeting or arrive during the course of it, a fight with Valiant will ensue. If the meeting ends without interruption, Valiant heads for the investigators' hotel intent on killing them. If Hope has survived, she'll be with him at the meeting and during any subsequent combats. If the investigators have called out the cops, more agents, or even (once Valiant's power is demonstrated) the National Guard, Valiant will burn through magic points like crazy, unleashing incredible destruction in the streets of St. Louis.

Valiant has a number of special powers that he can use his whopping store of Magic Points for. These are described in the nearby boxed text. Nit-picking Keepers are advised to keep a calculator handy during the subsequent combat as



Valiant makes his move.

Valiant will be rapidly expending MPs. Otherwise, the encounter should be run simply for dramatic effect. Valiant should run out of energy when the Keeper is satisfied that the scene has reached a dramatic climax.

For extra oomph, the Keeper could take the option of having a second Steward show up, one who has not been affected by Valiant's powers and who doesn't yet know what is going on. This Steward, named Gloria, should have the same stats as Hope. She would arrive on the scene during the fight with Valiant and aid the investigators, then disappear as soon as the fight is over, if she survives.

Keep in mind that Valiant isn't a master villain, just an unimaginative bully who has discovered incredible powers. Expect lots of random destruction directed against the authorities. Valiant's not that invincible and will eventually run out of Magic Points. Before Valiant's done tearing up the town, however, the press will be calling it "Waco II."

It is conceivable (however unlikely) that after wrecking a lot of real estate and police cars, Valiant will run out of power and be captured alive. Running out of Magic Points will cost Valiant 1D20/1D100 SAN. If Valiant becomes temporarily or indefinitely insane, he will become suicidally depressed. It will be hard to take him alive, especially since the Feds and cops won't be in a forgiving mood by the time Valiant's finally tapped out of MPs. If the investigators take him alive, he'll spill the beans on everything, telling them everything he knows, and a few things he doesn't. He believes that Enolsis's extraterrestrial masters are harvesting human energy to feed themselves, like the aliens in the *Twilight Zone* episode "To Serve Man," or the movie *Lifeforce*. He will likely spend the rest of his life in a mental institution, banging his skull against the walls of his padded cell.

SAN Rewards & Penalties

Stopping Valiant from draining his flock into desiccated husks is worth 1 SAN point per Enolsis member saved (remember that only the members with flawed crystals can have this happen), minus 1 SAN point per Enolsis member killed. If the investigators bring Valiant in alive, that's worth another 1D8 SAN. If Valiant is killed by the investigators, they only receive 1D6 SAN. Killing Hope is worth 1D6 SAN.

Aftermath

The investigators should be able to put the pieces together with or without Valiant. It should be clear that the Realizers have some unusual powers, and that Valiant was scamming Enolsis to take that power for himself. The biggest wild card will be Hope: who is she, what is she, and where did she come from? Three days after Valiant has been dealt with, the investigators may have their answer–see Part Two.

NPC Stats for Part One

FBI Special-Agent-in-Charge, Louis Gaston
DG-Friendly, age 43
Race: African-American

STR	12	CON	12	SIZ	15	INT	16	POW	15
DEX	13	APP	14	EDU	20	SAN	75	HP	14

Damage Bonus: +1D4
Education: M.A. in Criminology, Tulane University
Occupation: Special-Agent-in-Charge, St. Louis FBI Office
Skills: Accounting 22%, Biology 15%, Chemistry 22%, Climb 43%, Computer Use 41%, Credit Rating 46%, Cthulhu Mythos 3%, Drive Auto 58%, Electronics 50%, Fast Talk 34%, First Aid 44%, Forensics 48%, Law 70%, Library Use 37%, Listen 78%, Martial Arts 28%, Occult 37%, Persuade 70%, Photography 24%, Psychology 44%, Sneak 34%, Spot Hidden 67%
Languages: Cajun 11%, English 95%
Attacks: Colt Delta Elite Auto 95%, 1D10+1
Armor: Light Kevlar Vest, 5 HP

Ronald "The Prince" Valiant/Doug Walters
Unloved Megalomaniac, age 34
Race: Caucasian
(Stats in parentheses are when using Psi-Boost power)

STR	19 (38)	CON	16 (32)	SIZ	14
INT	12	POW	12	DEX	12 (24)
APP	18	EDU	12	SAN	35
HP	15 (23)				

Damage Bonus: +1D6 (+2D6)
Education: High School Diploma
Occupation: Deacon of the St. Louis Enolsis Branch
Skills: Bargain 35%, Chemistry 14%, Climb 63%, Computer Use 22%, Credit Rating 35%, Dodge 33%, Drive Auto 56%, Electronics 18%, Fast Talk 57%, First Aid 34%, Hide 44%, Jump 42%, Listen 38%, Martial Arts 25%, Navigation (Land) 24%, Persuade 59%, Pharmacy 34%, Psychology 31%, Sneak 53%, Spot Hidden 33%, Swim 64%, Throw 38%, Track 19%
Languages: English 63%, Spanish 14%
Attacks:

Mi-Go Electric Gun 12%, 1D10 + Special
Fist/Punch 73%, 1D3+db
Grapple 47%, special
S&W M645 Auto 62%, 1D10+2
Head Butt 41%, 1D4+db
Kick 53%, 1D6+db
Knife (Marine K-Bar) 57%, 1D4+2+db
Colt M16A2 Assault Rifle 59%, 2D6
Luigi Franchi SPAS-12 Shotgun 64%, 4D6

Notes: Besides his base Magic Points of 12, Valiant typically has an additional 20 points in his system from his abuse of the crystals.



The Mi-Go Weapon

Electric Gun: This weapon appears as a pulsing, softball-sized glob with three dangling tendrils. When the weapon is picked up, the tendrils wrap around the user's forearm. The weapon is a biomechanical organism that can eject bolts of electrical current, sort of like an electric eel. Base chance to hit is 10%, and it does 1D10 damage, plus the victim must resist the damage rolled versus his current hit points or be killed instantly. Armor offers no protection against this damage. The victim is automatically stunned for a number of rounds equal to the damage rolled. (Kindly Keepers can rule that instead of death, a failed roll results in unconsciousness for a number of minutes equal to the damage rolled.)

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

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

Valiant's Special Powers:

Empathic Projection: Valiant must be in physical contact to influence the target's emotions, and choose to spend some amount of Magic Points in the attempt. The target makes a resistance roll of his or her POW vs. the number of MPs spent by Valiant. If the roll fails, Valiant may plant an emotion in the target's unconscious. Valiant can reinforce and extend the influence of the emotion over the target by expending 1 MP per hour but will need to have brief physical contact to do so.

Psi-Boosted Attributes: By concentrating for 1 combat round and expending 6 MPs per round thereafter (with no concentration needed), Valiant can double his STR, DEX, and CON. While boosted, Valiant will glow faintly.

Telekinetic Attack: Valiant can instantaneously lash out with blasts of telekinetic force. For every MP devoted to the attack, the TK blast has 1D6 STR. Subtract 1D6 STR for every thirty feet of range. If target fails a resistance roll of the target's CON+SIZ vs. the blast's STR, then the target is knocked unconscious for 1D3 minutes. The target is always knocked backwards a number of feet equal to the blast's STR minus the target's SIZ. For every 5 MPs used in the blast, the target loses 1D6 Hit Points.

Telekinetic Force Field: By concentrating for 1 combat round, Valiant can raise a telekinetic force field that deflects attacks made by physical weapons. Each MP he devotes to the field will deflect one point of damage. To maintain the field, Valiant must also expend 1 MP per round the field is up. He can add more points to the field at any time without concentrating further.

Telekinetic Flight: By expending 10 MPs per round, Valiant can propel himself through the air at a movement rate of 16; he can hover, swoop, and so forth with ease. His movement rate can be increased to 32 by increasing MPs consumption to 20 MPs per round.

Senator Antony DiTorrio
Missouri Democrat and Lousy Dad, age 59
Race: Caucasian

STR	11	CON	6	SIZ	17	INT	14	POW	15
DEX	8	APP	16	EDU	15	SAN	75	HP	12

Damage Bonus: +1D4
Education: B.A. in Political Science, Law Degree from the University of Missouri-Columbia
Occupation: United States Senator
Skills: Accounting 34%, Bargain 81%, Credit Rating 81%, Drive Auto 44%, Fast Talk 73%, History 43%, Law 61%, Library Use 38%, Natural History 24%, Persuade 62%, Pilot Sailboat 62%, Psychology 53%
Languages: English 82%
Attacks: None

Hope
Hapless Protomatter Steward, age 28
(use Hope's stats for any other Stewards you introduce)

STR	26	CON	23	SIZ	15	INT	11	POW	10
DEX	15	APP	14	EDU	14	SAN	0	HP	19

Damage Bonus: +2D6
Education: High School Diploma
Occupation: Polymorphic Trouble-Shooter for Enolsis
Skills: Climb 93%, Computer Use 24%, Cthulhu Mythos 14%, Dodge 38%, Drive Auto 52%, Electrical Repair 61%, Electronics 64%, Fast Talk 47%, Hide 74%, Jump 53%, Listen 32%, Lockpick 74%, Martial Arts 44%, Photography 53%, Sneak 92%, Track 32%
Languages: English 62%
Attacks:

Mi-Go Electric Gun 27%, 1D10 + Special
Fist/Punch 63%, 1D3+db
Head Butt 42%, 1D4+db
Kick 58%, 1D6+db

Grapple 61%, special + "Kiss" or "Swallow"
"Kiss" (spurts protomatter down victim's throat once victim is grappled; see pp. 199-200) 53%
Swallow attack (envelops and crushes victim once victim is grappled) 77%, 1D6+db per round, break grapple to get free

Armor: Immune to blows and cuts (including firearms). Fire, electricity, acid, chemical irritants, magic, and enchanted weapons harm her normally. (At the Keeper's option, Stewards can take 1 point of damage from every firearm attack instead of being immune; if this is the case, Stewards should also regenerate 1D2 points per round.)
SAN Loss: 1/1D8 when seen performing as protomatter

Typical Federal Agent (FBI, ATF, DEA, *etc.*)
Cream of the Crop, age mid-30s
Race: Varies
STR 13 CON 14 SIZ 14 INT 15 POW 13
DEX 14 APP 10 EDU 14 SAN 65 HP 14
Damage Bonus: +1D4
Skills: Accounting 23%, Computer Use 28%, Drive Auto 62%, Fast Talk 27%, Law 54%, Library Use 48%, Listen 52%, Martial Arts 52%, Psychology 46%, Sneak 58%, Spot Hidden 53%
Languages: English 74%
Attacks:
Fist/Punch 72%, 1D3+db
Grapple 62%, special
Beretta M92 Auto 61%, 1D10
Kick 42%, 1D6+db
Mossberg Model 500TP8-SP Shotgun 62%, 4D6
Armor: Light Kevlar Vest, 5 HP

Typical Cop (County Deputies and St. Louis PD Officers)
Dislikes Feds, age mid-30s
STR 16 CON 15 SIZ 16 INT 13 POW 12
DEX 13 APP 13 EDU 10 SAN 60 HP 16
Damage Bonus: +1D4
Skills: Drive Auto 62%, Hide 43%, Law 38%, Listen 47%, Sneak 41%, Spot Hidden 56%, Track 39%
Languages: English 57%
Attacks:
Fist/Punch 74%, 1D3+db
Grapple 59%, special
Ruger P-85 Auto 52%, 1D10
Kick 43%, 1D6+db
Mossberg Model 590 Mariner Shotgun 61%, 4D6
Armor: Light Kevlar Vest, 5 HP

Typical SWAT Team Member (Feds & Local Police)
Can Kick Your Ass, age mid-30s
STR 16 CON 17 SIZ 16 INT 14 POW 14
DEX 16 APP 12 EDU 14 SAN 70 HP 17
Damage Bonus: +1D4
Skills: Climb 63%, First Aid 42%, Hide 64%, Jump 52%, Listen 49%, Martial Arts 52%, Sneak 66%, Spot Hidden 47%, Throw 72%
Languages: English 71%
Attacks: Ruger P-85 Auto 61%, 1D10
Fist/Punch 77%, 1D3+db
Grapple 53%, Special
Kick 53%, 1D6+db
Colt M16A2 Assault Rifle 82%, 2D8
Throw 72% (POT 16 Tear Gas Grenades)
Armor: Heavy Kevlar Vest, 8 HP; Kevlar Helmet, 5 HP



A little piece of Hope to hang on to.



The New Age

Part Two: Dawn of the New Age

Tulsa, Oklahoma

THREE DAYS AFTER THE INVESTIGATORS' SHOWDOWN WITH Valiant in St. Louis, there will be a press conference at Enolsis Headquarters in Tulsa. There are no press on site–the conference will be televised via satellite. Most major news organizations will carry the feed, assuming that Valiant had some sort of explosive end in St. Louis; they've been asking Enolsis for a reaction to the event for three days, and this is it. If Valiant went down quietly and no media circus resulted, the feed won't be carried live; excerpts, however, will make the news following the subsequent NASA announcement described a little later.

The Living Power (Gene Downing) will be the centerpiece of the conference. He is about forty years old, 6'2", slim build, with brown hair and green eyes. He will appear confident, sincere, and very rational. The investigators should be impressed with how telegenic Gene Downing is. At the press conference, Downing will express his outrage at the federal raid on Enolsis in St. Louis, comparing it to the disaster at Waco and conjuring up the specter of the Ruby Ridge incident. He will rail against the erosion of the First Amendment and the government's use of force. He will then deliver the following speech:

"The recent tragedy is just the latest in a number of portents. We are moving unsteadily into a New Age, and it will not be an easy transition. All of us are no doubt aware of the many problems the world faces. Things are degenerating at an ever-increasing rate. Societies are crumbling beneath the blows of vice and selfishness. We have worked for years to slow, and hopefully reverse, this process. But now it's too late. The New Age is upon us. Those who are ready for it will survive and prevail, and find a new level of inner peace and satisfaction. Those who aren't ready will not.

"In the immediate future there will come a sign. We have foreseen this. I do not know what the nature of it will be, but all of humanity will understand it when it happens.

"Please understand; I don't mean to say that I am the Messiah. I'm not a fanatic, as the federal government would make me out to be. I'm just a human being who has found peace and understanding.

"The time ahead will be full of turmoil. Our members across the globe are ready to help you through this time. Trust them, but trust in yourselves as well. Find your true light. Thank you for listening."

Less than an hour after the Enolsis press conference, there will be a special announcement by NASA. At the NASA press conference, astronomers will announce the detection of a new object in the solar system. It is quite distant, just within the orbit of Pluto, and moving at phenomenal speeds. The object is a planet or asteroid slightly larger than Mars. Even more unusual is that the object appears to have a gravity well equal to three times the gravity of Jupiter. Its location was partially calculated from the effect its gravity had on the orbits of several celestial objects. It is also very "noisy," radiating radio waves on several unusual frequencies. There is some speculation that the object is a fragment of a neutron star. Some amateur astronomers and the media will take to calling the object "Nemesis." It has yet to be officially named, since there are several claims pending as to which observatory sighted it first. Course calculations made at NASA, the Jet Propulsion Laboratories, and the U.S. Space Command calculate that the object will come no closer to Earth than the orbit of Neptune and will leave the solar system in just under two months. Of course, this will not happen, since the Mi-Go have other plans for Ghroth. NASA will be at a loss to explain why this nearby heavenly body wasn't known of prior to now.

Three days later, those same astronomers at NASA, JPL, and USSPACECOM will have recalculated the trajectory/intercept equations and learned that the object is no longer on the same course. It won't be announced to the press, but the new trajectory calculation reveals that the object will pass within the orbit of the asteroid belt. The numbers are still being run, but it appears that the object is on an arching trajectory: the closer it approaches the solar system's orbital plane, the more its trajectory deviates toward the inner solar system. If its trajectory continues to deviate, it will pass close to the Earth. Perhaps so close that the object's gravitational forces will drag the Earth and the moon from their orbits and send both plunging through the solar system. The resulting climactic changes would mean the extinction of most, if not all, terrestrial life. It will be here in just under four months. The astronomers have secretly named the object "Kali," after the Hindu goddess of death. As members of Delta Green who may be investigating a related matter (the strange announcement by Enolsis), the investigators will be told of the new trajectory projection and the "unexplainable" course deviation.

Hopefully the investigators have been able to figure out that Valiant was a two-bit chiseler who was stealing MPs from Enolsis's worldwide collection system. Presumably they will want to go to Oklahoma and check out the Enolsis Foundation's compound on the outskirts of Tulsa.

The Headquarters

Enolsis HQ is a half-hour drive from the Tulsa airport, located on about two hundred acres of farmland outside the city. The entire compound is surrounded by a nine-foot-tall, heavy chain-link fence. There is a guard booth at the front gate, but the unarmed attendant merely checks names and gives directions. There is a silent alarm that the attendant can trip and a security camera that hooks into the security center staffed by protoplasmic Stewards (like Hope). The fence is neither topped with barbed wire nor electrified.

The grounds have been laced with an organic security system provided by the Mi-Go. It exists as a fine lattice of pressure-sensitive filaments living underneath the grass on the Enolsis grounds. Wherever someone disturbs the lattice by walking on the grass, the equipment in the Stewards' office will detect the person's location. The parking lot, buildings, and all paved areas are monitored by coordinated security cameras linked to a bank of video monitors in the Stewards' security office.

Past the entrance is a large paved parking lot with a side road that leads to the Hall of the Living Power. Beyond the parking lot is a central plaza with a beautiful fountain made out of quartz crystal. This fountain is constantly changing colors in a mellow display of laser technology. Since the Mi-Go communicate by changing the color of their heads, this fountain was put in to broadcast secret messages to nearby Mi-Go and to the Stewards who are mingling with the humans. Normally it flashes an "all clear" signal, but in an emergency it will broadcast important messages like "Monkey-boys are attacking the main gate," or "Retreat to the Hall of the Living Power." These messages will not be understood (or even noticed) by humans.

At the end of the plaza is the Enolsis Foundation's main hall flanked by two other buildings. The main building is a combination administration building and showcase. Beside having the Foundation's offices, it contains the cafeteria, an extensive New Age library, seminar rooms, and a school for any children living on-site. The building to the right of the plaza is the E-Compatibility Research Center, dedicated to finding more and better ways for humankind to serve the needs of the Earth. It's basically a glorified ecological and agricultural research station. The building to the left of the plaza is home to the Enolsis Publishing Company. They have everything here to produce books, pamphlets, videos, and cassette tapes to service the educational needs of the faithful. There are six other buildings around the property: three



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dormitories, two supply buildings supporting the farm, and the Hall of the Living Power.

All the buildings are white with tall decorative spires. Their outer walls always slope down to the earth. There are few hard angles and the entire compound appears like a modern, New-Agey college campus. The rest of the property is used to grow food and raise chickens. All the food eaten here is grown on the property. There are numerous ecology-minded agricultural experiments going on at all times. There are also decorative Asian-style gardens.

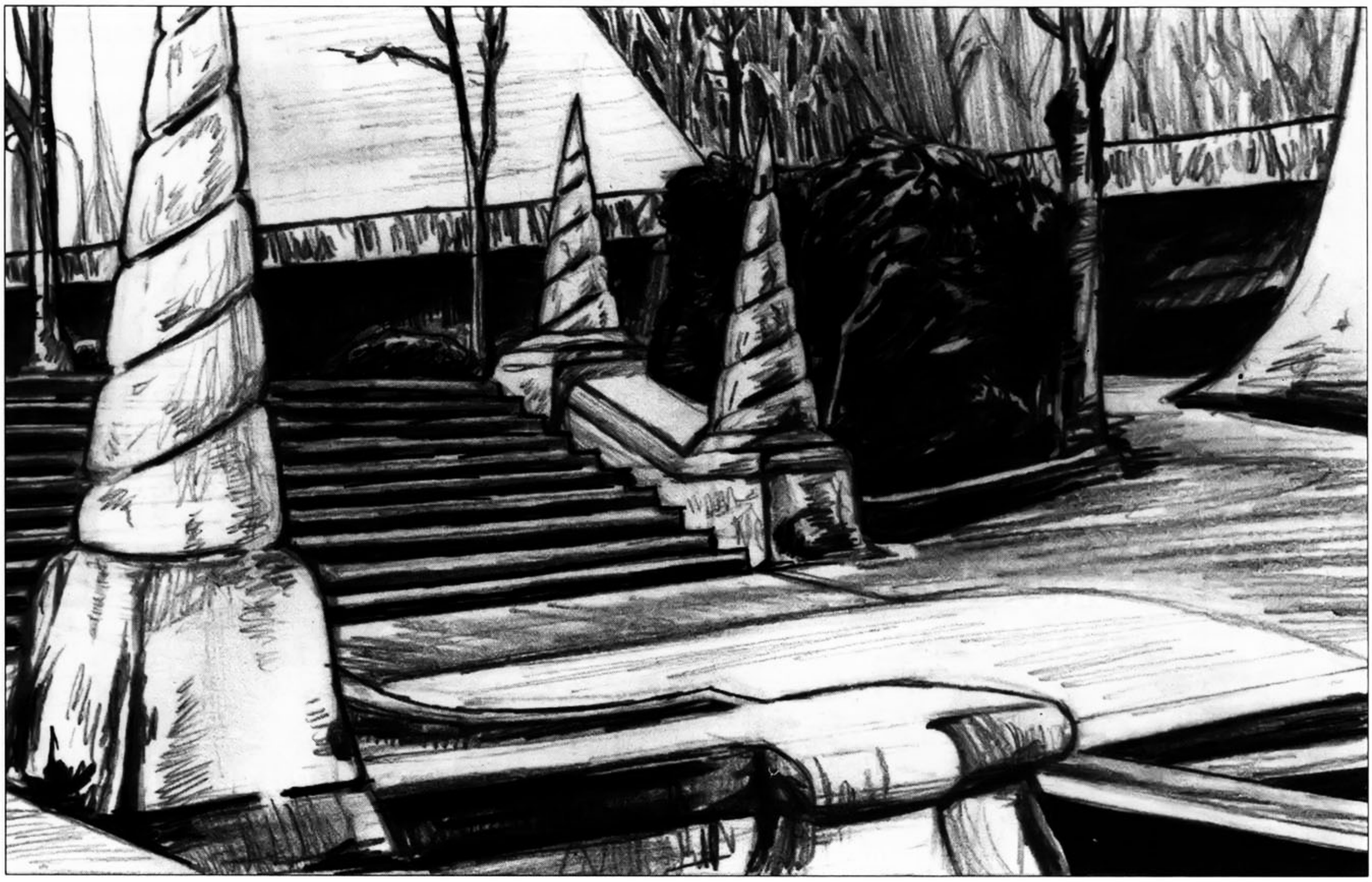
The Pyramid

The Hall of the Living Power is a combination worship center for the Foundation, recording studio, and living quarters for Gene Downing. It is a gleaming white pyramid, five stories tall, with entrances in the middle of each of the four of its hundred-yard-long sides. Inside, the hall is hollow with a large open area and a central stage for conducting services and performing meditations. The ceiling is a maze of catwalks and lighting equipment. Basically, it's a concert hall.

The center of the hall is a round stage, in the middle of which the Mi-Go have erected a normally invisible interdimensional window. The window can only be activated by a command in the Mi-Go language—that is, changing the colors of one's head. Anyone observing the process could (at the Keeper's discretion) recreate the light-signal using the concert hall's lighting system. This will require first seeing the sequence performed by a Mi-Go. All the Stewards know the sequence. When activated, the window hovers over the stage a foot off the ground and appears to be a 10'x10' two-dimensional screen, invisible if viewed from the side. The investigators can see through the window to the first of the biomechanical siren-satellites drawing Ghroth towards the Earth. The view through the window is of the interior of a dark, wet-looking cave, with a circular, multi-faceted viewport in one wall and six glowing blisters in the other. Beyond the viewport is a large, red hemisphere, which fills most of the view (this, of course, is Ghroth). The interdimensional window will teleport anyone touching it to the first of the Mi-Go satellites orbiting Ghroth. The trip costs no MPs, since the window is powered by Enolsis Spiritual Reservoirs, but it will cost 1 SAN. The atmosphere within the siren-satellite is breathable by humans.

Scattered around the concert hall, often shoved into corners, are dollies loaded with crates. Each crate is filled with dozens of fully charged Spiritual Reservoirs. The Stewards and the Mi-Go send them though the dimensional window at night, after the rallies and meditation sessions end.

Above one entrance to the hall, facing the stage, is a booth that controls the light and sound show for Enolsis ceremonies. It is accessible by a staircase. The control booth is equipped as an audio/video recording and editing studio used to run assemblies in the hall and to tape and edit se-



Enolsis World Headquarters: Come and be healed.

lected events for release on videocassette. Beneath the stage is storage space and a prop room.

Above the stage, hanging among the catwalks at the pyramid's apex, is Gene Downing's quarters. The interior is spartan and simple, illuminated by four skylights during the day and floor panels at night. The lights in the floor make the top of the pyramid shine at night like a beacon. There is a tidy kitchen, a Japanese sleeping mat, a low Japanese table with an impressive home computer, and a satellite-linked communications system.

There is a keyed gate in Gene Downing's apartment that connects it to a Mi-Go laboratory (see below). The gate appears to be an abstract geometric design painted onto one wall. It is framed and appears to be a work of abstract art. A successful Art or Physics roll will identify the design as a two-dimensional representation of four-dimensional spaces and objects. The gate is keyed and can only be entered if the user has a clear image in his mind of where he wishes to emerge: that is, the Mi-Go laboratory. Only Gene Downing and the Mi-Go are aware of this gate.

The hub of Mi-Go activity in the compound is a laboratory underneath the Hall of the Living Power. This is where prisoners are taken to have their brains removed and subjected to Mi-Go interrogation techniques. The lab is relatively small, with one operating theater, a storage area for Mi-Go food, a hibernation area where the Mi-Go rest during the day, and a gate back to Yuggoth. The interior of the lab is slimy and fungoid, like the bottom of a rotten, wet log. The stench of the laboratory is similar to that of a compost heap.

There are four operating tables where the Mi-Go can dismantle and reassemble a human being (or Mi-Go) in just a few seconds. Various Mi-Go surgical tools hang over the tables, ready to be accessed by the surgeons. The Mi-Go food is stored in bulbous, tear-drop-shaped bags of liquid nutrients that hang from the ceiling. These dripping bags pulse and burble as the Mi-Go pierce their food cells' membranes with their nippers and lap up the oozing nutrients. These nutrients are a POT 20 poison if ingested by humans. The hibernation area has a high ceiling from which the Mi-Go hang like terrestrial bats, layered in dripping slime. Entering the Mi-Go laboratory costs anyone viewing it 1/1D4 SAN. The laboratory is sealed off from the outside world and is only accessible by using the camouflaged keyed gate in Downing's apartment atop the Hall of the Living Power.

Getting Inside

There are a number of options for the investigators at this point. They could devise a way to infiltrate the Enolsis Foundation, they could spy on the compound from afar, or they could come asking questions without pretense, as federal agents pursuing an investigation. These options are described in the following sections. The information given here is brief, but actual play is likely to consume a substantial amount of time.

The most important point to keep in mind is that the Mi-Go want to delay a raid until they can finish moving Spiritual Reservoirs through the gate and into the satellites around Ghroth. Reservoirs are being shipped from every branch in the world. It's up to the Keeper just when the last of the Reservoirs have arrived, but it should be within a day or two of the investigators' making their first attempt to get inside the compound.

The Mi-Go's goal is for a raid to result in substantial destruction and loss of life, with the blame squarely pinned on the Feds. They are, in short, hoping for another Waco—the resultant outcry will bolster Enolsis's ranks substantially, and will also prod MJ-12 into regarding Delta Green as a danger. DG's involvement in the raid will be known to MJ-12 quickly, and although MJ-12 won't realize that this has anything to do with the Greys, they may see this as their chance to take down Delta Green as part of the hoped-for scandal.

So, play out the early efforts of the investigators to get into the compound as you wish. Even if the investigators screw up and get captured (which is discussed shortly), they'll still be released with little harm done—and the Mi-Go will have bought themselves a little more time to put their plan into full effect.

Infiltration

The investigators could attempt to infiltrate the Enolsis Foundation disguised as faithful Enolsis members, perhaps fleeing the federal crackdown in St. Louis. They will be met by Steve Mosley, a public relations hack; and Fran Crowe, the Chief Steward. Both are happy, tan, and healthy-looking blonde-haired, blue-eyed Caucasians. They look a bit too much like idealized Aryans from a WWII Nazi poster. Both are protomatter-enhanced killers. Psychology rolls detect little or no genuine emotions from these two. Their friendly, open personas mask cold, calculating personalities.

Mosley and Crowe will gently debrief the infiltrators about who they are and where they're from. Eventually they'll be made welcome and will get a chance to meet Gene Downing. Downing is a handsome, middle-aged man with flashing green eyes and brown hair. He dresses in a loose robe and sandals. He is slim, healthy-looking, and radiates a serene confidence. A Psychology roll will detect just the slightest touch of arrogance in his attitude, although it is well-hidden. He will visit with any masquerading investigators briefly, welcoming them to the bosom of the Enolsis family. He will give the infiltrators some metaphysical words of comfort and encouragement before leaving to continue his duties.

A Psychology roll directed toward Mosley and Crowe while Downing is present will reveal a flash of genuine emotion in the two Stewards. They are in reverent awe of



Downing, and seem to both love and fear him. They are filled with pride even when Downing just says hello.

Play out the rest of the day as you wish. The investigators may be invited to a rally/meditation exercise in the pyramid, they may join Enolsis in an evening meal, and so forth. Other Enolsis members (rank and file, with no special knowledge or abilities) will welcome them, talk with them, and generally be friendly.

One thing should be made clear: the compound's personnel include men, women, and children. Numerous families are here as well as single adults. It should be clear to the investigators that an all-out raid on the compound could be a disaster if planned poorly.

If the investigators choose to stay the night (and they're invited to), they will be assigned rooms in the dormitories (one room each, on opposite sides of the dorm). That night the investigators will be locked in their rooms (which are bugged, and monitored by cameras) and gassed into unconsciousness. It's up to the Keeper as to whether the players can make any rolls to avoid this. Players who take precautions against observation (such as sweeping the room for electronic bugs and removing them) or who have prepared for a gas attack by bringing a gas mask and remaining awake may have options for action. Keep in mind that removing the bugs won't really help much–it'll just confirm Downing's suspicions that these new recruits mean trouble.

The gas is POT 25. The investigator makes a resistance roll of his CON vs. the POT 25 gas. Failure means that within 3D3 rounds the investigator will fall unconsciousness for twenty hours minus his CON. Success halves all of target's skills and attributes for 3D10 minutes. Continued exposure to the gas (such as breathing it while asleep) requires a resistance roll every five minutes until the investigator is unconscious or flees the gas. Each successful resistance roll grants an INTx2 roll to wake up. The gas is odorless and colorless.

If the gas fails to take down a given investigator, Enolsis will play hardball. Two Stewards will burst into the room and attack with tranquilizer guns (POT 20; see NPC stats for description) while two more wait outside. Unless the investigator is prepared to fight the Stewards and overcome their resistance to bullets, chances are good that the investigator will be caught along with the rest of his comrades.

All captured investigators will be given to the Mi-Go surgeons for interrogation (see "Getting Caught" on the next page). Any investigators who are killed will be disposed of in deep space outside the satellites, their bodies never to be found. Repercussions for the rest of the investigators should one of their number go missing are discussed in "Getting Caught."

Open Investigation

If the investigators use their badges to get in, they will be met by Mosley and Crowe as described in the previous section. The investigators will be ushered inside the compound, and Crowe and Mosley will cooperate with the investigators fully, either promising an interview with the Living Power himself or a tour of the facility or whatever the investigators ask for. The investigators will be ushered around the facility but will see nothing untoward. Everything will be in order in the Stewards' office (guns properly registered and so forth). Seeing the Stewards' office will reveal a huge bank of TV monitors linked to security cameras all over the compound. Some of the security cameras are obviously monitoring the facility's dorm rooms.

The investigators will be allowed to meet Gene Downing in his sanctum on the top of the Hall of the Living Power. His appearance is the same as described in the previous section. He'll offer them drinks and bid them sit down. Downing will answer all their questions with extreme patience and indulgence. He'll tell the investigators that he understands they had to prosecute their case against Ronald Valiant but will openly question their competence and their motives. He cites such recent federal law enforcement debacles as the prosecution of Qubilah Shabbaz and the shootouts at Ruby Ridge and Waco. He accuses the investigators of fearing him and his movement simply because they fear everything new and different. "You fear and loathe us," he says, "the same way the dinosaurs must have feared and loathed the first mammals, the same way parents fear and loathe their children. You are the past, we are the future, and you resent us for our potential."

Psychology rolls directed at Downing reveal that he is trying to provoke the investigators and is bored by and impatient with the investigators' questions. He'll admit nothing about the true nature of Enolsis and will defend himself as a spiritual leader of an important metaphysical philosophy. If the investigators start accusing him of being an energy-stealing alien, he will act offended and ask the investigators to leave, adding, "I think it would be best if any further contact was handled through my lawyer." The Stewards will then escort the investigators to the front gate.

Surveillance

If the investigators try to observe the compound from a distance, there's very little they'll be able to see. If they observe from the air at night, they will be able to detect people (Stewards actually) driving trucks to the Hall of the Living Power and unloading crates. The crates are full of Spiritual Reservoirs and are being sent through the gate to the Mi-Go satellites around Ghroth.

No other suspicious activity will be noticed. The investigators can estimate that there are fifty to seventy people in the compound, including families with children. Only a dozen or so vehicles are present, though a couple of these are large buses. The people present are evidently free to leave, as there is often traffic to and from Tulsa. Enolsis



"Missing time" explained.

members go there often to shop, eat out, or just have fun. No one is here against his will.

Sneaking onto the compound will lead to the investigators being detected by the Mi-Go, thanks to the organic security system discussed earlier. Stewards will be sent out with tranquilizer guns (POT 20; see NPC stats for description) to take the investigators alive if at all possible. Dead investigators will be disposed of in deep space. Repercussions from this are discussed in the next section.

Getting Caught

If the investigators decide to sneak onto the compound, either by jumping the fence or sneaking out of their rooms at night before being gassed, they will very likely be caught. Any electronic monitoring equipment the investigators are wearing will suddenly malfunction. They will be intercepted by Stewards with tranquilizer guns and knocked out. Dead investigators will, as stated, be kicked out into deep space from one of the satellites.

Captured investigators from any of the previously described situations will be taken to awaiting Mi-Go surgeons in the gate-accessible laboratory under the Hall of the Living Power. The surgeons will remove the investigators' brains and subject them to Mi-Go information-retrieval techniques. Once the Mi-Go find out who the investigators are and what they know, the Mi-Go will wipe their memories and return their brains to their bodies and deposit them either outside the fence or, if they were here undercover, back in their room. Though remembering nothing, the investigators will still suffer the sanity loss of undergoing extreme torture (1/1D10 SAN) and may have picked up a phobia related to sensory deprivation. The rest is a blank.

If any investigators died, their comrades will have a false memory implanted: that of the investigator telling one or more of them that he has to leave, and of him getting into a taxi to Tulsa. (This never happened, as a check of taxi companies will reveal.) The investigators lose all memories of Enolsis-related violence (such as fighting the Stewards).

Passing through the gate in Gene Downing's apartment disrupts certain magnetic fields, causing watches and other devices to stop. Passing through the gate a second time will realign the magnetic fields and cause any watch or electronic device to begin functioning again. Any watch worn by a captured investigator will be slow by exactly the amount of time he was in the Mi-Go Lab. This will give the impression that whoever was captured by the Mi-Go is suffering from "missing time," a phenomenon commonly associated with cases of alien abductions.

A successful Psychoanalysis, Hypnotism, or Pharmacy (if using a truth serum) roll will allow the investigators to recover part of what happened. They will know they were subdued by some kind of gas and were then tortured in a dark room. A Medicine roll will reveal that the investigators



have each had very precise and delicate surgery on their skulls, but that there is almost no scar tissue—the cuts have healed back incredibly fast. It appears that the tops of their skulls were removed and then replaced. Any erased memories (such as those of fighting the Stewards, or seeing a fellow investigator killed) and false memories (waving goodbye to missing investigators as they climb into a taxi) may be recognized for what they are.

Under no circumstances will investigators who undergo such treatments remember the presence of Mi-Go *unless* they have encountered Mi-Go before—in which case they know exactly what beings were present. Otherwise, they don't recall who performed the surgery on them.

Truly sadistic Keepers will infect one or more captured investigators with protomatter. This will make the investigator the Mi-Go's eyes and ears. The Mi-Go can even turn a protomatter infected investigator into their puppet, with terrible results. Cruel though it may be, it is suggested that at least one investigator receive this treatment, if only so that the Mi-Go can be sure of the staging of the raid and be prepared.

The Raid

If the Mi-Go suspect the authorities are about to raid them, they will have the Stewards rig the buildings in the compound, particularly the dormitories full of women and children, with explosives of terrestrial design. This is partially to obscure the evidence of the Mi-Go's presence and partially to embarrass the authorities with the resulting loss of life. To make matters worse, the Mi-Go will alert the local media of the impending raid. The Mi-Go want TV cameras on hand when they make any protomatter-possessed Feds or investigators gun down unarmed Enolsis members. Any explosions will quickly draw the attention of the fire department, ambulances, and state and county police. The Oklahoma authorities will be less than pleased with the Feds if things get bloody, particularly if they weren't informed of the Feds' plan to move against Enolsis.

In the event of a raid, Gene Downing plans to withdraw with the last of the Spiritual Reservoirs through the interdimensional window in the pyramid to the ring of Mi-Go satellites around Ghroth. From there he will close the window linking Enolsis to the satellites. The Enolsis guards (thirty of them) and the ten Stewards will be thrown against the raiders in an attempt to slow them down and cause as many casualties to innocent bystanders as possible. The guards have access to paramilitary equipment but are *not* packing illegal full-auto weapons. (After the ATF sting back in the early 1980s, Enolsis has been wary of full-auto weapons.) Large-capacity semi-auto shotguns with laser sights, folding stocks, and pistol grips will suffice. The guards are not insane, brainwashed, possessed, or otherwise unbalanced—they're just devoted Enolsis men and women.

If the investigators come in with guns blazing, the Enolsis guards will fight back. Most Enolsis guards will quickly throw down their weapons after the first two or three rounds of combat. A few, due to fear or confusion, may continue to fight until wounded. But they will not fight to the death under any normal circumstances.

If the investigators show up with a less-lethal display (that is, suits and warrants instead of combat gear and assault weapons), the guards will comply with any lawful search warrant. They'll put their weapons down and surrender. The Stewards are another matter.

The Stewards' Plot

The Stewards know the true nature of Enolsis and will die protecting their Mi-Go masters. That's a worst-case scenario, however. Their best-case scenario is well within their grasp, and it's a doozy.

The Stewards' plan consists of subduing lone Feds and applying the Kiss, then sending those possessed Feds into very public displays of murdering unarmed civilians. This will, in fact, be the Stewards' first goal: possess a half-dozen or so NPC Feds and send them on an obvious and bloody killing spree in front of the TV cameras (or, if none are present, in front of the Enolsis security cameras, which will be taping every moment of action across the compound *and* broadcasting it live via satellite to the major news services). Besides mowing down families, the possessed Feds will also be given explosives and ordered to blow up the dormitories where many innocent civilians are sleeping and/or locked up. Carnage will ensue.

Aside from making the Feds look incredibly bad, the Stewards will focus their attention on guarding the pyramid. Specifically, they want to make sure that Downing and the crates can get through okay. To this end, two or three Stewards will be waiting inside the auditorium where the gate is, ready to attack Feds who enter. (No security cameras in the pyramid are turned on, needless to say.) They won't be worried about public relations here—they'll just kill Feds outright, figuring that the frame-up job outside will excuse such acts reasonably well. In fact, Feds entering the auditorium will be treated to a full-on protomatter spree. The Stewards will extend extra arms, slide through cracks, and pull their other stunts in full view. Besides using (legal) conventional weapons, the Stewards will also have Mi-Go electric guns on hand to blow away Feds with. No Mi-Go will be present.

In the confusion of the raid, moving the Spiritual Reservoirs through the window will be delayed. Keepers should allow this to result in the investigators' capturing the interdimensional window open and intact. The battle to take the pyramid should be a serious firefight, unless the investigators have a clever plan to drop the Stewards before such a battle begins—substantial quantities of flame would be good for starters, for example.

Keepers should balance the opposition during the raid. The Enolsis defenders should bloody the investigators' raiding party, but not drain their numbers to the point that the battle can't be taken to the Mi-Go beyond the interdimensional window. Immediately following the shooting and explosions, most of the federal and police raiders should be occupied with aiding wounded law-enforcement personnel and Enolsis members. This will limit the number of NPCs who can follow any hardy investigators through the Fungi's interdimensional window. Also, it may be preferable to determine the progress of the raid not by lots of dice rolling but by whatever is most dramatic.

The investigators (assuming they have some leadership role in the raid) may find themselves firing on their own people if possessed Feds start wreaking havoc. Such individuals will not attack their fellow officers—they will, in fact, just babble, "Following orders!" and continue on their path of destruction as long and as visibly as possible.

As the raid is beginning, one of the Stewards in the pyramid will destroy the gate in Downing's apartment. The Mi-Go laboratory won't be found during the raid, barring unusual circumstances.

Through the Gate

The magical window in the Hall of the Living Power transports the investigators to a biomechanical satellite orbiting Ghroth, the Harbinger of the Great Old Ones. There are twenty satellites ringing Ghroth like a necklace. Each satellite is a transmission station molded from protomatter. These satellites are singing the radio-wave "siren song," powered by the Enolsis Spiritual Reservoirs, that has stirred Ghroth to waking and called it towards the Earth.

The interior of the satellite is wet and dripping, sort of like the belly of a rotting whale. The spongy walls and floors are black with unhealthy green splotches. The air is musky and smells of mildew and old toadstools. The investigators will be able to hear a low, oscillating tone that seems to come from a chorus of alien vocal cords—this is the siren call of the ring of satellites. SAN cost for entering the chamber and hearing the sound is 0/1D6.

The room the investigators emerge into is 40' in diameter and shaped like a sphere that's been slightly flattened from ceiling to floor—with zero gravity! Directly behind the investigators is the interdimensional window that will return the investigators to Earth. The investigators will be able to see everything that's going on inside the Enolsis pyramid, and *vice versa*.

The Viewport

Dominating the chamber in the satellite is a huge, round, multi-faceted window, not unlike an insect's eye. It is about 10' tall and convex. Beyond the window is blackness and a huge, red, blurry sphere. Luckily for the investigators, these crystal windows are quite strong and have the equivalent of twenty points of armor. They will not be easily shattered by bullets or concussions. If a window is breached, the atmosphere will explosively decompress into the vacuum of space, killing all humans but not harming the Mi-Go.

Looking out the crystal window, the investigators will realize that they are in a spacecraft of some kind. Below them is a huge, rust-red planet, obviously not Earth. Its only features are slowly swirling clouds and bulbous protrusions like hills—but they aren't hills. They are mountain ranges that would dwarf the Himalayas of Earth. The silent world seems to communicate a thunderous sense of imminence, of power. The sun is apparently on the opposite side of the ship from this viewport. This view costs the investigators 0/1D3 SAN.

A successful Spot Hidden roll will reveal several other shapes floating over the angry red planet. They are asymmetrical spindly shapes, looking something like wet, glistening bird's nests shot through by twisted branches with cobwebs stretched between. An Idea roll reveals that these are spacecraft, probably the same kind the investigators are standing in. That's worth another 0/1D2 SAN loss.

Finally, if an investigator (not an NPC) peers out through the glass and fails a Luck roll, Ghroth will momentarily open its eye. At first it will appear like some kind of seismic disturbance—the land rolling back to reveal a huge silvery ocean. An Idea roll causes the investigator to realize the "ocean" is actually an eye. The planet is alive, and that's a 1D10/1D100 SAN loss. Thank you for playing.

Other Features

To the left of the viewport are six 4'-diameter translucent blisters in the walls, pulsing with power. A successful Spot Hidden will reveal hundreds of glowing objects on the other side of the translucent membrane, looking something like the hundreds of lights in a Las Vegas hotel marquee. Each of the six blisters is soft and is easily torn. Pulling one aside reveals a chamber packed full of hundreds of glowing Spiritual Reservoirs, full of power culled from the ranks of Enolsis. If these crystals are damaged—by high explosives for instance—then the siren call of that particular satellite will be cut off.

To the right of the viewport are two side-by-side 12'-diameter octagonal tiles, 8' off the floor. The tiles seem to be made of stone or ceramic, but have a strange gelatin-like translucence. These are gates to the next and previous satellites in Ghroth's necklace of satellites. Touching the tile will automatically transport the individual to the next satellite. These gates are powered by the Enolsis Spiritual Reservoirs, just like the interdimensional window between the satellite and the Enolsis pyramid. Passing through one costs no MPs, but it does cost 1 SAN point.

There is only one exit back to Earth from this chain, through the interdimensional window in the first satellite. All twenty satellites are identical, except that only one has the gate back to Earth.

The Gravity Factor

The most important environmental factor on the ring of satellites is the lack of gravity. This zero-gravity environment doesn't bother the Mi-Go, but it will cause serious problems for the investigators and any NPCs they bring with them. Every movement has the potential to send the investigator spinning uncontrollably around the interior of the satellite. The walls and floors are slimy and difficult to hold on to. All skills using manual dexterity are halved, including firearms.

Even worse, anyone firing a weapon will be sent backwards by the recoil and begin bouncing around the satellite's interior. The agent must roll under (½ x DEX) x 5 to recover control before he can attempt any other actions. Each failed roll requires one combat round. For example: *Agent Starbird (DEX 14) fires his sidearm and goes tumbling about in zero gravity. Before he can make another useful action, he must roll half his DEX multiplied by 5* (e.g. *7x5=35%). His first roll is a 42, so he tumbles helplessly for this round. Next round he rolls a 32, and can take another action.*

Note that some actions—such as speaking, or pulling something out of your jacket—can be attempted without making the die roll. As a rule of thumb, if you could do it while tumbling underwater in a swift current, you can probably do it here without making a die roll. It's up to the Keeper to adjudicate this.

Bracing oneself by holding onto the walls or floor of the satellite (for example) will reduce the chance of losing control. Bracing is accomplished by putting one's back against a wall, or grabbing hold of a protrusion of some sort. Shooting while braced will cause an agent to suffer the usual halved skill-level penalty for firing a weapon or taking other coordinated action, but it does not require the subsequent roll to regain one's feet. Bracing oneself will generally require that one hand/arm be used to hold onto the wall or protrusion. This will not affect pistol shooters, but shooters using rifles, shotguns, and SMGs have their skill reduced to one-fifth their normal level. A shooter with a 50% shotgun skill firing one-handed would have a 5% chance to hit (50% skill x ½ for being in zero gravity x ⅕ for firing one-handed).

Mi-Go do not suffer these minuses, because they move in more dimensions than we do, and are securely footed in those other dimensions. (That's how their wings can flap in space, you know.) Plus, their electric guns have no recoil.

Downing and Friends

Gene Downing and fourteen Mi-Go are holed up in the satellite farthest from the one with the interdimensional win-



The siren-song of Ghroth.

dow. That far satellite (ten satellites away from the one with the investigators) has a gate to Yuggoth in it. Three other Mi-Go are waiting in each of the two satellites adjacent to the one leading to Earth. They will remain in those satellites and ambush anyone who enters through the teleportation panels. If the investigators defeat one or both groups of adjacent Mi-Go and begin damaging satellites, then any surviving Mi-Go (including those from Downing's group) will begin making their way around the opposite direction, with murderous intent. If they need reinforcements from Yuggoth, reinforcements will come.

The battle for the satellites will quickly dissolve into chaos, with the investigators and any of their fellow agents along for the ride finding themselves hampered by the zero-gravity environment and the fierce opponents lying in wait. Their best hope will be to neutralize one set of Mi-Go on an adjacent satellite, and then to start planting explosives in as many satellites as possible. Blasting the windows with firearms is also a viable strategy, though a risky one–the investigator had better be right by the teleport panel to the next satellite, and even then should make a DEXx5 roll to make it through before being sucked out into space.

If six or more satellites–or Spiritual Reservoir chambers–are damaged or destroyed, the spell over Ghroth will be broken and Ghroth will change course back to its original orbit. The gravitational forces created by Ghroth's departure will tear the other satellites from their orbit and draw them down into Ghroth's atmosphere, where they will be destroyed. The same holds true for any individual Mi-Go (or anyone else) in orbit around Ghroth. Investigators will have twenty combat rounds to get through the interdimensional window back to Earth before the satellites plunge down into Ghroth's atmosphere. With any luck, the investigators will hurl themselves back through the inter-dimensional window just as the satellite bursts like a rotten carcass in the furnace of Ghroth's atmosphere. The Keeper is welcome to fudge the time allowed here as needed.

Within hours after the satellites' destruction, the sensors at NASA, JPL, and USSPACECOM will detect Ghroth's radical course change. Ghroth will reverse course out of the solar system, actually *accelerating* as it heads towards deep space. Within two days after Ghroth changes course, it will mysteriously drop off the scopes, leaving only the howling silence of the vacuum in its wake.

SAN Rewards & Penalties

Each protomatter Steward destroyed is worth 1D6 SAN. Each Mi-Go destroyed is worth 1D8 SAN. Blasting the Living Power is worth 1D10 SAN for sheer satisfaction.

Adjudicating SAN rewards and penalties for the raid on Enolsis is tricky. Investigators who did their best to prevent loss of innocent life due to possessed agents should receive the most (1D10); investigators who ignored that tragedy in single-minded pursuit of Downing and the secrets of the pyramid should lose the most (1D10). Grant those individual awards and penalties as appropriate, based on individual actions, but then level an additional reward or penalty depending on the outcome of the raid: if the Feds were framed as fascistic killers in the eyes of the public, all investigators lose 1D3 SAN; if the frame was avoided, all investigators gain 1D3 SAN.

Destroying the satellites and seeing Ghroth change course is worth 1D20 SAN. Failing to destroy Ghroth costs 1D20 SAN, but the investigators get 1D10 back when Ghroth changes course a week later.

Completing the scenario should also earn each investigator 1 point of Cthulhu Mythos just for getting through alive and witnessing all that he did. Those investigators who make the connection between the Mi-Go's energy harvest on the satellites and Enolsis's crystal scheme earn 1D2 additional Cthulhu Mythos points. Understanding the Mi-Go involvement with manipulating Ghroth earns another 1D2 Cthulhu Mythos points.

Survivors are entitled to free medical and psychiatric care, courtesy of Uncle Sam. After that, it's back to the office until their next invitation to "A Night at the Opera." But see the next section, "Aftermath," for more details.

Aftermath

If the Mi-Go's plan worked, four things happened. First, they were able to keep moving Ghroth forward a few more days before sending it back and earning the trust of MJ-12. Second, they were able to discredit any federal agencies involved in the raid on Enolsis, owing to extreme and sadistic loss of life by possessed federal agents, thereby bolstering the ranks of Enolsis with sympathetic dolts. Third, they were able to involve Delta Green in a disaster of proportions unseen since the mess in Cambodia. This time, no one knows that Delta Green was involved–until MJ-12 finds out, sooner or later. Fourth, the appearance of Ghroth gave all of humanity a clear sign: the New Age has begun. It's the final age, the End Times, and as a stunned world reels at the inexplicable threat of the planetoid, everyone realizes that things aren't the way they used to be. Across the planet, networks of cults and individual lunatics see the sign, and they know it to be more than mere manipulation by the Mi-Go: it's a true sign, one ordained by the stars themselves. It's time to make ready for the return of the Great Old Ones.

Of course, those things only happen if the Mi-Go pull off their plan. It's possible that clever investigators will avoid the disaster of the raid one way or another, which will foil two of the Mi-Go's four goals. No matter what, though, Ghroth still looms briefly as a threat, and MJ-12's trust is gained. The Mi-Go will almost certainly prevail.

The Future of Enolsis

If Gene Downing was lost on the satellites—even if the investigators personally blew his head off—he reappears. It's a simulacrum, of course, constructed by the Mi-Go and identical in every obvious respect to the original. Assuming Enolsis was publicly attacked, Enolsis emerges from the wreckage and starts a massive membership drive. In the face of the government's raid and the brief threat of Ghroth, the populace responds and membership in Enolsis doubles within six months. The crystals are still distributed and used as normal, but at the Keeper's option, they are all replaced with inactive quartz and the energy-harvesting plot is stopped to avoid scrutiny. For now.

If Enolsis wasn't publicly attacked, membership still grows somewhat, owing to the Living Power's seeming prescience in predicting "a sign"—the coming of Ghroth. Witless morons awestruck by the sight of the planetoid and running in fear from the new millennium grow the ranks.

Majestic-12

The investigators won't immediately know what the Mi-Go were really up to. Owing to the lack of any Grey presence relating to Enolsis (a connection the Mi-Go have no desire to make), Delta Green may not understand how the Mi-Go's actions relate to Majestic-12. If the investigators have contacts within MJ-12's membership, however, they may find out about the offer of help made by the Greys.

Majestic-12 will not appear in tangible form during this scenario. However, MJ-12 will want to collect every bit of evidence that points to an alien connection to Enolsis. Any examples of Mi-Go technology—guns, armor, surviving Realizer crystals, or Spiritual Reservoirs—that end up in federal or local police evidence lockers will vanish, stolen by MJ-12's covert operations agents from NRO SECTION DELTA.

Assuming there was a raid on Enolsis and that the compound lies in ruins, a couple days later several black helicopters (equipped with "hush" engines) will arrive, and NRO DELTA covert ops teams will scour the Enolsis compound for anything the Feds or local cops missed. They'll use thermal imaging and seismic-sounding equipment to search for underground chambers, secret passages, and so on—and they'll find the laboratory. The NRO DELTA team will turn the compound upside down. The investigators are not likely to be on the scene to witness the event. The Keeper can have the investigators hear about the sweep of the Enolsis compound later from local police who witnessed the operation. The police who witnessed the event were warned (at gunpoint) by the black-uniformed NRO DELTA agents not to interfere with a "government operation." Later, the investigators may even be placed under electronic surveillance to determine whether they have pocketed any of the evidence for their personal files.

If no raid occurred, or at least if Enolsis is still maintaining a viable presence at the compound, MJ-12 will decide against taking this action.

Word of Delta Green's actions against Enolsis in St. Louis and Tulsa will get back to MJ-12. Any connection between Enolsis, the Mi-Go, and Ghroth may reinforce MJ-12's suspicions about the Greys. On the other hand, MJ-12 may choose to believe that the Mi-Go's siren satellites were used to stop Ghroth, not cause it to plunge toward Earth. If confronted on this point, the Mi-Go, acting as the Greys, will do their best to convince MJ-12 that Delta Green's destruction of Enolsis and the satellites almost ruined their effort to deflect Ghroth. MJ-12 may decide that Delta Green's reckless, cowboy operations have become not only a threat to MJ-12's relationship with the Greys, but also a threat to the security of the entire planet. How the investigators survive with MJ-12 gunning for them is up to the Keeper to resolve, but a reckoning is imminent.

Conclusion

When all is said and done, the investigators' actions in the course of these events could be considered futile. In St. Louis, Valiant would have been stopped by another Steward soon enough. In Tulsa, Enolsis wasn't really harming anyone. In space, the Mi-Go would have stopped their manipulation of Ghroth anyway. So what's the point?

The point is not one thing but two: information and escalation. The investigators (and presumably Delta Green) exposed a major paranormal cult network, witnessed firsthand the power of human potential, and learned something about the nature of the alien visitors on Earth. They also raised the stakes with both the Mi-Go and MJ-12. Things are heading to a crisis point, a point at which MJ-12 can no longer ignore Delta Green and at which Delta Green is ready to move against MJ-12. What happens next? It's up to the Keeper and the players. *Be seeing you!*

NPC Stats for Part Two

Gene Downing
The Living Power, age 46

STR	12	CON	17	SIZ	14	INT	18	POW	20
DEX	15	APP	16	EDU	16	SAN	0	HP	10

Damage Bonus: +1D4
Attacks:
Electric Gun 57%, 1D10 + Special
Fist 54%, 1D3
Skills: Astronomy 93%, Bargain 62%, Computer Use 64%, Credit Rating 47%, Cthulhu Mythos 36%, Enolsis Dogma 95%, Fast Talk 31%, History 56%, Occult 91%, Persuade 72%, Psychology 47%

Languages: English 95%
Spells: Contact Mi-Go, Create Gate, Create Window, Enchant Whistle, Shrivelling, Summon/Bind Byakhee.
Notes: Has 30 MPs in a crystal available for casting spells.

Typical Steward
The Tools and the Talent, age early 30s
STR 26 CON 23 SIZ 15 INT 11 POW 10
DEX 15 APP 14 EDU 14 SAN 0 HP 19
Damage Bonus: +2D6
Education: High School Diploma
Occupation: Polymorphic Trouble-Shooters for Enolsis
Skills: Climb 93%, Computer Use 24%, Cthulhu Mythos 14%, Dodge 38%, Drive Auto 52%, Electrical Repair 61%, Electronics 64%, Fast Talk 47%, Hide 74%, Jump 53%, Listen 32%, Lockpick 74%, Martial Arts 44%, Photography 53%, Sneak 92%, Track 32%
Languages: English 62%
Attacks:
Beretta M1951 Auto 68%, 1D10
M16A2 59%, 2D6
Mi-Go Electric Gun 27%, 1D10 + Special
Tranquilizer Gun 53%, Special. Target makes resistance roll of CON vs. the POT 20 tranquilizer. Failure means unconsciousness for twenty hours minus the target's CON, occurring within 3D3 rounds. Success halves all of target's skills and attributes for 3D10 minutes.
Fist/Punch 63%, 1D3+db
Head Butt 42%, 1D4+db
Kick 58%, 1D6+db
Grapple 61%, special + "Kiss" or "Swallow"
"Kiss" (spurts protomatter down victim's throat once victim is grappled) 53%
Swallow attack (envelops and crushes grappled victim) 77%, 1D6+db per round, break grapple to get free
Armor: Immune to blows and cuts (including firearms). Fire, electricity, acid, chemical irritants, magic, and enchanted weapons harm it normally.
SAN Loss: 1/1D8 when seen performing as protomatter

Typical Federal Agent (FBI, ATF, DEA, *etc.*)
Cream of the Crop, age mid-30s
Race: Varies
STR 13 CON 14 SIZ 14 INT 15 POW 13
DEX 14 APP 10 EDU 14 SAN 65 HP 14
Damage Bonus: +1D4
Skills: Computer Use 28%, Drive Auto 62%, Fast Talk 27%, Law 54%, Library Use 48%, Listen 52%, Martial Arts 52%, Psychology 46%, Sneak 58%, Spot Hidden 53%
Languages: English 74%
Attacks:
Fist/Punch 72%, 1D3+db
Grapple 62%, special
Beretta M92 Auto 61%, 1D10
Kick 42%, 1D6+db
Mossberg Model 500TP8-SP Shotgun 62%, 4D6
Armor: Light Kevlar Vest, 5 HP

Typical Cop (County Deputies and Tulsa PD Officers)
Dislikes Feds, age mid-30s
STR 16 CON 15 SIZ 16 INT 13 POW 12
DEX 13 APP 13 EDU 10 SAN 60 HP 16
Damage Bonus: +1D4
Skills: Drive Auto 62%, Hide 43%, Law 38%, Listen 47%, Sneak 41%, Spot Hidden 56%, Track 39%
Languages: English 57%
Attacks:
Fist/Punch 74%, 1D3+db
Grapple 59%, special
Ruger P-85 Auto 52%, 1D10
Kick 43%, 1D6+db
Mossberg Model 590 Mariner Shotgun 61%, 4D6
Armor: Lt. Kevlar Vest, 5 HP

Typical SWAT Team Member (Feds & Local Police)
Can Kick Your Ass, age mid-30s
STR 16 CON 17 SIZ 16 INT 14 POW 14
DEX 16 APP 12 EDU 14 SAN 70 HP 17
Damage Bonus: +1D4
Skills: Climb 63%, First Aid 42%, Hide 64%, Jump 52%, Listen 49%, Martial Arts 52%, Sneak 66%, Spot Hidden 47%, Throw 72%
Languages: English 71%
Attacks:
Ruger P-85 Auto 61%, 1D10
Fist/Punch 77%, 1D3+db
Grapple 53%, Special
Kick 53%, 1D6+db
Colt M16A2 Assault Rifle 82%, 2D8
Throw 72% (POT 16 Tear Gas Grenades)
Armor: Heavy Kevlar Vest, 8 HP; Kevlar Helmet, 5 HP

Typical Enolsis Foundation Guards
Like Contractors on the Death Star, age mid-20s
STR 15 CON 15 SIZ 12 INT 10 POW 10
DEX 15 APP 13 EDU 10 SAN 50 HP 14
Damage Bonus: +1D4
Skills: Listen 64%, Spot Hidden 62%, Throw 67%
Languages: English 56%
Attacks:
Club 66%, 1D6+db
Fist/Punch 68%, 1D3+db
Grapple 62%, special
Beretta M1951 Auto 37%, 1D10
Head Butt 33%, 1D4+db
Kick 64% 1D6+db
Winchester M1912 Shotgun 43%, 4D6 for buckshot; 1D10+6 for slug



Mi-Go Tech

Electric Gun: This weapon appears as a pulsing, softball-sized glob with three dangling tendrils. When the weapon is picked up, the tendrils wrap around the user's forearm. The weapon is a biomechanical organism that can eject bolts of electrical current, sort of like an electric eel. Base chance to hit is 10%, and it does 1D10 damage, plus the victim must resist the damage rolled versus his current hit points or be killed instantly. Armor offers no protection against this damage. The victim is automatically stunned for a number of rounds equal to the damage rolled. (Kindly Keepers can rule that instead of death, a failed roll results in unconsciousness for a number of minutes equal to the damage rolled.)

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

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

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

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

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

Typical Mi-Go Warrior
Fun Guy from Yuggoth

STR 14 CON 14 SIZ 15 INT 12
POW 13 DEX 14 HP 15 Move 7/9

Attacks:
Electric Gun 57%, 1D10 + special
Nippers 30%, 1D6 + grapple

Armor: Each Mi-Go warrior wears an Armor-Web, which absorbs eight points of damage per attack. All impaling weapons do minimum damage.

SAN Loss: 0/1D6

Typical Mi-Go Scientist
Brain-Sucking Alien

STR 10 CON 11 SIZ 12 INT 16
POW 16 DEX 15 HP 11 Move 7 (no wings)

Attacks: Nippers 30%, 1D6 + grapple
Armor: All impaling weapons do minimum damage.
Spells: Call Ghroth, Create Gate, Enchant Crystal
SAN Loss: 0/1D6

Player Aid 1

The Keeper is urged to verbally summarize this information to the players, and allow them to make the best notes they can. For expediency, however, the Keeper may prefer to simply give the players this summary. It is not a real document in the game world, but rather a summary intended for the players.

Enolsis

Enolsis's founder was a second-rate science-fiction writer named Herbert Price. Price began with a book called *Inner Science,* a sort of self-help, philosophy-of-life manual, which promised "to clear the reader's mental landscape of all the clutter and detritus accumulated by modern materialistic life." Despite being the founder of the Inner Science philosophy, Herbert Price was not a follower of its tenants. Price's real philosophy was closer to P.T. Barnum's.

The financial success of *Inner Science* led Price to create the Enolsis Foundation. Price resented the government's "theft" of his hard-earned money. He figured the best way to avoid having to pay income taxes was to gain tax-exempt status by turning *Inner Science* from a philosophy into a religion. Thus the Enolsis Foundation was opened in 1964 and registered for tax-exempt status. More books followed *Inner Science,* along with a selection of magazines, tapes, seminars, and workshops. Before the end of the decade, the Foundation's assets were valued at over eleven million dollars, with over two hundred thousand members throughout the English-speaking world. But almost as soon as it was founded, the Enolsis Foundation came under the scrutiny of the IRS. After an intense investigation and six years of legal battles, Enolsis lost its tax-exempt status in 1972. Unable to keep the government "looters" out of his pockets, Price began to evade his taxes and took steps to protect himself and his organization from investigation and criticism.

Fearing someone within the Foundation was leaking his financial skullduggery to the IRS, Price began a purge of the Foundation's ranks. He had prominent Enolsis members and critics investigated. He launched numerous harassing lawsuits against the IRS, several major newspapers, *The American Journal of Psychology,* and other vocal critics of the Enolsis Foundation. Price's ego and paranoia drove him to acquire the services of twenty-four law firms, ten private investigation firms, and even an in-house security service: The Stewards. The Stewards were Enolsis faithful (trained by private security firms) who were used to dig up dirt on, as well as threaten and intimidate, Enolsis's rivals, critics, and competitors. Even more ambitious was Price's use of the Stewards as moles to infiltrate newspapers, cult-awareness networks, groups in competition with Enolsis, and, in one infamous case, even the IRS. But it was Price's grandest excess that was his undoing. A group of mercenaries was hired and trained with Enolsis money in preparation for the day when more "direct" action against the Foundation's enemies would be needed.

The end came in 1981, when a Steward was caught trying to buy automatic rifles from agents of the Bureau of Alcohol, Tobacco, and Firearms. The Justice Department landed on Enolsis with everything under the sun: tax fraud, mail fraud, conspiracy to violate federal firearms laws, theft of government documents–all wrapped up with triple damages under the RICO statutes. Most of the indictments named Price and his inner circle of Stewards as the culprits. Price fled the country only hours ahead of indictments for tax evasion and conspiracy to violate federal firearms law. His whereabouts and the whereabouts of his considerable fortune remain unknown.

The scandal rocked Enolsis and caused membership to drop off dramatically. By 1984, membership had dwindled to less than ten thousand worldwide. In November of 1984, Gene Downing was named executive director of the Enolsis Foundation's governing board. Downing had been Enolsis European Director during the 1970s and was insulated from the scandals of Price's inner circle. Downing was a natural choice to succeed Price. He commanded great personal charisma and infused the Foundation with new energy and gave their philosophy new direction. It was Downing who introduced the use of crystals into the meditation exercises of Enolsis members. Thanks to Downing's influence, Enolsis is now a self-actualization/personal-development philosophy. According to Enolsis philosophy, the Enolsis student is the master of his own destiny, completely in control of his life and environment; if the Enolsis student wins the lottery, it's because the student made it happen; if the Enolsis student is robbed at gunpoint, then, subconsciously, this must have been something the Enolsis student wanted to happen. Enolsis's central philosophy incorporates aspects of existentialist-style personal responsibility with the exploration of higher planes of consciousness.

Gene Downing produces volumes of writings and hundreds of cassettes, and keeps an exhaustive lecture schedule. His tireless efforts to resurrect Enolsis have paid off. Old believers returned, and new members added their names to the rolls. Today Enolsis's membership rolls have grown to 107,000 members throughout the English-speaking world. By 1991, Downing was given the title "The Living Power," in recognition of his work for and spiritual guidance of Enolsis.

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Player Aid 2

This is not a document unto itself, but rather a summary, for the players, of information learned in the course of the investigation. The Keeper may wish to cut each section apart and only hand over those strips of paper containing information that the investigators have thought to request.

Profile of Ronald Valiant

Birth Records: *Born:* April 11, 1963, Sacred Heart Hospital, St. Louis, Missouri. *Mother:* Katherine Valiant, deceased 1983. *Mother's Cause of Death:* cardiac arrest. *Father:* Unknown. *Hair:* Blonde. *Eyes:* Blue. *Blood Type:* A.

St. Louis Juvenile Records: A juvenile delinquent in high school, Valiant had multiple arrests for shoplifting, vandalism, theft, burglary, grand theft auto, and possession of marijuana.

USMC Records: He joined the Marine Corps in 1980, right after his high school graduation. A constant disciplinary problem, Valiant spent a total of nine months in the stockade for various acts of insubordination, violations of the USMC Code of Conduct, and several brawls. Valiant received a general discharge from the Marine Corps in 1984 as unsuitable for military service.

News Stories: In 1987, several national newspapers reported that a drug-laden plane over Nicaragua was hit by Sandinista anti-aircraft fire and crashed. Ronald Valiant was the only crew member to bail out, and was jailed by the Sandinista regime. The Sandinistas claimed Valiant was a CIA agent, not a drug-runner. The CIA had no comment and Valiant was unavailable to make any himself. As the Sandinistas lacked any proof, the story was not a large one and faded from attention swiftly. Valiant's release from imprisonment was not recorded.

State Department Records: These records reflect that the Sandinista government of Nicaragua demanded an apology from the U.S. government for sending its "air spies into the sovereign territory of Nicaragua." The "air spy" in question was Ronald Valiant, low-level drug-runner, whose plane had been shot down over Nicaragua and who was now spinning whatever story made his Nicaraguan jailers happy. The State Department offered no formal apology for Valiant's "counterrevolutionary activities" in Nicaragua and officially considered him just another drug-runner.

CIA Records: This information is only available to investigators with a background in the CIA. In 1987, an aide for Senator Antony DiTorrio approached a CIA officer in Washington, D.C., to ask a "favor." It seemed that the illegitimate son of the Senator's good friend USAF Colonel Larry Daniels (retired) was Ronald Valiant, the man who had been shot down over Nicaragua. The Senator wanted it known that he would remember any efforts made to arrange a rescue for "his dear friend's son"—it would be a favor that he would return in kind.

Valiant was a very small part of of the Iran-Contra conspiracy. He flew planes full of firearms into Nicaragua for delivery to the Contras; on his own initiative, he smuggled cocaine back on the return flight.

The CIA was less than enthusiastic about arranging the rescue of a man connected to an operation that the CIA had been trying to keep at arm's length. But there were people at the CIA who thought it couldn't hurt to have a U.S. Senator indebted to them. After letting Valiant languish for six months in a Sandinista military prison, the CIA arranged a bribe for Valiant's underpaid jailers. Valiant "escaped," and quietly disappeared from Nicaragua.

St. Louis Police Records: Ronald Valiant emerged on the St. Louis drug-dealing scene in 1989. He was bringing uncut cocaine into the city ten to twenty kilos at a time and sweetened each drug deal with surplus automatic weapons left over from the Central American wars. Valiant was a successful runner, keeping a number of street-level operations supplied with the cocaine used to make crack. The military hardware he supplied made him even more popular. He was known on the street as a hard-core ex-Marine, ex-Contra, ex-CIA agent, with a hair-trigger temper and a Sandinista ear collection. His street name was "Prince Valiant."

His primary female companion and junior partner was a part-time prostitute/part-time mugger named Angel O'Rourke. She is currently serving time in the St. Louis county jail for robbing one of her johns.

In September of 1992, Valiant killed a rival dealer (Marvin Nash) in East St. Louis by injecting him with heroin and burning him alive with gasoline. This got the St. Louis PD's attention, but Valiant very quickly and efficiently disappeared. Narcotics and Homicide have had no information on Valiant since October 1992.

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Player Aid 3

Valiant's "For The World" Videotape

The videotape marked *For the World* contains a frenzied, panting, sweating monologue by Valiant on the "alien energy harvest." During his breathless rant, Valiant makes a number of points:

- Δ Aliens, disguised as Enolsis leaders, are draining the energies of mankind through Enolsis and all the other terrestrial religions they created: Buddhism, Islam, Christianity. All the religions of the world are infiltrated by aliens and all of the highest church leaders are extraterrestrials in disguise.
- Δ The aliens are feeding off these pirated energies and are part of a race of "energy parasites," which have attached themselves to races across the galaxy.
- Δ He, Valiant, has gained incredible powers through the use of the energies he has stolen from the Spiritual Reservoirs of Enolsis. He used these powers to dominate the aliens' inhuman servant Hope, who was sent to kill him but is now his slave. Soon he will steal all the aliens' slaves and turn them against their former masters.
- Δ Given access to enough power from the Spiritual Reservoirs, Valiant will be strong enough to go to Enolsis HQ in Tulsa and destroy the colony of aliens there. Once he has expelled the aliens from Enolsis HQ, he will be the one to lead a crusade to purge all the world's religions of their alien influence, thus leaving Valiant as a kind of messiah-*übermensch* figure, to whom a grateful humanity will bow in supplication.

Player Aid 4

This is the conversation DiTorrio has with his son after DiTorrio leaves the hospital. It may be given to the players, read aloud, or pre-recorded (with sound effects!) on cassette tape.

Ditorrio's Phone Conversation

[Click] [Street noise] [Wind blowing]
[Clink of coin in pay phone.]
DiTorrio: "Fucking jerks. Bug my fucking phone. Bug my fucking car."
[Touch-tone phone dialing. Seven digits. Local call.]
Unidentified Woman: "Enolsis Foundation. What can I do for you today?"
DiTorrio: "Doug Walters, please."
[Muzak]
Unidentified Male: "Hello?"
DiTorrio: "What th'*fuck* happened, boy?"
Unidentified Male: "Shit, Dad, where the hell ya been?"
DiTorrio: "Up to my ass in fuckin' Feds, that's where. What the hell happened?"
Unidentified Male: "I don't know! I don't! I wasn't even there when it happened! You know I cut out early!"
DiTorrio: "So help me, if I find out you had *anything* to do with what happened, if you had *anything* to do with what happened to Larry, I'll kick your ass."
Unidentified Male: "Calm down! Christ, Dad! I don't know what happened!"
DiTorrio: [sighs] "Look, Son, the Feds want to talk to you. They're asking about crystals, about Enolsis."
Unidentified Male: "Shit!"
DiTorrio: "Yeah, no kidding, bright boy. I got you out of Nicaragua; I got you a new life; I got you a new face; and now I'm telling you I can't cover for you this time. You've got to get out of town."
Unidentified Male: "Dad, I can't. I can't give this up!"
DiTorrio: "You don't have a choice, mister. Ditch this New Age crap and blow town while you still can. Now!"
Unidentified Male: "Fuck you! I built this! I made this and no feebs are gonna take it away!"
DiTorrio: "God*damn* you make me mad. [pause] I've done all I can for you. Now blow!"
Unidentified Male: "Wait, Dad! Tell me one last thing."
DiTorrio: [pause] "What?"
Unidentified Male: "What were the names of the Feds who were leaning on you?"
DiTorrio: "Why do you want to know that?"
Unidentified Male: "Just tell me."
DiTorrio: [silence]
Unidentified Male: "C'mon dammit, I need to know. It might keep me out of jail."
DiTorrio: "I can't remember."
Unidentified Male: "Jesus! This is my ass on the line here! How am I going to keep an eye out for them if I don't know who they are?"
DiTorrio: "All right! (He then names and describes all the investigators he met, including Gaston.)"
Unidentified Male: "Thanks, I'll keep an eye out for them."
DiTorrio: "Dammit, boy! Just get your ass out of town, and I mean now!" [click]
DiTorrio: "Hello? Ronnie? Dammit!" [Slams down receiver and returns to his limo.]

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Appendix F: Creating a Delta Green Investigator

John Tynes



Generating an investigator for Delta Green is a straightforward process, with only a couple of differences from the usual procedure found in the CoC rulebook. First off, the player should decide what kind of investigator to create. The most basic choice is whether to play a Delta Green agent or a Delta Green friendly.

Agents are a full part of the Delta Green conspiracy, meaning that they are members of a particular three-person cell and each have a code name as discussed in the Delta Green chapter. Choosing to play an agent requires that the player confer with the Keeper as to these particulars. The Keeper and players must decide if the investigators (assuming more than one of them is an agent) are in the same cell or in different cells. The Keeper should make notes on which cells are being used, and pick Delta Green NPC agents to fill out any empty slots in the cells. Choose these agents from the NPCs listed in the next chapter, Federal Agencies, and make sure that the players in a given cell know who their fellow conspirators are and what their occupation is.

Friendlies aren't part of Delta Green as such, but they *are* allies. How much they know about the conspiracy is up to the Keeper and the players. Besides knowing the other investigators (presumably), each friendly should also have two to three other Delta Green agents as contacts or past colleagues. Again, choose contacts from the Federal Agencies chapter–but also check the NPCs in the *Delta Green* chapter, as many of them already have cells and code names assigned to them that you shouldn't accidentally duplicate.

In play, the differences between agents and friendlies are minor. The primary difference is that agents will have more access to information, resources, and support from the Delta Green organization.

Once the investigator's affiliation is chosen, the player should choose a profession. Professions may be drawn from the Federal Agencies chapter if the investigator is to be involved in law enforcement or intelligence work. Other likely professions include technical and academic specialists, lawyers, doctors, and so forth. Suggested templates from the rulebook are listed in the nearby boxed text. Journalists should be avoided; Delta Green is understandably reticent about recruiting members of the press.

Agents are most likely to be members of the law enforcement and intelligence communities, and hence should usually be drawn from the Federal Agencies chapter. Friendlies are more likely to work outside of these fields, and hence should be drawn from the templates given in the nearby boxed text. Exceptions exist, however, and there's no reason why a player can't choose whatever he or she wants to play as long as a compelling reason exists. The distinction is important. Delta Green only maintains seventy-eight active agents, and prefers to call on those who have experience in law enforcement or intelligence work and who are therefore likely to have valuable contacts, security clearances, combat training, investigative experience, and other useful attributes.

Suggested CoC Templates

The following occupation templates are found in the fifth edition *Call of Cthulhu* rulebook, and are appropriate for use as Delta Green agents or friendlies.

Antiquarian
Author
Doctor of Medicine
Engineer
Lawyer
Parapsychologist
Police Detective/Patrolman
Private Investigator
Professor (this template is useful as a model for any number of specialists, whether or not the investigator actually works as a professor at a university)

The nuts and bolts of character creation proceed as normal, with one caveat: this book introduces a number of new skills to the *Call of Cthulhu* rules, which can be found on pp. 280–282. Some of the templates in the Federal Agencies chapter use these skills, but they are available for any investigator to choose if appropriate.

The players should, of course, work up some sort of background for their investigators. One area of importance is whether or not the investigator has experienced any sort of paranormal phenomena before. Depending on your campaign structure, a given investigator could be an experienced Delta Green agent with a number of supernatural or Mythos-related episodes in his or her past, or the investigator could be completely inexperienced with such matters.

If a player (or the Keeper) wants an investigator to have experience with the supernatural, those experiences should be defined. What happened? What did the investigator see or learn? Given the nature of Delta Green, it is perfectly acceptable for a new investigator to begin with points in his or her Cthulhu Mythos skill–as long as both the Keeper and player work out just how the investigator acquired those points. Don't forget to mark off maximum Sanity as well, if this is the case.

If you'd like to leave such determinations to a game mechanic, try this. Each player can attempt a Luck roll. Success allows the investigator to receive 1D6 points of Cthulhu Mythos skill. If the Luck roll is made at less than 10% of the percentage needed, the investigator receives 1D8 points instead. If this method is used (and it could be useful in situations where all the players want this advantage), the Keeper and players should still decide just what experiences in the investigators' backgrounds led to the gaining of those skill points so that the investigators' areas of knowledge are clear.

Investigators who are proficient with firearms will need to choose appropriate weapons. Investigators using templates from the Federal Agencies chapter might wish to look at NPC agents provided there in the same agency or in related agencies, to see what sorts of firearms they carry. A selection of suggested firearms for modern-day campaigns appears in *Appendix I: Modern Firearms,* p. 283.

An Example of Cell Creation

There are five players, all of whom are creating new investigators for a Delta Green campaign. Three of the players opt to make their investigators Delta Green agents; the other two decide to be friendlies. The initial choices for occupations and affiliations are as follows:

Sarah Haring, FBI Psychological Crimes Specialist–Delta Green agent
Martha Reynolds, CIC Criminal Investigator–Delta Green agent
Jason Roderick, Defense Investigative Service–Delta Green agent
James Grissom, Parapsychologist–Delta Green friendly
Eric Martin, FinCEN Intelligence Analyst–Delta Green friendly

As agents, Haring, Reynolds, and Roderick are all part of the Delta Green conspiracy cell structure. After a bit of discussion, the Keeper settles on the following structure:

E-Cell
Paul MacLester, NSC Assistant to the President for National Security Affairs, codename "Ernie" (NPC, p. 277)
F-Cell
Jason Roderick, codename "Frank"
Martha Reynolds, "Frances"
Lt. Colonel Griffith Winthrop, DIA Military Attaché, codename "Fred" (NPC, p. 247)
G-Cell
Laura Blanco, OEE Criminal Investigator, codename "Gertrude" (NPC, p. 245)
H-Cell
Sarah Haring, codename "Harriet"
Captain Thomas McCloud, SAC Interrogation Specialist, codename "Hank" (NPC, p. 241)
Lt. Commander Elizabeth Severs, ONI Naval Intelligtence Analyst, codename "Helén" (NPC, p. 267)
I-Cell
Anna Mae Killsright, INS Border Patrol Agent, codename "Irene" (NPC, p. 263)

Laura Blanco of G-Cell is the intermediate contact for both F-Cell and H-Cell; Paul MacLester and Anna Mae Killsright are the contacts above and below the two investigator cells.

Appendix G: Federal Agencies

Adam Scott Glancy



WHILE THERE ARE OTHER FEDERAL AGENCIES THROUGH which the investigators could encounter the Mythos–such as NASA, the National Institute of Mental Health, and the National Science Foundation–only agencies with intelligence and law enforcement duties will be discussed in this section, as it is from such agencies that the majority of Delta Green agents are drawn. Agents in other agencies or fields can be readily created using templates from the CoC rulebook; the Professor works well as a model for most any academic or specialist. These individuals are more likely to be DG-friendlies than agents, though they may well still accompany agents on operations.

Some of the agencies presented here straddle the fence between the disciplines of law enforcement and intelligence. The FBI is a good example of this. The FBI is grouped under law enforcement, since it approaches counterintelligence and counter-terrorism from a law-enforcement perspective. Many of these agencies gather intelligence, but this does not violate their charters as primarily law-enforcement entities. Similarly, the CIA might provide the DEA with information on drug smugglers, but this does not mean that they are acting as a law-enforcement organization.

The question of jurisdiction has changed dramatically in the last few years. As of 1992, U.S. law-enforcement officers can get away with arresting foreigners in foreign countries, as long as the local extradition treaty doesn't expressly prohibit kidnapping the suspect and the local authorities don't catch the Feds doing it. In *U.S. v. Alvarez Machin*, the Supreme Court held that since the U.S.-Mexico extradition treaty did not expressly bar the kidnapping of suspects, the kidnapping of Dr. Alvarez Machin by DEA agents and Mexican bounty-hunters was legal and did not violate due process of law. Dr. Alvarez Machin was suspected of having assisted in the torture and murder of DEA agent Enrique Camarena in Mexico in 1985. Although his kidnapping was "legal," he was still acquitted of the charges against him. Since most countries will not extradite a suspect to the U.S. if the suspect could face the death penalty, U.S. law enforcement may resort to these sorts of tactics when seeking terrorists and narco-traffickers.

A note on weapons: Each agency includes an NPC created with an appropriate occupation template. Many of these NPCs have weapon skills denoting a specific make and model of weapon, such as the Beretta M92 or the Colt Delta Elite. These specific weapons are not meant to represent the standard sidearm of the particular agency. Instead, these weapons are simply the NPCs' preferred choices, particularly if they are engaged in a Delta Green op.

An alphabetical directory of the agencies in this chapter appears in the index under "Federal Agency Profiles" on p. 295.

Federal Agencies Directory

Department of the Air Force
Air Force Intelligence & Air Force Office of Special Investigations 240
Department of Agriculture
Foreign Agriculture Service 241
Department of the Army
Army Intelligence & Security Command/Army Criminal Investigation Command 242
U.S. Army Medical Research Institute of Infectious Disease 243
Department of Commerce
Office of Export Enforcement, Intelligence Division 245
Department of Defense
Armed Forces Medical Intelligence Center 246
Defense Intelligence Agency 247
Defense Investigative Service 248
Defense Mapping Agency 249
National Reconnaissance Office 250
National Security Agency & Central Security Service 251
U.S. Space Command 252
U.S. Special Operations Command 254
Department of Energy
Intelligence Directorate 256
Department of Health and Human Services
Center for Disease Control and Prevention 257
Department of the Interior
Environmental Protection Agency 258
National Park Service 259
U.S. Fish and Wildlife Service 260
Department of Justice
Drug Enforcement Administration 261
Federal Bureau of Investigation 262
Immigration and Naturalization Service 263
Office of the Attorney General 264
U.S. Marshals Service 265
Department of the Navy
Office of Naval Intelligence & Marine Corps Intelligence/Naval Investigative Service 266
Department of Transportation
U.S. Coast Guard 268
Department of the Treasury
Bureau of Alcohol, Tobacco and Firearms 269
Financial Crimes Enforcement Network 270
Internal Revenue Service, Criminal Investigations Division 271
U.S. Customs Service 272
U.S. Secret Service 273
Legislative Branch
Federal Research Division, Library of Congress 274
Securities and Exchange Commission, Division of Enforcement 275
Office of the President
Central Intelligence Agency 276
National Security Council 277
State Department
Bureau of Intelligence and Research 278
U.S. Postal Service
U.S. Postal Inspection Service 279

Air Force Intelligence & Air Force Office of Special Investigations (OSI)

Date Founded:
AFI: Sept. 18, 1947, reorganized on June 27, 1972
OSI: Sept. 18, 1947
Mission When Founded:
AFI: To provide intelligence-gathering and analysis for the Air Force
OSI: To provide criminal investigation and counter-intelligence capacity for the Air Force
Mission Today:
AFI: Unchanged
OSI: Unchanged
Jurisdiction:
AFI: Intelligence-gathering and analysis concerning all aspects of air superiority, including orbital superiority, NORAD, SAC, and operations involving the Military Airlift Command
OSI: Worldwide authority to investigate Air Force personnel
Headquarters:
AFI: The Pentagon in Arlington, Virginia
OSI: Bolling AFB, Washington, D.C.
# of Personnel:
AFI: 56,000 (including the staff of the National Reconnaissance Office)
OSI: 1,900 agents (350 of them civilians) and 880 support personnel (330 of them civilians)
Annual Budget:
AFI: $2.7 billion (estimated, not including the NRO)
OSI: $122 million
History/Profile:
AFI: The Air Force's intelligence community is the largest of the four military intelligence organizations. Air Force Intelligence includes the Air Force Intelligence Agency, the Air Force Electronic Security Command, the Foreign Technology Division, and the Air Force Technical Applications Center.

The Air Force Intelligence Agency (AFIA) has 2,200 employees, with 1,200 on active reserve. The AFIA conducts all manner of intelligence collection and analysis, issuing reports on subjects as varied as the High Energy Weapons tests at Sary Shagan in the USSR to "Soviet Military Thought." AFIA also runs the Air Force's Hostage Survival Program.

Under the AFIA is the Special Activities Center (SAC), not to be confused with the Strategic Air Command, which is responsible for the U.S. nuclear arsenal. The SAC has a staff of 350, headquartered at Ft. Belvoir, Virginia. (Their next-door neighbor is INSCOM's Intelligence Support Activity.) The SAC is responsible for clandestine intelligence collection from human sources and the debriefing of emigrés, refugees, and defectors. During wartime, the SAC debriefs U.S. escapees and enemy POWs and runs networks of agents and infiltrators to find strategic targets and assess bomb damage. The SAC has detachments in Germany, Japan, and South Korea.

The Air Force Electronic Security Command (ESC) employs 14,000 and is headquartered in Arlington, Virginia. It is in charge of the cryptographic, cryptoanalytic, and electronic warfare functions of the Air Force. The ESC works under NSA direction.

The Foreign Technology Division (FTD) is located at Wright-Patterson AFB and is responsible for analyzing the capacities and weaknesses of foreign weapon systems and aircraft.

The Air Force Technical Applications Center (AFTAC) is located at Patrick AFB in Florida and has 1,400 employees. It operates the U.S. Atomic Energy Detection System, which can detect the use of nuclear weapons or the occurrence of a nuclear accident. AFTAC charted the movement of debris from Chernobyl in 1986.

OSI: The OSI provides both criminal investigation services and counterintelligence capacity to the Department of the Air Force. Security-clearance investigations were transferred to the Defense Investigative Service in 1972. OSI trains its own agents at their headquarters academy. The OSI does not operate any forensic laboratories, but maintains a list of approved labs for use when needed. The OSI has often been accused by UFO buffs of conducting disinformation campaigns to cover up the government's knowledge of the existence of UFOs.

Occupation Templates

Intelligence Analyst: Computer Use, Library Use, Persuade, Spot Hidden, + any three of the following skills: Accounting, Anthropology, Architecture,

Chemistry, Cryptography/Codes, Electronics, History, Listen, Other Language, Physics, Psychology, + one other skill as a personal specialty

SAC Interrogation Specialist: Anthropology, Credit Rating, Fast Talk, Other Language, Persuade, Pharmacy, Psychoanalysis, Psychology

SAC Case Officer: Fast Talk, Handgun, Listen, Other Language, Psychology, Spot Hidden, + any three of the following skills: Bargain, Conceal, Hide, Locksmith, Martial Arts, Persuade, Photography, Sneak

OSI Counter Intelligence Officer: Computer Use, Fast Talk, Handgun, Law, Persuade, Psychology, Spot Hidden, + one other skill as a personal specialty

Sample Character

Captain Thomas McCloud, age 29
Race: African-American
STR 12 CON 13 SIZ 13 INT 16 POW 12
DEX 16 APP 14 EDU 16 SAN 60 HP 13
Damage Bonus: +1D4
Education: B.A. Psychology
Occupation: SAC Interrogation Specialist
Skills: Anthropology 36%, Bargain 43%, Credit Rating 24%, Fast Talk 87%, Persuade 53%, Pharmacy 46%, Psychoanalysis 51%, Psychology 69%
Languages: Chinese 52%, English 83%, Russian 52%
Attacks: Beretta M92 Auto 46%, 1D10

Foreign Agriculture Service

Date Founded: November 1988
Mission When Founded: To collect data on world agriculture conditions
Mission Today: Unchanged
Jurisdiction: Collection and production of agriculture-related data
Headquarters: Washington, D.C.
# of Personnel: 749, including 100+ attachés, located in seventy-five embassies around the world
Annual Budget: $127 million
History/Profile: Reporting duties of the FAS include information and data on foreign government policies, analysis of supply and demand conditions, commercial trade relations, and market opportunities. All information is collected with an eye toward shaping U.S. agricultural policy, one of the most fiscally demanding parts of the federal budget. Agricultural attachés carry diplomatic passports and have the full benefits of diplomatic immunity.

Occupation Template

Agricultural Attaché: Biology, Chemistry, Computer Use, Other Language, Natural History, Spot Hidden, + any two skills as personal specialties

Sample Character

Angela Thompson, age 33
Race: African-American
STR 13 CON 16 SIZ 9 INT 12 POW 10
DEX 11 APP 14 EDU 18 SAN 50 HP 13
Education: M.S. Agricultural Business
Occupation: Agricultural Attaché
Skills: Bargain 52%, Biology 64%, Chemistry 33%, Computer Use 28%, Natural History 72%, Occult 31%, Persuade 54%, Psychology 32%, Sing 48%, Spot Hidden 55%
Languages: Belgian 27%, English 93%, French 37%, Haitian 16%, Swahili 17%, Yorba 18%
Attacks: None

Army Intelligence & Security Command (INSCOM), Army Criminal Investigation Command (CIC)

Date Founded: INSCOM: October 1, 1977
CIC: November 1918 as the Criminal Investigation Division, reorganized 1971 as CIC
Mission When Founded: INSCOM: To provide full intelligence-gathering, analysis, and counterintelligence capabilities for the Army
CIC: To act as investigative arm of the Military Police
Mission Today: INSCOM: Unchanged
CIC: Unchanged
Jurisdiction: INSCOM: Intelligence-gathering and analysis relating to foreign military resources, and counterintelligence
CIC: Criminal investigations of Army personnel wherever they may be stationed
Headquarters: INSCOM: Ft. Belvoir, Virginia
CIC: Washington, D.C.
# of Personnel: INSCOM: 16,659
CIC: 1,098 agents (41 of them civilians) and 923 support personnel (529 of them civilians)
Annual Budget: $1.4 billion (estimated)
CIC: $95 million (estimated)
History/Profile: INSCOM: In 1992 the Army Intelligence Agency was dissolved and its functions distributed to the DIA and INSCOM. Now INSCOM not only collects intelligence but also analyzes the raw data and produces finished intelligence reports. INSCOM also is charged with conducting counterintelligence operations. During wartime or combat situations, INSCOM gathers tactical battlefield intelligence through reconnaissance, and conducts operations to deflect and confuse enemy reconnaissance operations. INSCOM also conducts interrogations of prisoners of war, special forces operations, and psychological warfare.

The Intelligence Support Activity, a sub-unit of INSCOM, is the Army's most covert intelligence unit. It is the successor to the Foreign Operating Group (FOG), which infiltrated four Special Forces soldiers into Teheran to support the ill-fated Iranian-hostage rescue mission EAGLE CLAW in 1979. On their end, the FOG performed perfectly. Operating from its HQ at Ft. Belvoir, Virginia, the ISA has conducted a number of covert operations in North Africa and Latin America. It has formed detailed contingency plans for hostage-rescue operations on an embassy-by-embassy basis, going so far as to map out potential escape and approach routes for the rescue teams. The ISA has assisted in the deployment of servicemen using false identities, and operated a refrigeration company in Panama as a front while it was spying on General Manuel Noriega. The ISA was ordered to disband in 1982 by Secretary of Defense Frank Carlucci because it was carrying out covert operations without congressional oversight, but the order was left open to appeal. Since the ISA has been known to be in operation as late as 1985, it would appear the appeal worked. In 1985 there were some 287 operatives assigned to the ISA. It is unknown whether the ISA has conducted covert operations in the United States, but unlike the CIA, INSCOM and the ISA are not barred from doing so.

CIC: The CIC conducts criminal investigations and crime prevention surveys for the Department of Defense and the Army. Unlike its counterparts in the Navy and Air Force, the CIC is not responsible for counterintelligence. The CIC has at its disposal the U.S. Army Criminal Investigation Laboratory.

Occupation Templates

INSCOM Intelligence Analyst: Computer Use, Library Use, Persuade, Spot Hidden, + any three of the following skills: Accounting, Anthropology, Architecture, Chemistry, Cryptography/Codes, Electronics, History, Listen, Other Language, Physics, Psychology, + one other skill as a personal specialty

INSCOM Psychological Warfare Specialist: Anthropology, Computer Use, History, Library Use, Occult, Other Language, Persuade, Psychology, and Handgun or Rifle

INSCOM Field Interrogation Specialist: Fast Talk, First Aid, Other Language, Persuade, Pharmacy, Psychoanalysis, Psychology, Handgun or Rifle, + one other skill as a personal specialty

ISA Covert Operative: Conceal, Fast Talk, Handgun, Listen, Other Language, Spot Hidden, + any three of the following skills: Bargain, Hide, Locksmith, Martial Arts, Persuade, Photography, Psychology, Sneak

ISA "Black" Operative: Fast Talk, Hide, Listen, Martial Arts, Other Language, Sneak, Spot Hidden, + any four of the following skills: Climb, Conceal, Demolitions, First Aid, Handgun, Locksmith, Machine Gun, Photography, Rifle, Submachine Gun, Throw

CIC Criminal Investigator: Bargain, Computer Use, Fast Talk, Handgun, Law, Persuade, Psychology, Spot Hidden, + one other skill as a personal specialty

Sample Character

Staff Sgt. Wayne Black ("Deceased"), age 32
Race: Caucasian
STR 17 CON 16 SIZ 16 INT 18 POW 12
DEX 15 APP 11 EDU 17 SAN 60 HP 16
Damage Bonus: +1D6
Education: Airborne Training, Ft. Bragg, Georgia
Occupation: ISA "Zombie" Operative (see *Zombie* in the glossary, p. 143)
Skills: Climb 62%, Fast Talk 33%, Hide 77%, Listen 51%, Martial Arts 54%, Sneak 76%, Spot Hidden 59%
Languages: English 88%, French 54%
Attacks:
Ruger Super Redhawk Revolver 53%, 1D10+1D4+2
Barret M82A1 Rifle 92%, 2D10+1D8+6
Colt M16A2 Assault Rifle 92%, 2D6
Fist/Punch 54%, 1D3+db
Grapple 57%, Special
Head Butt 26%, 1D4+db
Kick 54%, 1D6+db

U.S. Army Soldier and Biological Chemical Command, U.S. Army Medical Research Institute of Infectious Disease (USAMRIID)

Date Founded: 1969. However, U.S. Army biowarfare research has been conducted at Ft. Detrick as early as WWII.
Mission When Founded: Earlier incarnations performed research into biowarfare agents and their offensive uses as well as ways to defend against infectious disease on the modern battlefield.
Mission Today: USAMRIID develops protective vaccines and other methods of defending against and containing infectious diseases. To that end, USAMRIID conducts research at Ft. Detrick and collects samples of pathogens in the field.
Jurisdiction: USAMRIID has no jurisdiction, *per se*. It conducts investigations of infectious diseases anywhere in the world, but always with the permission of the host nation. Domestic investigations are conducted with the permission of local authorities.
Headquarters: High Containment Facility, Fort Detrick, Maryland
# of Personnel: Unknown, estimated at 300
Annual Budget: Unknown, but budget cuts have sent many personnel to the Center for Disease Control and the World Health Organization
History/Profile: Also known as "The Institute," USAMRIID is organized under the U.S. Army Soldier and Biological Chemical Command (SBCCOM) and is an important provider of intelligence data to the Armed Forces Medical Intelligence Center. The USAMRIID labs at Ft. Detrick are among the most secure facilities in the world. The Army researchers working there routinely handle some of the most deadly biological agents on Earth, and their field researchers are constantly on the lookout for even more deadly strains. The labs have four levels of threat characterization: Level 0, Level 2, Level 3, and Level 4. Level 0 is 100% clean; no bio-agents are stored or worked on in Level 0 areas. Levels 2 & 3 are where the researchers work on some of the pro-

gressively more deadly diseases such as yellow fever, anthrax, botulism, rabies, and HIV. (HIV is only considered a level 2 threat.) Level 4 is where viruses with no cure or vaccination are stored and worked with. All personnel working in Level 4 areas wear Chemturion space suits (also called "Blue Suits") for protection. Ft. Detrick is equipped with a Level 4 hospital known as "The Slammer," and a Level 4 morgue known as "The Submarine," where the victims of Level 4 bioagents are kept.

The USAMRIID has two mobile biocontainment units at its disposal, sort of like biohazard SWAT teams. Personnel working in the field with Level 4 biohazards wear Racal Suits, otherwise known as "Orange Suits." The Racal Suit is a self-contained, portable environment used to penetrate "Hot Zones"—areas that have been saturated with Level 4 biohazards. (The CDC has but one such similar unit.) The USAMRIID was instrumental in containing and decontaminating the 1989 Ebola Zaire outbreak at the Primate Quarantine Unit in Reston, Virginia. USAMRIID and the CDC Special Pathogen Branch identified the cause of the 1993 hantavirus outbreak which claimed twelve lives on the Four Corners Navajo Reservation. A rivalry exists between the CDC's Special Pathogens Branch and the USAMRIID, but that does not prevent cooperation.

Occupation Templates:

USAMRIID Researcher: Biology, Chemistry, Computer Use, Credit Rating, First Aid, Library Use, Medicine, Natural History, Pharmacy

USAMRIID Field Investigator: Biology, Climb, Dodge, First Aid, Handgun, Jump, Medicine, Navigate (Land), Natural History, Other Language, Persuade, Photography, Psychology, Ride, Swim, Track

Sample Character

Major Richard Smith, age 42
Race: Caucasian
STR 14 CON 15 SIZ 11 INT 17 POW 16
DEX 12 APP 12 EDU 20 SAN 80 HP 13
Education: Ph.D. Virology
Occupation: USAMRIID Field Investigator
Skills: Biology 92%, Climb 63%, Dodge 44%, First Aid 66%, Jump 44%, Medicine 61%, Navigate 47%, Natural History 73%, Persuade 38%, Photography 49%, Psychology 27%, Ride 26%, Swim 43%, Track 52%
Languages: English 95%, French 41%
Attacks: Tranquilizer Pistol 45%, 1 HP damage + POT 14 tranquilizer

Office of Export Enforcement, Intelligence Division (OEE)

Date Founded: November 1, 1954
Mission When Founded: To monitor and control the flow of data and goods to the Communist Bloc
Mission Today: To prevent illegal transfers of sensitive technologies to hostile or unreliable governments
Jurisdiction: OEE is primarily an intelligence consumer. It has no police powers, but does make recommendations on what kind of action should be taken when illegal technology transfers are detected.
# of Personnel: 436
Annual Budget: $17 million
History/Profile: The OEE ensures that the proper approvals have been obtained for the export of sensitive technology, to prevent improper shipments of such technology. The OEE receives, interprets, and analyzes trade data and intelligence to determine whether preventative, deterrent, or other types of enforcement action are required or appropriate. The Intelligence Division provides leads for ongoing investigations and provides intelligence information and analysis to agents of the OEE and other appropriate federal agencies, particularly the U.S. Customs Service and the FBI. The OEE also conducts studies to determine which technologies and products need to be placed on the Sensitive Technologies list and which technologies may be taken off due to their common availability.

Occupation Template

OEE Criminal Investigator: Accounting, Computer Use, Fast Talk, Law, Persuade, Psychology, Spot Hidden, + one other skill as a personal specialty

Sample Character

Laura Blanco, age 25
Race: Hispanic
STR 12 CON 17 SIZ 11 INT 14 POW 16
DEX 17 APP 18 EDU 19 SAN 80 HP 14
Education: M.A. Law Enforcement
Occupation: OEE Criminal Investigator
Skills: Accounting 72%, Bargain 33%, Computer Use 66%, Fast Talk 51%, Law 59%, Library Use 61%, Persuade 53%, Photography 66%, Psychology 52%, Spot Hidden 52%
Languages: English 95%, Spanish 36%
Attacks:
Fist/Punch 87%, 1D3
Pepper Gas 86%, Special
Taser 83%, Special
Brass Knuckles 87%, 1D3+2

Armed Forces Medical Intelligence Center

Date Founded: 1982
Mission When Founded: To produce general medical intelligence on health and sanitation, epidemiology, environmental factors, and civilian and military medical capacities throughout the world. Also, provide intelligence concerning all basic and applied biomedical phenomena of military importance.
Mission Today: Unchanged
Jurisdiction: Intelligence analysis only, no R&D
Headquarters: The Pentagon in Arlington, Virginia
# of Personnel: Unknown
Annual Budget: Unknown
History/Profile: In 1981, it was determined that there was a lack of adequate medical intelligence on Southwest Asian and third-world countries where casualties from unusual diseases and environmental conditions often occur. Medical intelligence is particularly vital in planning for combat operations, particularly in areas significantly different from the United States in terms of the environment and the prevalence of disease. The AFMIC is also responsible for assessing foreign biomedical R&D as well as exploiting foreign medical materials. The AFMIC may also assess the effectiveness of germ and chemical warfare agents and battlefield radiation hazards, and ways to defeat them.

Occupation Template

Medical Researcher: Biology, Chemistry, Computer Use, First Aid, Medicine, Natural History, Pharmacy, + one other skill as a personal specialty

Sample Character

Dr. Nobo Hiyashi, M.D., age 56
Race: Asian-American
STR 8 CON 12 SIZ 13 INT 15 POW 13
DEX 12 APP 13 EDU 21 SAN 65 HP 13
Education: Ph.D. Medicine
Occupation: Medical Researcher
Skills: Biology 93%, Computer Use 32%, Chemistry 84%, Drive Auto 46%, First Aid 54%, Medicine 95%, Natural History 61%, Navigate 26%, Persuade 63%, Pharmacy 52%, Pilot Civil Prop Aircraft 43%, Spot Hidden 47%
Languages: English 95%
Attacks: Golf Club 73%, 1D8

Defense Intelligence Agency (DIA)

Date Founded: October 1, 1961
Mission When Founded: To coordinate and analyze intelligence collected by all four branches of the military. The DIA also runs the military attaché system in the U.S. embassies, which conducts intelligence-gathering operations.
Mission Today: Unchanged
Jurisdiction: Intelligence operations are (theoretically) only conducted outside the U.S. The DIA has not, to this date, violated this mandate.
Headquarters: Bolling AFB, Washington, D.C.
# of Personnel: 6,500 (including 1,000 attaches)
Annual Budget: $450 million
History/Profile: The DIA provides foreign intelligence and counterintelligence for the Secretary of Defense, the Joint Chiefs of Staff, the United and Specified Commands, and other authorized agencies. All military intelligence agencies are directly responsible to the DIA. The DIA coordinates all contributions from these agencies. Despite being part of the DOD, 60% of the DIA staff are civilians.

The DIA is responsible for the assignment of military attachés–senior officers from any of the four branches who serve as military diplomats. Their chief objective is to collect as much detailed information as possible on the military establishments of their host country. They also conduct liaisons with local military units and collect order-of-battle information on foreign armies. In time of war or during volatile peace-time situations, the military attachés engage in covert intelligence activities. Attachés prefer to minimize their intelligence activities, but their covert activities are widely known. They carry diplomatic passports and receive the full benefits of diplomatic immunity.

The DIA also operates the Defense Intelligence College in Washington, D.C., which trains military personnel and civilians to perform in the intelligence community. The Defense Intelligence College is only concerned with the academic, policy-oriented, and technical aspects of intelligence. It was founded in 1961 and is the only institution in America that offers a master's degree in Intelligence. The NSA, CIA, and FBI have all sent employees to the college for training.

Occupation Templates

Intelligence Analyst: Computer Use, Library Use, Persuade, Spot Hidden, + any three of the following skills: Accounting, Anthropology, Architecture, Chemistry, Electronics, History, Listen, Other Language, Physics, Psychology, + one other skill as a personal specialty

Military Attaché: Accounting, Credit Rating, History, Navigate, Other Language, Persuade, Psychology, and Handgun or Rifle

Instructor, Defense Intelligence College: Anthropology, Computer Use, Credit Rating, Fast Talk, History, Library Use, Persuade, Psychology, Spot Hidden

Sample Character

Lt. Colonel Griffith Winthrop USMC, age 47
Race: Caucasian

STR	14	CON	13	SIZ	15	INT	15	POW	14
DEX	10	APP	10	EDU	18	SAN	70	HP	14

Damage Bonus: +1D4
Education: M.S. Intelligence Studies
Occupation: Military Attaché
Skills: Bargain 53%, Credit Rating 52%, Fast Talk 57%, History 52%, Navigate 37%, Persuade 47%, Pilot Helicopter 53%, Psychology 44%
Languages: Arabic 56%, English 92%, Farsi (Iranian) 52%, Hebrew 48%
Attacks: Beretta M92 Auto 62%, 1D10

Defense Investigative Service

Date Founded: January 1, 1972
Mission When Founded: To conduct personnel security investigations and counterintelligence
Mission Today: Industrial security was added in 1980
Jurisdiction: Anywhere where the Department of Defense has facilities and personnel, or where defense contractors have facilities and personnel
Headquarters: Washington, D.C., with major field offices in Mannheim, Germany; Brussels, Belgium; Seoul, South Korea; and Yokohama, Japan
# of Personnel: 3,017 agents; 1,119 support staff
Annual Budget: $140 million
History/Profile: The DIS began as the Department of Defense's in-house security clearance investigators, doing background checks on employees from all branches of the military and DOD, as well as periodically checking up on them. The DIS also performs certain counterintelligence work. Under the Defense Industrial Security Program, the DIS oversees the protection of classified information entrusted to private industry, both through physical security and information security. The DIS does investigations of the civilian defense contractor employees who are working on sensitive and top-secret projects, conducts on-site surveys of facilities, and guards against the theft, misappropriation, or loss of sensitive conventional weapons. The DIS also manages the Defense Clearance and Investigations Index, which contains some 27 million personnel files.

In its earlier bureaucratic incarnation, the DIS investigated domestic dissident and anti-war groups. Although the DIS was ordered in 1971 to halt domestic surveillance of civilians, this kind of operation may still be going on.

Occupation Template

DIS Investigator: Computer Use, Fast Talk, Handgun, Law, Persuade, Psychology, Spot Hidden, + one other skill as a personal specialty

Sample Character

Javier Fueyo, age 38
Race: Hispanic

STR	13	CON	13	SIZ	15	INT	14	POW	14
DEX	14	APP	8	EDU	15	SAN	70	HP	14

Damage Bonus: +1D4
Education: B.A. Criminology
Occupation: DIS Investigator
Skills: Accounting 32%, Computer Use 27%, Fast Talk 63%, Law 33%, Library Use 58%, Listen 49%, Persuade 54%, Psychology 52%, Spot Hidden 51%
Languages: English 76%, Spanish 95%
Attacks:

Beretta M92 Auto 63%, 1D10
Grapple 50%, Special

Defense Mapping Agency

Date Founded: 1972
Mission When Founded: To support the military by providing mapping, charting, and geodetic products that are critical to successful military operations
Mission Today: Unchanged
Jurisdiction: Intelligence analysis and production of cartographic databases
Headquarters: The DMA Aerospace Center in St. Louis, Missouri; the DMA Hydrographical/Topographical Center in Brookmont, Maryland
# of Personnel: 9,500
Annual Budget: $400 million (estimated)
History/Profile: The DMA provides cartography services for the entire U.S. military. Not only do they chart every hill and every shoreline, but the DMA's Hydrographic division performs undersea cartography. They produce detailed maps of the sea floor as a guide to the U.S. submarine fleet and provide anti-submarine warfare intelligence. The DMA's computerized maps are also used by cruise missile targeting systems for terrain-contour matching, as well as by the targeting systems of Pershing II, MX, and Trident ballistic missiles. During the invasion of Grenada, the DMA was left out of the loop, because the operation was supposedly too secret for them. As a result, U.S. forces were using tourist maps to find their way around. The 101st Airborne division failed to find the St. Georges Medical School's second campus for two days.

Occupation Template

Cartographer: Astronomy, Cartography, Computer Use, Electronics, Geology, Navigate, Physics, + one other skill as a personal specialty

Sample Character

Valarie Hardamin, age 33
Race: Caucasian

STR	10	CON	8	SIZ	16	INT	15	POW	9
DEX	9	APP	15	EDU	18	SAN	45	HP	12

Damage Bonus: + 1D4
Education: M.S. Geological Oceanography
Occupation: DMA Hydrographic Cartographer
Skills: Cartography 82%, Computer Use 67%, Electronics 63%, Fast Talk 36%, Geology 59%, Library Use 43%, Natural History 37%, Navigate 26%, Persuade 39%, Physics 64%, Pilot Boat 52%
Languages: English 92%
Attacks: Colt King Cobra Revolver 43%, 1D8+1D4

National Reconnaissance Office (NRO)

Date Founded: August 25, 1960
Mission When Founded: To manage satellite reconnaissance for the entire U.S. intelligence community.
Mission Today: Unchanged
Jurisdiction: NRO controls the routine operation of satellites, and supervises the distribution of the signals and photographic intelligence they collect.
Headquarters: The Pentagon in Arlington, Virginia
# of Personnel: Classified, but most of the staff is under the cover of Air Force Intelligence
Annual Budget: $3–$4 billion (estimated)
History/Profile: The NRO's name and function were first revealed accidently in a Senate Subcommittee report in 1973. It is still considered a "black" operation and is completely off the books. It should be considered at least as secret as the Manhattan Project was during WWII. The executive branch has never admitted to its existence. You do not apply to the NRO—they come to you once you are a member of the intelligence community. It recruits its staff primarily from the Air Force, the CIA, and the Navy. The NRO runs the KH-11 (Key Hole-11) and KH-12 satellites, which are armed with cameras whose resolution can identify a golf ball from orbit. It does not conduct analysis, only the collection and distribution of satellite reconnaissance photos.

Occupation Template

Systems Engineer: Computer Use, Electrical Repair, Electronics, Mechanical Repair, Photography, Physics, + two other skills as personal specialties

Sample Character

1st Lt. James Tran USAF, age 28
Race: Asian-American
STR 12 CON 12 SIZ 12 INT 15 POW 11
DEX 16 APP 10 EDU 16 SAN 55 HP 12
Education: B.S. Electrical Engineering
Occupation: Systems Engineer, NRO
Skills: Astronomy 62%, Computer Use 63%, Electrical Repair 58%, Electronics 64%, Mechanical Repair 60%, Persuade 42%, Photography 58%, Physics 67%, Spot Hidden 63%
Languages: English 83%
Attacks: Beretta M92 Auto 47%, 1D10

National Security Agency (NSA) & Central Security Service (CSS)

Date Founded: October 24, 1952; CSS added in 1972
Mission When Founded: To keep the U.S. government's communications secure, and penetrate the communications of foreign governments. CSS's mission is to provide unified cryptography security at the Department of Defense.
Mission Today: Basically the same, although the methods of collecting foreign intelligence and the kinds of communications systems in need of protection have increased a hundredfold
Jurisdiction: Information and communications security operations are conducted anywhere the U.S. government has facilities with classified information and an outside phone line. Signals Intelligence (SIGINT), Communications Intelligence (COMINT), and Electronic Intelligence (ELINT) collection efforts are only conducted outside the U.S. and its territories (in theory).
Headquarters: Ft. Meade, Maryland
# of Personnel: Between 20,000 and 24,000 personnel work at NSA headquarters. Total personnel may be as many as 120,000.
Annual Budget: $3 billion (estimated)
History/Profile: Known as "The Puzzle Palace," or sometimes as "No Such Agency," the NSA is arguably the most secret organization in the U.S. intelligence community. It has full responsibility for all U.S. communications security activities and for the collection of foreign communications intelligence.

The agency's research and development program has made many significant advances in the field of specialized communications equipment and supercomputers. The NSA's data processing and computing center, located at the NSA's twelve-acre underground facility in Ft. Meade, is one of the largest in the world. The NSA is probably the foremost computer espionage authority in the intelligence community. Cryptography (the making and breaking of codes and ciphers) is a major function of the NSA. Every kind of government communication method–from satellite transmissions to phone lines–falls under the NSA's security jurisdiction. NSA secret activities in the field of foreign intelligence include the collection, processing, and dissemination of SIGINT, COMINT, and ELINT to the NSC, the CIA, and other authorized agencies. It operates a system of listening posts jointly with the CIA. The NSA also processes information for counterintelligence purposes, provides signals intelligence support for military operations, and encryption and codes for the entire U.S. government. For example, the encryption codes used in FBI "scrambled" communications are provided by the NSA. While considered part of the Department of Defense, the NSA has considerable independence. NSA employees are computer analysts, electrical engineers, linguists, and cryptologic mathematicians.

The Central Security Service (CSS) is often mentioned in the same breath as the NSA. The NSA director is also the CSS director. There is no separate CSS staff. The CSS provides cryptographic services to all the military intelligence branches.

It is suspected, but unproven, that the NSA may have their own staff for "black bag" jobs–that is, for breaking and entering for the purpose of planting bugs, circumventing anti-eavesdropping devices, or getting access to isolated computer systems. In the 1950s, the NSA did unilaterally conduct some eavesdropping on U.S. soil, but the practice was quickly abandoned (officially). The NSA does occasionally lend its experts and equipment out to agencies such as the FBI in cases of particularly sensitive or difficult domestic eavesdropping.

Occupation Templates

Intelligence Analyst: Computer Use, Library Use, Listen, Persuade, Spot Hidden, + any two of the following skills: Cryptography/Codes, Electronics, Other language, Physics, + one other skill as a personal specialty

Computer Security Specialist: Accounting, Computer Use, Cryptography/Codes, Electrical Repair, Electronics, Mechanical Repair, Spot Hidden

Communications Security Specialist: Computer Use, Cryptography/Codes, Electrical Repair, Electronics, Listen, Mechanical Repair, Physics, + one skill as a personal specialty

Black Bag Operative: Climb, Conceal, Hide, Jump, Listen, Locksmith, Sneak, Spot Hidden, + any two of the following skills: Electrical Repair, Electronics, Mechanical Repair, Photography

Sample Character

Kym Keravuori, age 27
Race: Caucasian
STR 10 CON 16 SIZ 8 INT 18 POW 15
DEX 15 APP 12 EDU 18 SAN 75 HP 12
Education: M.A. Linguistics/Anthropology
Occupation: NSA Intelligence Analyst
Skills: Anthropology 72%, Computer Use 43%, Library Use 65%, Listen 48%, Occult 49%, Persuade 44%, Psychology 46%, Spot Hidden 44%
Languages: Arabic 61%, English 92%, Finnish 44%, French 37%, German 46%, Spanish 23%
Attacks: Colt 380 Gov. Model Auto 57%, 1D10

U.S. Space Command (USSPACECOM)

Date Founded: 1989
Mission When Founded: To provide overall coordination and direction for all U.S. and military service space activities
Mission Today: Unchanged
Jurisdiction: All military space missions, space surveillance, and tracking systems. Upon deployment, SDI will be under USSPACECOM control.
# of Personnel: Includes the personnel of the USAF's, USN's, and U.S. Army's Space Commands
Headquarters: The CRYSTAL PALACE, NORAD's Cheyenne Mountain complex near Colorado Springs, Colorado
Annual Budget: Unknown
History/Profile: The U.S. Air Force Space Command was established on September 1, 1982, to bring under one managerial roof the responsibility for the Air Force's space-related research, development, acquisition, and operational activities. The Air Force Space Command HQ is at El Segundo, California. In 1983 the Navy established their own Navy Space Command. When the Army then established *their* Space Command in 1988, the U.S. Space Command was established to provide overall direction of U.S. and military service space activity.

The Air Force Space Command operates the space-launch facilities at Vandenberg Air Force Base, jointly administers the launch facilities at Cape Kennedy Space Center with NASA, and shares the Wallops Island launch site in the Kwajalein Atoll with the Naval Space Command. Under the Air Force Space Command is the 1st Space Wing, responsible for the operation of two satellite networks: the Defense Support Program (DSP) and the Defense Meteorological Satellite Program (DMSP). The DSP satellites' primary mission is detecting the launch of ICBMs and SLBMs. The DMSP satellites provide weather information. The 1st Space Wing also commands the F-15-launched Anti-Satellite (ASAT) weapons force.

The overall ground-based military space surveillance system is known as the Space Detection and Tracking System (SPADATS). Ground Sensors of the 1st Space Wing feed information and data to the Space Defense Operations Center (SPADOC) and the Space Surveillance Center (SSC). The SPADOC and the SSC operate as part of the North American Aerospace Defense Command (NORAD), which coordinates U.S. air defense. SPADOC and SSC both operate from CRYSTAL PALACE, NORAD's underground facility in Cheyenne Mountain outside Colorado Springs. SPADOC and SSC are responsible for the tracking of all man-made objects currently in orbit (more than 7,000 of them), providing real-time coordination for all U.S. and allied space assets, and generating alert, warning, and verification of potentially hostile space-related events. The SPADOC and SSC work in tandem with the Strategic Air Command (SAC), which controls the U.S. offensive nuclear arsenal.

The Naval Space Command, which operates the Naval Space Surveillance Network (NAVSPASUR), headquartered at Dahlgren, Virginia, is also hooked into SPADATS. NAVSPASUR has a chain of ground-based electronic sensors running from Georgia to California, known as "The Fence," and is hooked into NORAD's Ballistic Missile Early Warning System (or "DEW line") in northern Alaska and Greenland. The Naval Space Command also manages the NAVSTAR satellite global positioning system and the Defense Satellite Communication System for both the Air Force and Navy.

The Army Space Command operates their Missile and Space Intelligence Center at Redstone Arsenal, Alabama, and the White Sands Missile Test Range at White Sands, New Mexico, where a Ground-Based Electro-Optical Deep Space Surveillance System (GEODSS) station is located. The other GEODSS stations are located on the island of Maui in the Hawaiian Islands; the island of Diego Garcia in the Indian Ocean; Taegu, South Korea; and southern Portugal. The cameras and telescopes at these stations have been used to photograph Soviet cosmonauts working outside the Mir space station. GEODSS is the Army's contribution to SPADATS.

USSPACECOM has also hooked the National Science Foundation's UHF radar into its network of deep space sensors and absorbs data from NASA's dedicated sensors. Should the Strategic Defense Initiative (SDI or "Star Wars" defense shield) ever be deployed, it would fall under the jurisdiction of USSPACECOM. Work is underway to develop a space-based space surveillance system to be known as the Space Surveillance and Tracking System (SSTS). Elements of SSTS may be in operation before the end of the century.

Occupation Templates

USSPACECOM Systems Operator: Computer Use, Electrical Repair, Electronics, Listen, Mechanical Repair, Physics, Spot Hidden, + one other skill as a personal specialty

USSPACECOM Staff Officer: Astronomy, Computer Use, Electronics, History, Persuade, Physics, Psychology, Spot Hidden

Sample Character

Captain Maurice Lereux USAF, age 28
Race: Hispanic
STR 10 CON 13 SIZ 16 INT 16 POW 14
DEX 17 APP 11 EDU 21 SAN 70 HP 15
Damage Bonus: +1D4
Education: B.S. Electrical Engineering, Air Force Academy
Occupation: Duty Officer, Space Surveillance Center
Skills: Astronomy 76%, Computer Use 74%, Drive Auto 68%, Electronics 57%, Listen 49%, History 63%, Persuade 52%, Photography 67%, Physics 65%, Psychology 51%, Spot Hidden 66%
Languages: English 95%
Attacks: Beretta M1951A Auto 50%, 1D10

U.S. Special Operations Command

Date Founded: April 16, 1987
Mission When Founded: To supervise and support the activities of the military's special operations units
Mission Today: Unchanged
Jurisdiction: Intelligence, planning, and support for worldwide military operations
# of Personnel: The staff of the Army's 1st Special Operations Command, the Navy's Special Warfare Command, and the Air Force's 23rd Air Force
Headquarters: MacDill AFB in Tampa, Florida
Annual Budget: Unknown
History/Profile: The Special Operations Command unifies the various special-forces units of the military under one managerial roof for purposes of intelligence and logistical support. Special Operations Command specializes in counter-terrorism, hostage rescue, clandestine reconnaissance, infiltration and exfiltration, support of full-scale military operations, and low-intensity conflicts. A breakdown of managed personnel follows.

The U.S. Army 1st Special Operations Command has the 1st and 2nd Battalions of the 75th Infantry Regiment (the Rangers) with 606 men per Battalion, for a total of 1,212 officers and enlisted men. There are eight known Special Forces Groups made up of thirty-nine officers and 174 enlisted men each. At the time of the Iranian Hostage Rescue mission, the U.S. Army's anti-terrorist unit—the 1st Special Forces Operational Detachment Delta (better known as Delta Force)—comprised some 95 individuals. Special Aviation Operations Task Force 160 is the Army's helicopter support element for special ops. "TF-160" is at Ft. Campbell, Kentucky; data on their manpower and organization is unavailable.

The U.S. Navy Special Warfare Command has three Underwater Demolitions Teams with fifteen officers and 115 enlisted men in each team. There are seven SEAL Teams, with twenty-seven officers and 156 enlisted men in each team. There are Marine Force Recon Companies with each of the four U.S. Marine Divisions. Their mission is primarily reconnaissance, not combat. Marine Snipers and other Special Warfare units are based in 2nd Recon.

The U.S. Air Force's 23rd Air Force includes the five squadrons of the 1st Special Operations Wing (SOW) and the Aerospace Rescue and Recovery Service (ARRS). No data is available on the 1st SOW's manpower or organization. There are 3,800 men, five fixed-wing aircraft, and 160 helicopters under the ARRS command. ARRS recovers downed airmen and pilots as well as NASA and NRO satellite packages.

Occupation Templates

Navy SEAL: Hide, Listen, Martial Arts, Navigate, Parachute, SCUBA, Sneak, Spot Hidden, Swim, + any two of the following skills: Commando Knife, Demolitions, First Aid, Handgun, Rifle, Submachine Gun, Throw

Navy Underwater Demolition Team: Demolitions, Listen, Navigate, Parachute, Pilot Mini-Sub, SCUBA, Spot Hidden, Swim + any two of the following skills: Commando Knife, Electrical Repair, Electronics, First Aid, Martial Arts, Mechanical Repair

Marine Corp Force Recon: Climb, Hide, Listen, Parachute, Pilot Boat, SCUBA, Sneak, Spot Hidden, Swim, + any two of the following skills: First Aid, Handgun, Machine Gun, Martial Arts, Navigate, Photography, Submachine Gun, Throw

Marine Corp 2nd Recon: Climb, Hide, Listen, Martial Arts, Navigate, Rifle, Sneak, Spot Hidden, + any three of the following skills: Demolitions, First Aid, Handgun, Machine Gun, Parachute, SCUBA, Submachine Gun, Swim, Throw

Air Force Pilot: Electrical Repair, Electronics, Listen, Mechanical Repair, Navigate, Parachute, Pilot Aircraft, Spot Hidden, + any two skills as a personal specialty

Air Force Pararescue: Climb, Conceal, First Aid, Hide, Jump, Listen, Sneak, Spot Hidden, + any two of the following skills: Handgun, Martial Arts, Navigate, Submachine Gun, Throw

Army Rangers: Climb, Conceal, Hide, Listen, Martial Arts, Navigate, Parachute, Rifle, Sneak, Spot

Hidden, + one of the following skills: Demolitions, First Aid, Handgun, Machine Gun, Submachine Gun, Throw

Army Special Forces: Climb, Conceal, Hide, Listen, Martial Arts, Navigate, Other Language, Parachute, Rifle, Sneak, Spot Hidden, + one of the following skills: Demolitions, First Aid, Handgun, Machine Gun, Submachine Gun, Throw

TF-160 Pilot: Electrical Repair, Electronics, Listen, Mechanical Repair, Navigate, Parachute, Pilot Helicopter, Spot Hidden, + any two skills as a personal specialty

Delta Force: Climb, Hide, Listen, Martial Arts, Rifle, Sneak, Spot Hidden, + any five of the following skills: Demolitions, First Aid, Handgun, Machine Gun, Navigate, Other Language, Parachute, SCUBA, Shotgun, Submachine Gun, Swim, Throw

Sample Character

Chief Petty Officer Jack Maddux, age 34
Race: Cajun/Creole
STR 18 CON 17 SIZ 15 INT 14 POW 14
DEX 14 APP 12 EDU 19 SAN 70 HP 16
Damage Bonus: +1D6
Education: Navy Special Warfare School
Occupation: Navy SEAL
Skills: Demolitions 42%, Hide 64%, Listen 51%, Martial Arts 59%, Navigate 43%, Parachute 37%, Scuba Dive 38%, Sneak 62%, Spot Hidden 64%, Swim 77%
Languages: English 95%
Attacks:
H&K MP5 SD3 57%, 1D10
(w/silencer & laser sight)
Commando Knife 62%, 1D6+db
Fist/Punch 63%, 1D3+db
Head Butt 14%, 1D4+db
Kick 61%, 1D6+db

Intelligence Directorate

Date Founded: October 1, 1977; reorganized December 4, 1981
Mission When Founded: To analyze Soviet nuclear energy activities
Mission Today: Analysis of worldwide nuclear energy programs and the efforts of nations to acquire nuclear technology, human talent, and fissionable materials
Jurisdiction: Worldwide intelligence analysis of energy production and resources
# of Personnel: 300
Annual Budget: $40 million
History/Profile: The DOE's Intelligence Directorate is a source of intelligence on foreign energy matters. It collects political, economic, and technical information relating to energy resources, some of which is disseminated to other intelligence organizations. Although the DOE/ID provides technical and analytical research, it is chiefly a consumer of intelligence. It also participates in formulating intelligence-collection requirements for other agencies. Their number-one target is still civilian and military nuclear energy activities in the former Soviet Union. The DOE/ID is also responsible for Lawrence Livermore Laboratory's Proliferation Intelligence Program. This program examines all aspects of the nuclear proliferation problem, scrutinizing the behavior, activities, and capabilities of both the nuclear-supplier states and the states seeking the technology.

Another lesser-known area of DOE operations is the DOE's Nuclear Emergency Search Team, or "NEST team" for short. NEST teams respond to a nuclear emergency—such as cleaning up radioactive waste, repairing and containing a damaged nuclear reactor, or defusing a thermonuclear warhead. NESTs can respond quickly by air, sea, or land within a few hours of any report of a nuclear hazard. The number and locations of the NESTs located around the United States is highly classified. The NESTs respond to intelligence and reports collected by the DOE Intelligence Directorate.

Occupation Template

Intelligence Analyst: Computer Use, Library Use, Persuade, Spot Hidden, + any three of the following skills: Accounting, Architecture, Chemistry, Electronics, History, Law, Other language, Physics, + one other skill as a personal specialty

NEST Team Member: Biology, Computer Use, Electrical Repair, Electronics, Listen, Mechanical Repair, Physics, Spot Hidden, + any one of the following: Demolitions, First Aid, Operate Heavy Machinery, Pilot Aircraft

Sample Character

Michael Elder, age 38
Race: Caucasian
STR 14 CON 14 SIZ 16 INT 17 POW 12
DEX 11 APP 12 EDU 19 SAN 60 HP 15
Damage Bonus: +1D4
Education: Ph.D. Nuclear Physics
Occupation: DOE NEST Member (Nuclear Demolitions Expert)
Skills: Accounting 56%, Computer Use 74%, Demolitions 92%, Drive Auto 61%, Electrical Repair 76%, Electronics 87%, History 48%, Law 37%, Library Use 64%, Mechanical Repair 84%, Persuade 57%, Physics 95%, Spot Hidden 64%
Languages: English 95%, Russian 21%
Attacks: None

Center for Disease Control and Prevention (CDCP)

Date Founded: Founded as Center for Disease Control in 1960. Reorganized as the Center for Disease Control and Prevention on October 31, 1995.
Mission When Founded: To protect the public health by providing leadership and direction in the prevention and control of disease and responding to public health emergencies
Mission Today: Unchanged
Jurisdiction: The United States and its territories. Foreign operations are conducted with the permission of the host country.
Headquarters: Atlanta, Georgia
# of Personnel: 4,300
Annual Budget: Over $2 billion
History/Profile: Although officially the Center for Disease Control and Prevention, this agency is still known colloquially as the CDC. The CDC administers national programs for the prevention and control of communicable and vector-borne diseases. It develops programs in chronic disease prevention and control through consultation with state and local health departments. The CDC also responds directly to environmental, biological, chemical, and radiological emergencies. The CDC directs and enforces foreign quarantine activities and regulations and consults with other nations in the control of preventable diseases. It liaisons with national and international agencies such as the United Nation's World Health Organization and the *Institut Merieux* in order to coordinate international efforts.

The CDC has eight major operational units: the National Institute for Occupational Safety and Health; the Center for Health Promotion and Education; the Center for Environmental Health; the National Center for Health Statistics; the International Health Program; the Center for Prevention Services; the Center for Infectious Diseases; and the Epidemiology Program Office. The Center for Infectious Diseases is the division of the CDC responsible for providing aid at home or abroad in the case of epidemics. Under the Center for Infectious Diseases is the Special Pathogen Branch, or "Bug Chasers." Members of this branch spend their time searching out and examining emerging or little-known diseases. They've dealt with some of the most lethal substances on the earth–viruses like Ebola Zaire, Marburgvirus, and Hantavirus. The viruses they fight often have a fatality rate as high as 90%. The Epidemiology Branch is the CDC's "intelligence directorate" and provides consultation to other federal agencies.

Occupation Templates

CDC Researcher: Biology, Chemistry, Computer Use, Credit Rating, First Aid, Library Use, Medicine, Natural History, Pharmacy

Sample Character

Dr. Birgit Ernestus, M.D., age 36
Race: Caucasian

STR	13	CON	13	SIZ	10	INT	16	POW	11
DEX	10	APP	14	EDU	18	SAN	55	HP	12

Education: M.D. & Ph.D. Virology
Occupation: CDC Virologist
Skills: Biology 92%, Chemistry 54%, Computer Use 33%, Credit Rating 46%, First Aid 71%, Library Use 44%, Medicine 77%, Natural History 73%, Pharmacy 72%
Languages: English 63%, German 95%

Environmental Protection Agency

Date Founded: December 2, 1970
Mission When Founded: To control and abate pollution of the air and water by solid wastes, pesticides, and radioactive and toxic substances
Mission Today: Unchanged
Jurisdiction: Anywhere in the U.S. or its territories
Headquarters: Washington, D.C.
# of Personnel: 3,600
Annual Budget: $7 billion (including the "Superfund" for environmental cleanups)
History/Profile: The EPA is responsible for conducting research, monitoring, standard-setting, and enforcement in connection with environmental laws. While it does not have any powers of arrest, it can obtain search warrants and subpoena evidence through the local U.S. Attorney's office. When violations are detected, the EPA reports the violations to the local U.S. Attorney, who issues charging documents and arrest warrants. Often the FBI or Federal Marshals execute these warrants. The EPA surveys compliance with pollution standards and investigates environmental "disaster areas" and criminal activity such as the dumping of medical and industrial waste.

Occupation Templates

Environmental Protection Specialist: Bargain, Biology, Chemistry, Law, Natural History, Persuade, Spot Hidden, + one skill as a personal specialty

Environmental Scientist: Computer Use, Library Use, Spot Hidden, + one skill as a personal specialty, + any three of the following skills: Biology, Chemistry, Geology, Medicine, Natural History, Pharmacy

Sample Character

Dr. Stephanie Park, age 27
Race: Caucasian
STR 9 CON 11 SIZ 13 INT 15 POW 18
DEX 12 APP 11 EDU 18 SAN 90 HP 12
Education: M.A. Biology, Toxicology
Occupation: Environmental Scientist
Skills: Biology 77%, Chemistry 63%, Computer Use 63%, Credit Rating 29%, First Aid 61%, Library Use 72%, Natural History 62%, Persuade 44%, Pharmacy 41%, Physics 66%, Spot Hidden 66%
Attacks: None

National Park Service

Date Founded: August 25, 1916
Mission When Founded: To preserve, protect, and manage the natural, historical, and recreational areas of the National Park system
Mission Today: Unchanged
Jurisdiction: Anywhere in the National Park system
Headquarters: Washington, D.C.
# of Personnel: 16,424
Annual Budget: $1.035 billion
History/Profile: The National Park Service has preserved, protected, and managed the natural, cultural, historical, and recreational areas of the National Park system. At present the system has 330 units and 77 million acres of land. In addition to the thirty-nine National Parks, the system contains national preserves, historic sites, battlefields, seashores, lakeshores, national rivers, parkways, and recreation areas. The system also contains ninety-two national monuments.

Occupation Templates

Park Ranger: Climb, First Aid, Listen, Navigate, Spot Hidden, + any three of the following skills: Anthropology, Archæology, Astronomy, Biology, Geology, History, Natural History, Pilot Aircraft, Pilot Boat, Ride, Track

Park Police: Drive Auto, First Aid, Handgun, Law, Listen, Natural History, Spot Hidden, Track

Sample Character

Sean Scott, age 40
Race: African-American
STR 15 CON 18 SIZ 14 INT 11 POW 10
DEX 11 APP 17 EDU 16 SAN 50 HP 16
Damage Bonus: +1D4
Education: A.B. Liberal Arts
Occupation: Park Ranger
Skills: Climb 91%, First Aid 56%, Listen 54%, Natural History 53%, Navigate 71%, Ride 32%, Sneak 36%, Spot Hidden 39%, Swim 41%, Track 57%
Attacks:
Survival Knife 53%, 1D4+2+db
.444 Marlin Rifle 60%, 2D8+4

U.S. Fish and Wildlife Service

Date Founded: 1871 as Bureau of Fisheries, renamed April 1974
Mission When Founded: To regulate and manage U.S. fisheries
Mission Today: Enforce laws concerning the regulation of national fish and wildlife resources; works particularly against poaching and enforces the Endangered Species Act
Jurisdiction: Anywhere in the U.S. or its territories
Headquarters: Washington, D.C.
# of Personnel: 6,600 total; 250 special agents
Annual Budget: $600 million
History/Profile: The Fish and Wildlife Service is responsible for conserving, enhancing, and protecting wildlife and their habitats through federal programs relating to wild birds, endangered species, certain marine mammals, inland sport fisheries, and specific fishery and wildlife research activities. Their primary concerns are enforcing the Endangered Species Act and stopping poaching on federal land.

Think these folks are boring? While enforcing the Endangered Species Act in January of 1993, Fish and Wildlife special agents launched an operation called "Ape-Scam." During the sting operation, one special agent donned a gorilla suit and jumped around in a steel cage to convince the director of a Mexican zoo that he was buying a genuine stolen gorilla. Don't laugh—it worked. The zoo director became hysterical when the gorilla suddenly opened its cage, walked to the front of the getaway plane, and announced that everyone was under arrest.

Occupation Template

Special Agent, Fish and Wildlife: Fast Talk, Handgun, Law, Listen, Natural History, Psychology, Spot Hidden, + one other skill as a personal specialty

Sample Character

Julie Kert, age 26
Race: Caucasian

STR	13	CON	16	SIZ	12	INT	13	POW	17
DEX	15	APP	10	EDU	16	SAN	85	HP	14

Damage Bonus: +1D4
Education: B.S. Zoology/Law Enforcement
Occupation: Special Agent Fish and Wildlife
Skills: Drive Motorcycle 71%, Fast Talk 44%, Law 42%, Listen 58%, Martial Arts 57%, Natural History 46%, Psychology 34%, Spot Hidden 56%
Languages: English 83%
Attacks: .44 Magnum Revolver 62%, 1D10+1D4+2
Fist/Punch 56%, 1D3+db
Head Butt 12%, 1D4+db
Kick 57%, 1D6+db
Escrima Stick 66%, 1D8+db

Drug Enforcement Administration (DEA)

Date Founded: July 1973
Mission When Founded: To enforce federal anti-narcotics laws
Mission Today: Unchanged
Jurisdiction: Anywhere within the U.S. and its territories. The DEA's ability to operate overseas is dictated by the U.S.'s relations with the host country.
Headquarters: Arlington, Virginia
# of Personnel: 6,179 total (4,000 of them special agents, estimated)
Annual Budget: $929 million
History/Profile: The DEA is the central federal law-enforcement authority for combating the illegal narcotics industry. The explosion of drug use in the U.S. has caused a concurrent growth in the DEA. DEA manpower has grown 400% since it was chartered in 1972, and its budget has grown 1400%. This growth in budget and authority has led to some bureaucratic turf wars with the FBI, which is the DEA's nominal boss. The DEA's bread and butter are undercover operations, something at which the DEA does excel. The DEA has the best undercover and informant system in the federal law-enforcement community. Critics claim too much energy is wasted on small "buy-bust" operations. However, the DEA has made a killing in asset forfeitures, raking in an estimated $700 million in 1992 alone.

The DEA has approximately 120 offices across the U.S. and sixty foreign offices. An estimated 800 agents operate abroad, with the largest contingents in Mexico and Thailand. When relations are exceptionally good with the host country, DEA agents may have the power to conduct arrests on foreign soil or at least carry their weapons. When relations are poor, DEA agents may not be allowed to move about without a local law-enforcement escort. The DEA has been involved with numerous paramilitary operations searching out and destroying drug crops in the source countries. Operations like SNOWCAP, which carried out drug eradication in twelve countries, were successful only in creating local animosity and straining U.S.-Latin American relations. Relations between the DEA and the State Department are poor. DEA agents do not get diplomatic passports unlike their Department of Agriculture colleagues working on pest eradication. The DEA often complains that their operations are stifled by the State Department, particularly when high-ranking foreign officials friendly to the U.S. are involved in the drug trade.

Occupation Templates

DEA Special Agent: Fast Talk, Handgun, Law, Listen, Pharmacy, Psychology, Spot Hidden, + one of the following skills: Accounting, Martial Arts, Other Language, Pilot Aircraft, Pilot Boat, Rifle, Submachine Gun

Forensic Chemist: Biology, Chemistry, Computer Use, Law, Natural History, Pharmacy, Spot Hidden

Sample Character

Kimberly Ketcham, age 30
Race: Caucasian
STR 9 CON 13 SIZ 10 INT 16 POW 15
DEX 18 APP 14 EDU 17 SAN 75 HP 12
Education: B.A. Spanish
Occupation: DEA Special Agent
Skills: Fast Talk 52%, Hide 26%, Law 33%, Listen 57%, Pilot Boat 61%, Pharmacy 54%, Psychology 56%, Sneak 48%, Spot Hidden 52%, Swim 55%
Languages: English 88%, Spanish 73%
Attacks:
Ruger P-85 Auto 62%, 1D10
Luigi Franchi SPAS-12 Shotgun 57%, 4D6 (shot) or 1D10+6 (slug)

Federal Bureau of Investigation (FBI)

Date Founded: Founded 1908 as the Bureau of Investigation, reformed 1935 as the Federal Bureau of Investigation

Mission When Founded: To act as a purely investigative arm of the Attorney General's office

Mission Today: The FBI now enforces over 255 federal laws. It has full police powers of arrest and jurisdiction over domestic counterintelligence.

Jurisdiction: Anywhere within the borders of the U.S. and its territories. The FBI has conducted legal arrests of suspects in international waters.

Headquarters: J. Edgar Hoover Building, Washington, D.C.; FBI Training Academy, Criminal Forensics Laboratory, and support facilities at Quantico USMC base, Virginia

# of Personnel: 21,607 total, with 10,000 agents

Annual Budget: $2.338 billion (estimated)

History/Profile: When the Bureau of Investigation was formed, it had no powers of arrest. Agents were known as "Briefcase Agents," because they were not permitted to carry firearms. When J. Edgar Hoover took over the Directorship of the Bureau in 1924, it had devolved into a corrupt and highly politicized agency, staffed by all manner of con men and political hacks. It was to Hoover's credit that he professionalized the Bureau and turned it into the premier law-enforcement agency in the United States. It is equally to Director William Webster's credit that he ended the "Hoover Era" with its emphasis on surveillance of domestic political opposition and radicals who offended Hoover's sensibilities. Webster did not stop those activities but instead made sure that only criminal, foreign-government-influenced, or dangerously violent political groups would be subject to investigation by the FBI.

The FBI has jurisdiction over investigations dealing with white-collar crime, foreign counterintelligence, organized crime, public corruption, civil rights violations, terrorism, federal narcotics violations, kidnapping, interstate criminal activity, and robbery of banks insured by the Federal Depositor's Insurance Corporation. As the quality of local law enforcement has risen and the quality of bank robbers has fallen, the FBI has placed bank robbery at the bottom of its priority list. Its counterintelligence manpower has been cut since the collapse of Communism. What remains of the Intelligence Division has focused its attention on international terrorism. The FBI has received much publicity for its Psychological Crimes Division and the assistance it provides in tracking down serial killers.

The FBI has fifty-nine regional offices in the U.S. as well as fifteen overseas embassy presences for liaisoning with foreign law-enforcement agencies. The FBI Crime Laboratory and National Fingerprint Index serve as a resource to local law enforcement, and the FBI Academy at Quantico trains law-enforcement personnel from around the U.S. and the world. The FBI is the one federal law-enforcement agency that does not open its intelligence database to the CIA. All such intelligence requests must be made formally to the Director of the FBI.

Occupation Templates

FBI Special Agent: Drive Auto, Fast Talk, Handgun, Law, Listen, Psychology, Spot Hidden, + any two of the following skills: Accounting, Computer Use, Electronics, Martial Arts, Other Language, Rifle, Submachine Gun

Forensics Expert: Biology, Chemistry, Computer Use, Forensics, Law, Medicine, Pharmacy, Physics, Spot Hidden

Psychological Crimes Specialist: Anthropology, Computer Use, Handgun, Law, Occult, Psychoanalysis, Psychology, Spot Hidden

Hostage Rescue Team: Climb, Handgun, Hide, Jump, Listen, Martial Arts, Sneak, Spot Hidden, + one of the following skills: Rifle, Shotgun, Submachine Gun, Throw

Sample Character

Scott Jaeger, age 37
Race: Caucasian
STR 13 CON 17 SIZ 14 INT 17 POW 14
DEX 14 APP 11 EDU 19 SAN 70 HP 16
Damage Bonus: +1D4
Education: Doctor of Jurisprudence (Law Degree)
Occupation: FBI Special Agent
Skills: Computer Use 28%, Drive Auto 52%, Fast Talk 51%, Law 63%, Listen 54%, Martial Arts 56%, Psychology 77%, Spot Hidden 72%
Languages: English 95%, Spanish 23%
Attacks:
Colt Delta Elite Auto 70%, 1D10+1
Colt M16A2 Assault Rifle 60%, 2D6
Fist/Punch 55%, 1D3+db
Grapple 55%, Special
Head Butt 35%, 1D4+db
Kick 55%, 1D6+db

Immigration and Naturalization Service (INS)

Date Founded: March 3, 1891
Mission When Founded: To conduct the administrative process of obtaining citizenship and enforce the laws of immigration and naturalization
Mission Today: Unchanged
Jurisdiction: Anywhere in the U.S. or its territories
Headquarters: The Justice Department, Washington, D.C.
# of Personnel: 12,187
Annual Budget: $1.545 billion
History/Profile: INS is both a law-enforcement and service-oriented agency with duties ranging from admitting, excluding, investigating, and deporting aliens to assisting them in becoming naturalized citizens. These duties are carried out by Immigration Inspectors, Immigration Examiners, and Deportation Officers. INS Special agents conduct investigations into alien smuggling rings and the use of alien labor, and track alien criminals. Much of the INS's investigation resources have been switched to the war on drugs–specifically, deporting alien drug dealers. Border Patrol agents patrol the 6,000 miles of U.S. border with Mexico and Canada. For some time, armed gangs robbing and killing illegal aliens turned the U.S./Mexican border into the most dangerous law-enforcement assignment in America.

Occupation Templates

INS Special Agent: Anthropology, Fast Talk, Handgun, Law, Listen, Other Language, Psychology, Spot Hidden

Border Patrol Agent: Fast Talk, First Aid, Handgun, Law, Other Language, + any three of the following skills: Drive Auto, Listen, Martial Arts, Nightstick, Rifle, Spot Hidden, Track

Sample Character

Anna Mae Killsright, age 29
Race: Apache
STR 10 CON 16 SIZ 9 INT 14 POW 18
DEX 15 APP 12 EDU 16 SAN 90 HP 13
Education: B.A. Criminal Justice
Occupation: Border Patrol Agent
Skills: First Aid 51%, Hide 47%, Law 22%, Listen 83%, Natural History 26%, Sneak 57%, Spot Hidden 92%, Track 88%
Languages: Apache 42%, English 87%, Spanish 42%
Attacks: Colt King Cobra Revolver 60%, 1D8+1D4

Office of the Attorney General

Date Founded: 1789, Department of Justice established 1870
Mission When Founded: To enforce federal law and prosecute violators of federal law
Mission Today: Unchanged
Jurisdiction: Anywhere within the borders of the U.S. or its territories
Headquarters: Washington, D.C.
# of Personnel: 8,280 attorneys and 41,653 support personnel
Annual Budget: $183 million (estimated)
History/Profile: The Attorney General is the highest-ranking law-enforcement officer in the United States, and the U.S. Attorney is the highest-ranking law-enforcement official in a given federal court district. The U.S. Attorneys sit at the top of the pyramid of the Justice Department and have broad powers to conduct investigations through the use of the subpoena power of grand juries and the power to issue criminal indictments. U.S. Attorneys have the authority to coordinate the efforts of other Justice Department investigative organs, such as the FBI and the DEA. The local U.S. Attorney in a given federal court district is often the head of the local inter-departmental Organized Crime Task Force. The Office of the Attorney General is the nation's chief litigator and its principal client is the executive branch and all its agencies. Agencies like the EPA, SEC, and Commerce Department present their investigations to the local U.S. Attorney before legal action can be taken. The Office of the Attorney General, through the Solicitor General, defends the executive branch and its agencies in court. There are seven major branches of the Office of the Attorney General: Civil Division, Civil Rights Division, Criminal Division, Land and Resources Division, Tax Division, Antitrust Division, and the Justice Management Division.

Occupation Template

U.S. Attorney: Bargain, Credit Rating, Fast Talk, Law, Library Use, Persuade, Psychology, + one other skill as a personal specialty

Sample Character

Lisa Simpson, age 32
Race: African-American
STR 11 CON 11 SIZ 8 INT 16 POW 11
DEX 15 APP 15 EDU 18 SAN 55 HP 10
Education: Doctor of Jurisprudence (Law Degree)
Occupation: Assistant U.S. Attorney
Skills: Accounting 52%, Bargain 67%, Computer Use 23%, Credit Rating 76%, Dodge 51%, Fast Talk 76%, Law 92%, Library Use 66%, Persuade 74%, Psychology 52%, Spot Hidden 43%
Attacks: None

U.S. Marshals Service

Date Founded: 1879
Mission When Founded: To enforce U.S. federal law
Mission Today: Federal court security, federal witness protection, fugitive apprehension, federal prisoner custody and transport, and running the Special Operations Group
Jurisdiction: Anywhere in the U.S. or its territories
Headquarters: Arlington, Virginia
# of Personnel: 94 U.S. Marshals and 3,400 Deputy U.S. Marshals
Annual Budget: $372 million
History/Profile: For the first eighty-one years of the U.S., the U.S. Marshals were the sole enforcer of federal law–from the Whiskey Rebellion to post-Civil War Reconstruction. In the 1950s and 1960s, Deputy U.S. Marshals were often used to enforce court-ordered desegregation.

Today the U.S. Marshals Service's duties are sixfold. First, they provide protection for the federal courthouses and for the judges and U.S. Attorneys who work there. Second, they run the Federal Witness Protection Program, which relocates federal witnesses and provides them with new identities. Third, the Marshals Service conducts, manages, and disposes of all asset seizures for the Department of Justice–close to $1 billion in 1992. They also serve all civil and criminal subpoenas, summons, and other writs for the Department of Justice. Fourth, they are in charge of prisoner transport and custody–retrieving, deporting, and transferring 100,000 federal prisoners a year. Fifth, the Marshals maintain the Special Operations Group. The SOG is an elite, mobile, paramilitary reaction force made up of Deputy Marshals on-call twenty-four hours a day. The SOG can assemble a reaction force anywhere in the country in six hours to meet an emergency requiring federal intervention. Finally, the Marshals conduct fugitive investigations, tracking down fugitives who have either escaped custody or violated the conditions of their bond, parole, or probation. The Marshals capture two-thirds of all federal fugitives returned to custody–about 17,000 annually–and execute more arrest warrants than all other federal law-enforcement agencies combined. They also work with INTERPOL to apprehend fugitives wanted by foreign nations and to extradite American fugitives overseas.

Occupation Templates

Deputy U.S. Marshal: Fast Talk, Handgun, Law, Listen, Psychology, Spot Hidden, + any two of the following skills: Computer Use, Martial Arts, Rifle, Submachine Gun, Track

Special Operations Group: Climb, Hide, Jump, Law, Listen, Sneak, Spot Hidden, + any two of the following skills: Handgun, Martial Arts, Rifle, Submachine Gun, Throw

Sample Character

Vincent Malone, age 31
Race: African-American
STR 13 CON 14 SIZ 17 INT 15 POW 16
DEX 16 APP 10 EDU 16 SAN 80 HP 16
Damage Bonus: +1D4
Education: B.A. Criminology
Occupation: Deputy U.S. Marshal
Skills: Anthropology 62%, Computer Use 41%, Fast Talk 46%, Law 33%, Library Use 57%, Listen 34%, Martial Arts 48%, Psychology 68%, Spot Hidden 79%, Track 66%
Languages: English 88%
Attacks:
S&W M469 Auto 65%, 1D10
Fist/Punch 50%, 1D3+db
Head Butt 10%, 1D4+db
Kick 25%, 1D6+db

Office of Naval Intelligence (ONI), Marine Corps Intelligence (MCI), Naval Investigative Service (NIS)

Date Founded:
ONI: March 1882
MCI: 1948
NIS: 1915, reorganized as NIS on February 4, 1966
Mission When Founded:
ONI: To collect and analyze intelligence of significance to worldwide Naval operations as well as perform counterintelligence functions
MCI: To collect and prepare tactical intelligence to support USMC operations and provide combat-related counterintelligence
NIS: To provide the ONI with counterintelligence
Mission Today:
ONI: Counterintelligence duties have been transferred to NIS
MCI: Unchanged
NIS: To serve as the Navy's criminal investigation and counterintelligence arm
Jurisdiction:
ONI: Intelligence collection and analysis
MCI: Intelligence collection, analysis, and combat-related counterintelligence
NIS: Worldwide jurisdiction to investigate Navy & Marine personnel wherever they are stationed
Headquarters:
ONI: Suitland, Maryland
MCI: Washington, D.C.
NIS: Washington, D.C.
# of Personnel:
ONI & MCI: 15,000
NIS: 1,192 civilian agents, 30 Marine Corps investigators, and 900 support staff
Annual Budget:
ONI & MCI: $1.2 billion (estimated)
NIS: $135 million
History/Profile:
ONI: Today ONI is divided into two groups: the Naval Intelligence Command (NIC) and the Naval Security Group Command (NSGC). NIC is responsible for intelligence collection, production, and dissemination on all aspects of naval warfare, oceanographic conditions, and foreign naval capacity. The primary collection and management arm of the NIC is Task Force 168. TF168 favors collection of intelligence by technological means rather than using human agents. Analysis of the data collected by TF168 is performed by two groups. The Naval Intelligence Support Center (NISC) analyzes, produces, and disseminates scientific and technical intelligence on foreign naval systems. The Naval Operational Intelligence Center (NOIC) analyses intelligence on the current operational capacities, plans, and intentions of foreign navies.

The NSGC is responsible for signals intelligence and communications security. NSGC works under NSA direction. There are twenty-seven NSCG "Activities" and eleven NSCG detachments assigned to Navy Bases around the world.

Beginning in the mid-1960s, the ONI operated an intelligence unit called Task Force 157. TF157 was created because the Navy felt the CIA was spending too much energy on covert operations and was not delivering enough information on hostile fleet activities. TF157 specialized in HUMINT and ran networks of agents throughout the world. Special attention was given to the Soviet navy's and merchant fleet's movements and activities. During the Vietnam war TF157 penetrated the North Vietnamese Merchant Marine and harbors. TF157 never carried out assassinations, sabotage, or operations designed to change the policy of national governments; TF157 watched and reported. There were about thirty Naval Intelligence officers and some 800 civilian agents employed during the peak of the Vietnam war. Although TF157 was disbanded for unknown reasons in 1977, it is possible that some other unit has replaced its functions.

MCI: Intelligence gathering and analysis regarding all aspects of amphibious warfare. During combat operations, Marine Corps Intelligence conducts covert and clandestine operations in support of their mission, often utilizing Marine Force recon units. MCI also conducts its own counterintelligence. Most of MCI's high-tech collection capability comprises ONI equipment and personnel on loan.

NIS: Unlike other services, NIS has an all-civilian-agent force, with the exception of its thirty USMC investigators. NIS fulfills the criminal investigation and counterintelligence responsibilities of the Department of the Navy, except for security clearance checks (DIS responsibility) and combat-related counterintelligence (MCI responsibility). NIS has three forensics laboratories. NIS is reputed to have bungled the investigation of the gun-turret explosion on the USS *Iowa* as well as bungled the espionage case against the two Marines accused in the "sex for secrets" scandal at the U.S. Moscow Embassy.

Occupation Templates

ONI Task Force 168 Intelligence Analyst: Computer Use, Library Use, Persuade, Spot Hidden, + any three of the following skills: Accounting, Anthropology, Architecture, Chemistry, Cryptography/Codes, Electronics, History, Listen, Other Language, Physics, Psychology, + one other skill as a personal specialty

ONI Task Force 157 Case Officer: Fast Talk, Handgun, Listen, Other Language, Psychology, Spot Hidden, + any three of the following skills: Bargain, Conceal, Hide, Locksmith, Martial Arts, Persuade, Photography, Sneak

NIS Counter Intelligence Officer: Computer Use, Fast Talk, Handgun, Law, Persuade, Psychology, Spot Hidden, + one other skill as a personal specialty

Sample Character

Lt. Commander Elizabeth Severs, age 35
Race: Caucasian
STR 10 CON 14 SIZ 11 INT 17 POW 15
DEX 10 APP 12 EDU 15 SAN 75 HP 13
Education: B.S. Physics
Occupation: Naval Intelligence Analyst
Skills: Computer Use 66%, Electronics 63%, History 67%, Library Use 44%, Listen 51%, Persuade 42%, Physics 65%, Pilot Boat 37%, Spot Hidden 54%, Swim 56%
Languages: English 78%, Russian 66%
Attacks: SIG-Sauer Model P226 Auto 35%, 1D10

U.S. Coast Guard

Date Founded: 1790 as Revenue Marine. January 18, 1915, became part of the Department of the Navy. April 1, 1967, transferred to the Department of Transportation.
Mission When Founded: To assist in revenue collection
Mission Today: To enforce all facets of maritime law and promote marine safety; jurisdiction over search and rescue operations
Jurisdiction: Anywhere inside the territorial waters of the U.S.
# of Personnel: 38,000 military; 5,200 civilian
Annual Budget: $2.668 billion
History/Profile: Originally part of the Revenue Cutter Service, the Coast Guard has been passed around between government departments. It currently is part of the Department of Transportation, but in time of war is transferred to the Department of the Navy. The Coast Guard is deeply involved in anti-smuggling activities. This includes both drug interdiction and the interdiction of illegal aliens. The Coast Guard was at the forefront of the Haitian Refugee interception program. Its duties also include marine search and rescue, maintaining aids to navigation (like lighthouses and signal buoys), investigation of ship wrecks and marine accidents, and cleanup of oil spills.

Occupation Templates

Officer: Handgun, Law, Navigation (Sea), Persuade, Pilot Boat, Psychology, Spot Hidden, Swim

Seaman: Electrical Repair, Electronics, First Aid, Handgun, Mechanical Repair, Spot Hidden, Swim, + two skills as personal specialties

Pilot: Handgun, Electrical Repair, Electronics, Handgun, Listen, Mechanical Repair, Navigate, Pilot Aircraft, Spot Hidden, + one skill as a personal specialty

Sample Character

Lt. Commander Gordon Summers, age 44
Race: Caucasian
STR 10 CON 12 SIZ 14 INT 14 POW 12
DEX 14 APP 10 EDU 21 SAN 60 HP 13
Damage Bonus: +1D4
Education: OCS Coast Guard Academy
Occupation: Coast Guard Officer
Skills: Astronomy 32%, Climb 64%, First Aid 56%, Jump 53%, Law 51%, Listen 57%, Navigation (Sea) 92%, Persuade 56%, Pilot Boat 81%, Psychology 54%, Spot Hidden 76%, Swim 74%
Languages: English 95%
Attacks:
Beretta M92 47%, 1D10
Fist/Punch 63%, 1D3+db

Bureau of Alcohol, Tobacco and Firearms (ATF)

Date Founded: July 1, 1972
Mission When Founded: To enforce laws relating to the production and distribution of alcohol, tobacco, firearms, and explosives. ATF also conducts arson and explosion investigations.
Mission Today: Unchanged
Jurisdiction: Anywhere in the U.S. or its territories
Headquarters: Washington, D.C.
# of Personnel: 4,161 total (3,000 of them agents)
Annual Budget: $373 million
History/Profile: The ATF is usually under siege or in the midst of one. If not from the National Rifle Association, then from charges of employment discrimination and insensitivity to sexual harassment. At one time, President Ronald Reagan even promised to do away with the ATF. The ATF's priority mission these days is arresting dealers in illegal arms, and it often makes use of paramilitarized response teams and undercover sting operations. The ATF has developed a "cowboy" reputation, preferring to kick in doors on videotape for the evening news rather than quietly deliver subpoenas. However, surprise assaults have, with one notorious exception, prevented suspects from getting to and using their illegal full-auto weapons. To their credit, the ATF handled the excavations at the bomb site of the World Trade Center Bombing and found the Vehicle Identification Number from the truck-bomb, which led to the arrests of the terrorists. Their crime laboratories are superb, as is their ability to trace firearms. It took fourteen minutes for them to trace the serial number of the handgun that shot President Reagan to John Hinckley, Jr.

Occupation Template

ATF Special Agent: Fast Talk, Handgun, Law, Listen, Psychology, Spot Hidden, + two other skills as personal specialties

Sample Character

Shannon O'Williams, age 27
Race: Caucasian

STR	17	CON	15	SIZ	12	INT	14	POW	13
DEX	13	APP	13	EDU	16	SAN	65	HP	14

Damage Bonus: +1D4
Education: B.A. Police Administration
Occupation: ATF Special Agent
Skills: Chemistry 63%, Fast Talk 32%, Hide 44%, Law 39%, Listen 41%, Martial Arts 54%, Psychology 58%, Sneak 43%, Spot Hidden 64%
Attacks:
Beretta M92 Auto 73%, 1D10
H&K MP5 52%, 1D10
Fist/Punch 56%, 1D3+db
Grapple 53%, Special
Head Butt 14%, 1D4+db
Kick 43%, 1D6+db

Financial Crimes Enforcement Network (FinCEN)

Date Founded: April 25, 1990
Mission When Founded: To collect, analyze, and disseminate financial intelligence for the use of U.S. investigative agencies
Mission Today: Unchanged
Jurisdiction: FinCEN collects information from U.S. financial institutions anywhere in the world, as well as from Interpol
Headquarters: The Treasury Department, Washington, D.C.
# of Personnel: 206
Annual Budget: $22.8 Million
History/Profile: FinCEN was developed as the Treasury Department's clearinghouse for financial intelligence, to be used primarily to combat international money laundering (a $3 trillion-per-year business). FinCEN is not an operational agency; it has no agents and does not initiate investigations on its own. FinCEN coordinates between agency databases, and supplies requests for information to over 200 state and federal agencies. FinCEN's intelligence customers include all federal law-enforcement agencies and even the CIA.

FinCEN has four offices: strategic analysis, tactical support, systems integration, and resource management. The strategic analysis office is divided into the international research and data analysis divisions. The tactical support office is divided into the narcotics, financial crimes, and operational support divisions. Out of 206 employees, ninety are Treasury Department intelligence analysts and another forty-eight are special agents detailed from the IRS, Customs Service, Secret Service, DEA, Postal Inspection Service, and the FBI. Most of the others are information system management experts.

FinCEN's primary databases are located with the IRS in Detroit, Michigan, and the U.S. Customs Service in Newington, Virginia. Most of FinCEN's intelligence comes from the currency transaction reports all banks, casinos, and businesses must send to the Treasury when more than $10,000 in cash changes hands. FinCEN also collects Customs Service reports that show when more than $10,000 in cash leaves the country. FinCEN has access to the intelligence databases of fourteen federal agencies, including all the Treasury Department agencies, the DEA, the Postal Inspection Service, and Interpol's Case Tracking Network. The FBI has (as of March 1992) not agreed to information sharing despite the fact that they are the single largest user of FinCEN's databases. The CIA and DIA supply information to FinCEN "under certain circumstances."

Occupation Templates

Intelligence Analyst: Accounting, Computer Use, Library Use, Persuade, Spot Hidden, + any two of the following: Bargain, Fast Talk, History, Law, Listen, Other language, Psychology, + one other skill as a personal specialty

Information Systems Manager: Accounting, Computer Use, Electrical Repair, Electronics, Library Use, Mechanical Repair, Spot Hidden, + one other skill as a personal specialty

Sample Character

Levi Williams, age 42
Race: African-American
STR 14 CON 14 SIZ 14 INT 17 POW 14
DEX 11 APP 16 EDU 18 SAN 70 HP 14
Damage Bonus: +1D4
Education: L.L.M., Joint Degree, Masters of Law and Accounting
Occupation: FinCEN Intelligence Analyst
Skills: Accounting 77%, Computer Use 62%, Drive Auto 53%, Fast Talk 61%, Law 77%, Library Use 78%, Listen 56%, Persuade 68%, Psychology 59%, Spot Hidden 53%
Languages: English 93%
Attacks:
Llama M-82 Auto 42%, 1D10
Fist/Punch 86%, 1D3+db

Internal Revenue Service, Criminal Investigations Division (IRS, CID)

Date Founded: July 1, 1919
Mission When Founded: To ensure detection of violations of the federal tax laws
Mission Today: IRS CID is not responsible for violations of federal tax laws that relate to narcotics, alcohol, tobacco, and firearms
Jurisdiction: Anywhere within the U.S. or its territories; has full powers of arrest and investigation
Headquarters: Washington, D.C.
# of Personnel: 3,072 special agents
Annual Budget: $372 million
History/Profile: The IRS CID has lost much of its jurisdiction–first its responsibilities for narcotics controls in 1930, and then (in 1972) many of its functions were removed to create the Bureau of Alcohol, Tobacco and Firearms. However, the IRS CID is still one of the most feared federal law-enforcement agencies. Illegal enterprises are subject to income tax laws, and failing to report illegal income is a federal offense. The IRS CID has broad administrative powers to seize the assets of tax evaders and has often been criticized for its lack of due process during asset forfeitures. The IRS maintains fifty-eight district offices, at least one in each state. Its regional offices are in NYC, Philadelphia, Atlanta, Chicago, Cincinnati, Dallas, and San Francisco. The CID has been known to conduct undercover operations and "stings" when the need arises but may not electronically eavesdrop without FBI assistance.

Occupation Template

IRS Special Agent: Accounting, Fast Talk, Handgun, Law, Listen, Psychology, Spot Hidden, + one other skill as a personal specialty

Sample Character

Sandra Peltz, age 28
Race: Caucasian
STR 11 CON 14 SIZ 10 INT 15 POW 13
DEX 12 APP 12 EDU 17 SAN 65 HP 12
Education: B.S. Accounting
Occupation: IRS Special Agent
Skills: Accounting 82%, Art (Play Saxophone) 46%, Bargain 34%, Computer Use 46%, Drive Auto 61%, Fast Talk 37%, Law 68%, Library Use 69%, Listen 38%, Psychology 57%, Spot Hidden 72%
Languages: English 89%
Attacks: S&W M586 Revolver 47%, 1D8+1D4

U.S. Customs Service

Date Founded: July 31, 1879, as the Revenue Cutter Service; joined Treasury Department March 3, 1927
Mission When Founded: To assess and collect revenue on imports
Mission Today: Combat smuggling of all kinds, enforce trademark, copyright, and patent privileges, export and import violations, and combat the illicit transportation of currency under anti-money-laundering statutes
Jurisdiction: Anywhere in the U.S. or its territories
# of Personnel: 17,399 Customs Inspectors, Investigators, Air Interdiction Officers, and Special Agents
Annual Budget: $1.719 billion
History/Profile: The U.S. Customs Service is charged with enforcing the federal import and export laws. It runs the customs inspections at the more than 300 ports of entry into the U.S. and its territories. Special agents conduct the more complex investigations directing Customs Investigators, Inspectors, and Air Interdiction Officers. These personnel are aimed primarily at stopping smuggling of taxable goods, narcotics, currency, high technology, illegal aliens, illegal arms, and stolen goods and art objects. In 1981, for example, undercover special agents arrested a Columbia University student who had smuggled 287 rare books into the United States. The collection, valued at $2 million, was stolen from the University College of London and included a 1683 edition of Galileo's *Discorsi*.

Under the directorship of William Von Rabb during the Reagan administration, the Customs Service became highly paramilitarized. The budget authorized new high-speed patrol boats and UH-60 Blackhawk helicopters for drug interdiction missions. This led to many bureaucratic turf wars with the Coast Guard and DEA. Lately, the Customs Service has become the lead agency, along with the IRS, in combating money laundering.

Occupation Templates

U.S. Customs Special Agent: Fast Talk, Handgun, Law, Listen, Psychology, Spot Hidden, + two other skills as personal specialties

Customs Investigator: Handgun, Law, Listen, Pharmacy, Pilot Boat, Shotgun, Spot Hidden, + one other skill as a personal specialty

Air Interdiction Officer: Electrical Repair, Electronics, Listen, Mechanical Repair, Navigate, Pilot Aircraft, Spot Hidden, + one skill as a personal specialty

Sample Character

Garry Harpo, age 35
Race: Caucasian
STR 14 CON 10 SIZ 13 INT 13 POW 11
DEX 15 APP 16 EDU 15 SAN 55 HP 12
Damage Bonus: +1D4
Education: B.A. Military Science
Occupation: Air Interdiction Officer
Skills: Electrical Repair 37%, Electronics 33%, Listen 38%, Mechanical Repair 46%, Navigation (Air) 24%, Pilot Civil Prop 73%, Pilot Helicopter 77%, Spot Hidden 68%
Languages: English 82%, Spanish 42%
Attacks:
Ruger P-85 Auto 47%, 1D10
M-60 Machine Gun 49%, 2D6+4
Fist/Punch 73%, 1D3+db

U.S. Secret Service

Date Founded: 1865
Mission When Founded: To combat counterfeiting
Mission Today: To protect the President and Vice-President, their immediate families, important presidential candidates, visiting heads of state, and other dignitaries. To enforce laws against counterfeiting currency, fraud, forgery, credit card fraud, computer fraud, and electronic fund transfer fraud.
Jurisdiction: Anywhere within the U.S. or its territories. VIP protection on foreign soil is carried out by liaisoning with local intelligence and law-enforcement agencies.
Headquarters: Washington, D.C.
# of Personnel: 2,062 Special Agents; 1,081 in the Uniformed Division
Annual Budget: $469 Million
History/Profile: Originally chartered to combat counterfeiting of the newly established unified currency, for many years the Secret Service was an *ad hoc* arm of executive action. The Secret Service battled opium smuggling, the Ku Klux Klan, espionage rings during the Spanish-American War and WWI, terrorism, federal land fraud, Al Capone, and an attempted theft of Lincoln's corpse. As late as 1908 it was loaning its special agents to the Justice Department. Since the 1930s other agencies moved in to take over those duties. The Secret Service still receives *ad hoc* protection assignments, such as guarding the *Mona Lisa* when it was on exhibition and the Pope on his tour of North America. It maintains sixty-five field offices across the U.S.

The Protective Research Branch is charged with finding potential presidential assassins before they become a threat. The PBR investigates 14,000 people a year who have threatened the President. It keeps a file of 30,000 suspects, who are routinely checked when the President is in their area. The 400 top suspects receive twenty-four-hour surveillance by twelve to fifteen agents. Every means is used to keep these people away from presidential appearances.

The uniformed division, created on July 1, 1922, oversees the physical security of the White House and other presidential offices, the Vice-President's residence, the Treasury Building and Annex, and foreign embassies throughout the U.S.

Occupation Templates

Secret Service Special Agent: Fast Talk, Handgun, Law, Listen, Psychology, Spot Hidden, + any two of the following skills: Dodge (may be used to intercept an attack against someone else), Forgery, Martial Arts, Submachine Gun

Secret Service Uniformed Division: First Aid, Handgun, Law, Listen, Martial Arts, Psychology, Rifle, Spot Hidden

Sample Character

Donald Grey, age 33
Race: Caucasian

STR	12	CON	13	SIZ	15	INT	14	POW	15
DEX	18	APP	11	EDU	18	SAN	75	HP	14

Damage Bonus: +1D4
Education: B.S. Law Enforcement
Occupation: Special Agent, Secret Service
Skills: Dodge (w/Block) 56%, Drive Auto 62%, Fast Talk 54%, Forgery 58%, Law 31%, Listen 47%, Martial Arts 62%, Psychology 56%, Spot Hidden 78%
Languages: English 92%
Attacks:

Ruger P-85 Auto 72%, 1D10
Uzi SMG 54%, 1D10
Fist/Punch 66%, 1D3+db
Grapple 63%, Special
Head Butt 14%, 1D4+db
Kick 27%, 1D6+db

Federal Research Division, Library of Congress (FRD)

Date Founded: 1948
Mission When Founded: To use Library of Congress materials to assist the Air Force in identifying targets in the USSR
Mission Today: To conduct bibliographic and abstracting services in support of the various agencies of the U.S. government
Jurisdiction: Analysis of unclassified materials only
Headquarters: The Washington, D.C., Navy Yard (the Library is sensitive about this connection)
# of Personnel: 829
Annual Budget: $61 million
History/Profile: Originally created as the Air Research Division, the FRD was tasked with using public information to identify nuclear targets in the USSR. Its duties have expanded to include research services for all agencies of the U.S. government, using all materials available through the Library. At one time, the FRD had an exclusive relationship with the DIA and the military service intelligence units. FRD studies have focused on Soviet elites and propaganda, Middle Eastern cultural dynamics, laser technology, insurgencies in Central America, defense and military capabilities, technology and arms transfers, African instability, Eastern Bloc economies, strategic material production, and foreign medical facilities. However, all of their studies are drawn from non-classified materials. The Library does have 85 million books, tapes, maps, manuscripts, discs, motion pictures, photos, and microfilm. The collections are organized on some 535 miles of shelves.

Occupation Template

FRD Researcher: Computer Use, History, Library Use, Other Language, Spot Hidden, + three skills as personal specialties

Sample Character

Carssandra Buie, age 59
Race: African-American

STR	6	CON	9	SIZ	13	INT	14	POW	13
DEX	12	APP	13	EDU	18	SAN	65	HP	11

Education: M.S. Library Science
Occupation: Researcher, Library of Congress
Skills: Archæology 62%, Computer Use 54%, History 79%, Library Use 95%, Literature 63%, Natural History 63%, Occult 68%, Ride 62%, Spot Hidden 58%
Languages: English 95%
Attacks: None

Securities and Exchange Commission (SEC) Division of Enforcement

Date Founded: 1933
Mission When Founded: To enforce federal securities laws
Mission Today: Unchanged
Jurisdiction: Anywhere in the U.S. or its territories
Headquarters: Washington, D.C.
# of Personnel: 2,745; 900 work outside of Washington, D.C.
Annual Budget: $249 million
History/Profile: After the stock market crash of 1929, the government organized the SEC as an independent, non-partisan, quasi-judicial regulatory agency to ensure that minimum standards of information disclosure about companies and their stock would be maintained. The SEC watches against fraudulent or illegal marketing of stocks and bonds, as well as violations of the laws against insider trading. The SEC conducts investigations and can subpoena documents through the U.S. Attorney's office but has no powers of arrest. It presents its findings to the U.S. Attorney who files charges and issues warrants. There are nine regional offices and four branch offices outside of Washington, D.C.

Occupation Template

Securities Compliance Examiner: Accounting, Computer Use, Fast Talk, Law, Persuade, Psychology, Spot Hidden, + one other skill as a personal specialty

Sample Character

Robert Fellman, age 34
Race: Caucasian
STR 18 CON 14 SIZ 11 INT 16 POW 17
DEX 12 APP 11 EDU 18 SAN 85 HP 13
Damage Bonus: +1D4
Education: M.B.A. Finance
Occupation: Securities Compliance Examiner
Skills: Accounting 77%, Bargain 53%, Computer Use 51%, Drive Auto 52%, Fast Talk 47%, Law 56%, Library Use 48%, Persuade 57%, Psychology 33%, Spot Hidden 64%, Throw 67%
Languages: English 91%
Attacks: Baseball Bat 49%, 1D8+db

Central Intelligence Agency (CIA)

Date Founded: September 18, 1947
Mission When Founded: To coordinate the disparate civilian and military intelligence agencies, analyze their raw data, and produce finished reports for the President and the National Security Council
Mission Today: To advance American interests when diplomacy fails and military force is not warranted
Jurisdiction: Intelligence/counterintelligence and covert action activities outside the borders of the United States and its territories (theoretically). The CIA has staged operations within U.S. territory and has conducted operations inside the U.S. against both foreign nationals and U.S. citizens.
Headquarters: Langley, Virginia, with support facilities in McLean, Virginia. Training Facility at Camp Perry, Virginia (known informally as "The Farm")
# of Personnel: Between 16,500 and 20,000, not including paid agents, contract mercenaries, consultants, and CIA front companies personnel
Annual Budget: $1.5 billion (estimated)
History/Profile: The history of the CIA is particularly convoluted. Much of what the public knows about the CIA, or "The Company," as it is sometimes known, comes to light only when there is a major disaster or a scandal. The public hardly ever hears about CIA operations that are successful. This has created a reputation for incompetence and corruption that may not be deserved.

The CIA is divided into four Directorates: Operations, Intelligence, Science and Technology, and Administration. The Directorate of Operations (DO), the largest of the three, gathers intelligence, conducts counterintelligence, and mounts covert operations. The Directorate of Intelligence (DI) analyzes the information gathered and presents reports to government policymakers. The Directorate of Science and Technology (DST) designs everything from spy satellites and miniature cameras to "non-discernible bio-inoculators" (poison dart guns) and the SR-71 "Blackbird" reconnaissance plane. The Directorate of Administration (DA) provides the other three with information services, finance, logistics, legal services, personnel, and security.

The primary DO occupation is the Case Officer. These men and women are not "agents." Agents are those foreign nationals (usually) who provide information and services to the CIA. They could be spies in government agencies, employees or managers of CIA-owned businesses like Air America or Southern Air Transport, or even "Contract Employees," the current euphemism for mercenaries. The Case Officer is the manager who gives these people their assignments and collects their information. The CIA has always been hesitant to use "illegals"—that is, Case Officers who are not under official cover (usually diplomatic) and don't have diplomatic immunity. If the mission is one that proscribes the use of the CIA Station's staff at the U.S. embassy, then Contract Employees—who have no official connection to the CIA—are used. The Case Officer is highly trained in paramilitary operations at "The Farm" training facility. He is, however, more likely to shoot photos than bullets, and the only kind of assassination he is likely to commit is character assassination through his propaganda operations. Contract Employees are more likely to be involved with the "dagger" side of cloak-and-dagger operations. Contract Employees can be from almost any background. The same is true of agents.

The DI analysts are sometimes career analysts with an M.A. or Ph.D. in a particular geographic specialty or sometimes he is a Case Officer who has retired from the field. Their jobs rarely take them out of the United States and it usually centers around wading through mountains of data. There are specialists in every field, from religious studies to military analysis to biographic intelligence. They operate in a rarified, almost academic, atmosphere. DST employees usually have M.A.s or Ph.D.s in the hard sciences. DA employees come from every conceivable field. There is even in-house counsel to the CIA to handle its legal affairs.

Occupation Templates

CIA Case Officer: Conceal, Credit Rating, Fast Talk, Handgun, Locksmith, Other Language, Psychology, Spot Hidden, + any three of the following skills: Bargain, Hide, Listen, Martial Arts, Persuade, Photography, Sneak

CIA Intelligence Analyst: Computer Use, Library Use, Persuade, Spot Hidden, + any three of the following: Accounting, Anthropology, Architecture, Chemistry, Electronics, History, Law, Listen, Other Language, Physics, Psychology, + one other skill as a personal specialty

CIA Contract Employee: Climb, Conceal, Hide, Listen, Sneak, Spot Hidden, + any three of the following skills: Demolitions, First Aid, Handgun, Machine Gun, Martial Arts, Navigate, Other Language, Rifle, Submachine Gun

CIA Agent: Start with a template from the rulebook and add Conceal, Lockpick, and Photography

Sample Character

George Grimm, age 61
Race: Caucasian
STR 6 CON 7 SIZ 15 INT 17 POW 17
DEX 9 APP 11 EDU 21 SAN 85 HP 11
Education: Ph.D. Asian Studies
Occupation: CIA Case Officer, Chief of Station
Skills: Conceal 57%, Credit Rating 66%, Fast Talk 63%, Listen 32%, Persuade 63%, Photography 27%, Psychology 94%, Sneak 58%, Spot Hidden 95%
Languages: English 95%, Japanese 22%, Mandarin Chinese 84%, Tagalog (Filipino) 13%, Thai 23%, Vietnamese 24%
Attacks: Beretta M92 Auto 45%, 1D10

National Security Council (NSC)

Date Founded: September 18, 1947
Mission When Founded: To advise the President on matters of national security and act as a coordinating body for intelligence
Mission Today: Basically the same. However, the Iran-Contra scheme was an illegal covert operation run by the NSC.
Jurisdiction: Intelligence analysis only (but see above)
Headquarters: The White House, Washington, D.C.
# of Personnel: Statutory nine members, and sixty-five staff members
Annual Budget: $6.2 million
History/Profile: The NSC's statutory members are the President, the Vice-President, the Secretary of Defense, the Secretary of State, the Director of the CIA, the Chairman of the Joint Chiefs of Staff, the Assistant to the President for National Security Affairs, the Deputy Assistant to the President for National Security Affairs, the Special Assistant to the President for National Security Affairs, and the Executive Secretary. It has taken over much of the CIA's intended duty as the central recipient of processed intelligence reports. The NSC was the site of Colonel Oliver North's disastrous operation to "privatize" the U.S. government's support for the Nicaraguan Contras. The NSC might still engage in operations outside its charter (that is, illegal covert operations) when there is a perceived need to avoid the congressional oversight that the CIA is subject to.

Occupation Template

NSC Staffer: Accounting, Computer Use, Fast Talk, History, Law, Persuade, Psychology, + one skill as a personal specialty

Sample Character

Paul MacLester, age 48
Race: Caucasian
STR 10 CON 11 SIZ 13 INT 15 POW 14
DEX 12 APP 10 EDU 19 SAN 70 HP 12
Education: Doctor of Jurisprudence (Law Degree)
Occupation: Assistant to the President for National Security Affairs
Skills: Accounting 56%, Bargain 72%, Computer Use 33%, Credit Rating 64%, Fast Talk 87%, History 71%, Law 62%, Library Use 34%, Persuade 95%, Psychology 54%, Spot Hidden 41%
Languages: English 95%
Attacks: None

Bureau of Intelligence and Research (INR)

Date Founded: 1945, name changed to INR in 1957
Mission When Founded: To assume all intelligence research and analysis functions of the Office of Strategic Services following the OSS's dissolution
Mission Today: Function as the State Department's analysis and research department producing finished intelligence to both the Department of State and other intelligence agencies
Jurisdiction: Worldwide political and economic intelligence analysis
Headquarters: Washington, D.C.
# of Personnel: 330
Annual Budget: $16 million (estimated)
History/Profile: The INR is a very small, specialized unit of senior State Department personnel who have served overseas for a number of years. It is headed by a former ambassador and prepares reports on the economic and political stability of foreign governments, as well as analyzing the policies of those governments *vis-a-vis* the U.S. The INR assists the other intelligence agencies with preparing the National Intelligence Estimate, which is read by the President and the NSC. The INR is both a consumer and a producer of intelligence. It does not collect intelligence beyond reporting through normal diplomatic channels and open-source collection. The INR also reviews proposals for covert action to ensure that thorough consideration has been given to the possible impact on U.S. overt foreign policy and foreign relations.

Occupation Template

Intelligence Analyst: Computer Use, Credit Rating, Fast Talk, Library Use, Other Language, Persuade, + any two of the following skills: Accounting, Anthropology, Architecture, History, Law, Listen, Psychology, Spot Hidden

Sample Character

Adam Parkhurst, age 35
Race: Caucasian

STR	10	CON	9	SIZ	14	INT	13	POW	13
DEX	12	APP	15	EDU	20	SAN	65	HP	12

Education: Ph.D. European History
Occupation: INR Intelligence Analyst
Skills: Computer Use 26%, Credit Rating 72%, Fast Talk 43%, History 87%, Law 38%, Library Use 34%, Listen 59%, Persuade 37%, Psychology 52%, Spot Hidden 64%
Languages: English 95%, French 67%, German 61%, Italian 62%
Attacks: None

U.S. Postal Inspection Service

Date Founded: 1879; reorganized as independent from executive branch on August 12, 1970
Mission When Founded: To ensure the safe and secure delivery of mail within the United States
Mission Today: Unchanged
Jurisdiction: Anywhere in the U.S. or its territories
Headquarters: Washington, D.C.
# of Personnel: 749,000 total for Postal Service
Annual Budget: $51 billion for Postal Service
History/Profile: The U.S. Postal Service maintains 40,000 post offices, branches, and stations, and each year handles an estimated 166 billion pieces of mail andsells $25 billion worth of monetary instruments (money orders). Bureaucratically speaking, it is a monster. The Postal Inspection Service is the Post Office police. It serves to protect the mail, postal funds, and property. It also apprehends violators of federal postal laws, audits the Postal Service, and conducts internal investigations that affect the security or efficiency of the mail. Postal Inspectors are very active in preventing mail fraud, the theft of the mail, narcotics shipment through the mails, mail bombings, and the use of the mail for the distribution of child pornography. Unfortunately, their child pornography and narcotics investigations have been characterized as both clumsy and overzealous. The Postal Inspection Service's record has improved in recent years, and it was one of the lead agencies investigating the Unabomber case with the BATF and FBI. Recently, the Postal Inspection Service has further redeemed its bruised reputation by taking over and continuing to run a mail-order child pornography business. The hundreds of orders for child pornography sent to the Postal Inspectors resulted in record-breaking arrests and convictions.

Occupation Template

Postal Inspector: Accounting, Computer Use, Fast Talk, Handgun, Law, Psychology, Spot Hidden, + one other skill as a personal specialty

Sample Character

Johann Baldwin, age 30
Race: African-American

STR	11	CON	16	SIZ	13	INT	13	POW	10
DEX	13	APP	18	EDU	15	SAN	50	HP	15

Damage Bonus: +1D4
Education: A.S. Accounting
Occupation: Postal Inspector
Skills: Accounting 62%, Bargain 66%, Computer Use 12%, Drive Auto 58%, Fast Talk 72%, Hide 29%, Law 32%, Listen 53%, Psychology 52%, Sneak 26%, Spot Hidden 77%
Languages: English 79%
Attacks: Colt Viper Revolver 62%, 1D10

Appendix H: New Skills

John H. Crowe III

DELTA GREEN EMPLOYS AN ARRAY OF SKILLS NOT TO BE found in the fifth edition *Call of Cthulhu* rules. All of these are to be found on the investigator sheet on page 298. The hope is that players using this investigator sheet will notice these new skills and purchase at least some of them when creating investigators. Note that most of these skills can find use outside of this volume and most appear in other Pagan Publishing *Call of Cthulhu* supplements.

Architecture [00%]

This is knowledge of architectural styles and designs from around the world. It allows one to distinguish between known human architectural designs and place them within geographical, cultural, and historical context.

The Keeper may also allow this to encompass some level of engineering knowledge and permit it to determine structure stability, age, composition, and so on. Architecture does not include the knowledge or ability to actually design or build stable structures.

Boating [10%]

Simply put, this is the subject's ability to row and steer small watercraft such as canoes, kayaks, and rowboats. It is of little or no help when piloting motorized vessels or sailboats. Base for this skill is 10%, but proficiency is achieved at 25% (as with the skills Drive Automobile and Ride).

Botany [00%]

Prior to publication of the fifth edition *Call of Cthulhu* rules, Botany was a basic skill widely used within the game. It is retained here, since our opinion is that it is a valuable addition to the game. As defined in the third edition rules, Botany allows the user to identify plants and make judgements on their uses and/or misuses. If presented with an unknown plant, the user may employ the skill to determine its normal habitat or origin.

Carpentry/Woodcraft [10%]

This comprises the basics of fashioning and repairing wood objects using basic tools.

Cartography [00%]

An individual with this skill has received formal training in mapmaking and geography. In addition to the obvious ability of reading and making maps, such a person has knowledge of topography, climates, and environments.

Cryptography [00%]

This is the ability to encrypt and decrypt known codes. Furthermore, it allows one to decipher unknown codes. However, to decipher a code, the user usually requires large amounts of time and multiple successes at this skill before the code is finally broken.

Demolitions [00%]

This skill not only allows the individual to know how to set charges, but gives him or her the knowledge of how much is appropriate to use and where charges should be placed in order to have the desired effect. Those with 40% or more of this skill can concoct simple explosives if the proper tools and materials are available.

Disguise [05%]

The ability to disguise oneself is potentially vital to intelligence agents and even to law enforcement. Proper use of make-up and clothing can allow a person to blend into a crowd or take on a role in an organization. Success in a Disguise roll means that a convincing job has been done to enhance or alter the subject's physical appearance. Failing the roll by a small margin (Keeper discretion) means the subject has made some small or subtle error in his or her disguise. For example, if one is trying to pose as a prison camp guard, failure in the roll might mean that insignia are out of place or missing. This might be noticed by an attentive individual. Gross failure in the roll means that the disguise is not going to fool anyone and the subject should try another approach. Note that Disguise only affects the appearance of the subject. It does not make up for language barriers, accents, poor identity documents, or clumsy social skills.

Forensics [00%]

Generally a skill possessed by skilled physicians or experienced law enforcement officers, Forensics is knowledge of and ability to interpret physical evidence at crime scenes, most notably that concerning corpses. The skill Medicine is a very good complement to Forensics. The fifth edition *Call of Cthulhu* rules contains an excellent article on forensics that can help enlighten players who purchase this skill.

Forgery (00%)

Forgery is the ability to manufacture and falsify documents. This can range from simple personal letters to complex legal documents and identity papers. It is vital for espionage agencies and is also of use to criminals. Forgery skill also permits one to detect forged papers, currency, and the like.

Hypnosis (00%)

Hypnosis is the ability to place a willing subject into a trance-like state. It can be used for psychological therapy and even criminal investigation and is believed by many to be one way to bring back lost memories. A trained hypnotist uses a calm voice and misdirection to lull the subject into a trance and can thereby exert some level of control over that individual. However, it cannot be used to get the subject to perform extreme acts (such as violence) unless he was already so inclined. Anyone left in a hypnotic state will eventually (within a few hours) come out of it. It must be stressed that this skill can only be used on a *willing* subject. Further, some people (even if they are supposedly willing) are naturally difficult to hypnotize. In general, those who are easier to hypnotize are open-minded, educated, intelligent, and imaginative individuals.

Mathematics (10%)

This is the ability to perform mathematical calculations. The higher the skill rating, the greater the knowledge. 20% skill probably means one is familiar with basic arithmetic. 40% indicates one is competent with more advanced algebra and 60% means one knows calculus.

Military Science (00%)

This is the knowledge of how the military operates. It is a general skill encompassing military tactics, procedures, history, and traditions and also provides general knowledge of military equipment. Though one may not use this skill to operate military equipment or arms, it can provide at least some knowledge of the equipment's uses, strengths, and weaknesses. In other words, one who is competent in Military Science might be able to correctly identify a B-52 *Stratofortess* bomber, but this doesn't allow the individual to start it up and fly it home. Military Science should be a skill possessed by all military veterans in at least moderate amounts. Keepers might want to give veterans a free skill rating in this (20% plus 2D10% is a reasonable amount).

Navigation, Land (10%)

In the fifth edition rules, Navigate is a vital skill employing an extraordinary range of navigational methods. This is not realistic, and for the purposes of this book, the skill has been broken up into two, more manageable (and realistic) skills.

Land Navigation is navigation using a compass, map, terrain association, pace count, *etc.* It may be learned in the Boy Scouts, as part of schooling, or in the military, and is not unreasonable for player characters to possess. In the wilderness, this is an extremely important skill. In modern times (1990s), portable Global Positioning Systems have made Land Navigation much easier.

Navigation, Sea/Air (00%)

A cousin of Land Navigation, Sea/Air Navigation is more technical and generally requires a higher standard of training. Traditionally, it is conducted using a sextant, charts, and similar tools and methods. In modern times, it also takes advantage of modern satellite and computer technology.

Parachuting (00%)

This is the ability to properly put on and employ a parachute. This includes both military-style chutes and sporting chutes. It does not include military ejection seats, though qualified military pilots should automatically know how to eject from a plane (however, once the ejection seat has fired, the pilot needs Parachuting skill to have control over the descent and make a safe landing).

When jumping from a perfectly good plane, three Parachuting rolls are required. The first is to exit the aircraft. If the roll is failed, a minor problem occurs; if it is fumbled, the chute is deployed too soon and it gets tangled in the aircraft. If the problem is minor, a second successful Parachuting roll can rectify it. Note that if a static line is used to deploy the chute (a line attached to a cable inside the aircraft; this is usually what paratroopers use), this first skill roll is at double or triple the chance of success (Keeper's discretion).

The second Parachuting roll controls the descent. It allows the subject to have general control over where he or she lands. Parawings and many sporting chutes permit one to have substantial directional control. Classic military chutes have very limited maneuverability and also descend much more rapidly. A failure here means a minor problem arises (tangled lines, a poorly deployed chute, *etc.*) that can be rectified by a second successful roll. A fumbled roll means the problem is catastrophic. Either the chute does not deploy or is hopelessly tangled. The only way out of this is to deploy the reserve chute (if there is one), which requires another successful skill roll.

The third and final roll covers the landing. A failure means the individual takes 1D6 damage and may suffer from a relatively minor but aggravating injury (bad bruising, twisted ankle, *etc.*). However, a successful Jump roll at this point alleviates 1D6 damage and negates the irritating injury. If either the third Parachuting roll or the Jump roll is fumbled, 2D6 damage is suffered and the victim gets to enjoy a severe injury: a broken leg or ankle, fractured spine, concussion, or whiplash.

Sailing (00%)

This is the ability to pilot a boat whose primary form of propulsion is sails. It allows one to maneuver the vessel as well

as rig and maintain it. In time periods when large sailing vessels are common, Sailing would be a key skill for crew members. In the context of the twentieth century, it primarily reflects the ability to operate a yacht or small sailboat.

SCUBA (00%)

SCUBA skill is the ability to don and properly employ an artificial breathing apparatus for use underwater. In the post-World War II period, this refers to aqualungs/SCUBA gear. In the nineteenth and first half of the twentieth century, this referred to diving suits that relied on air supplies pumped from the surface (whereupon the skill would be termed Deep Sea Diving and would have a base skill of 00%).

In addition to knowing how to operate the equipment, it permits the subject to know about diving-related issues, including how to avoid the bends, how to make minor repairs on gear, and how much air one might use at a given depth.

SCUBA is not a substitute for Swim skill. Anyone who knows SCUBA should be a competent swimmer (with perhaps 40% or more in that skill).

Surgery (00%)

This is the ability to perform operations on humans. It allows one to properly employ surgical equipment and relevant drugs. Specialized operations (*e.g.*, neurosurgery) or operations on severe cases (*e.g.*, multiple gunshot wounds) may warrant negative modifiers to the skill roll. Routine operations may be performed with no modifiers or potentially even substantial positive modifiers.

Zoology (00%)

Prior to publication of the fifth edition *Call of Cthulhu* rules, Zoology was a basic skill widely used within the game. It is retained here since the author sees it as being a valuable addition to the game. As defined in the third edition rules, Zoology allows the user to identify animals and to determine their normal habitat or origin. Zoology is a fairly all-encompassing skill that includes disciplines such as entomology (the study of insects).



Draw, sucker.

Appendix I: Modern Firearms

John H. Crowe III

In choosing what weapons to include in the arms for *Delta Green*, an effort has been made to confine them to only military types prevalent in the post-World War II period. A selection of sporting arms has been included as well as some older types that either remained in military use after the war or are simply commonplace. Note that many designs (the FN Browning High-Power, AK-47 and AKM, M-1 Garand, Colt M1911 and M1911A1, and FN FAL are good examples) that were manufactured in multiple countries with only minor variations are listed only under the country of origin.

The tables have ten headings, beneath which are the vital data on the firearms. The author strongly encourages those who wish to consult the arms tables to read this section carefully in order to avoid confusion and misinterpretation.

Weapon Name: Names of firearms vary greatly, but often are preceded by a manufacturer's name (such as Astra, Colt, Heckler & Koch, and Mauser) and usually contain some sort of model number which often corresponds to the year in which the weapon first appeared. Note that some model numbers are sometimes hyphenated. Thus, it is not unusual to see "M16" and "M-16" or "M60" and "M-60." Both forms are correct and do not denote any difference in the weapon.

Caliber: This refers to the size of the ammunition used in the weapon. With the exception of shotguns, ammunition caliber is determined by what its bullet diameter is, measured either in inches or in millimeters. The calibers given in the tables are *very* specific. One type of cartridge though of similar size will generally not work in a weapon not designed for it. For example, there are numerous kinds of 9mm pistol ammunition, including 9mm Parabellum, 9mm Steyr, 9mm Mauser, 9mm Browning Long, 9mm Largo, and 9mm Glisenti. While loading the German 9mm Parabellum round into an Italian weapon chambered for the 9mm Glisenti cartridge is possible, the results of firing it could be disastrous. It may work, but the weapon could also jam or even explode in the face of the shooter. Furthermore, the cartridges may not even feed well (or at all) from the magazine to the chamber. Thus, when a weapon is described as being available in, say, ".32 ACP or .380 ACP," the weapon comes in two versions, each of which may chamber only one of those calibers.

Some firearms are designed to accept more than one size of ammunition, but these are relatively few. In such cases, the entry will look something like this: ".22 short, .22 long, and .22 long rifle." Note the use of the word "*and*," not "*or*." In general, caliber determines or influences, among other things, how much damage is inflicted, what the effective range is, what type of action may be used, and what the magazine capacity may be. Many calibers listed are called several different names (for example, 9mm Parabellum is also known as 9mm Luger and .30-06 is also known as .30 M1906), but only one name for each type is given.

Since many weapons are available in numerous calibers, there are often too many to list in the tables. In these cases, "PO" is listed after some sample calibers. "PO" stands for "plus others," which means the weapon in question is available in other, unlisted calibers. As usual, these unlisted calibers are not interchangeable with each other or with listed calibers.

Rate of Fire: The values in this column conform to Chaosium standards and are not linked in any way to the expertise system in *The Weapons Compendium*, another Pagan Publishing product (from which much of this section is taken).

The rate of fire is based on how many shots can be fired in the standard three-second combat round. In the case of fractional numbers such as ½, the number before the slash represents the amount of shots that can be fired in the number of rounds equal to the second number. Thus, a rifle with a rate of fire of ½ can shoot one bullet every two rounds. For single-shot firearms, all rates of fire are given as 1.

Magazine Capacity: The magazine capacity is how many cartridges can be loaded into the weapon. This does not take into account that many designs may contain an extra round in the chamber, thus making the weapon "fully loaded." Revolving-action and single- or multi-barrel weapons that are always considered to be "fully loaded" unless the owner chooses to not place a cartridge in a chamber beneath the hammer or firing pin. Anytime a person trips, falls, or is otherwise clumsy, the Keeper may require a Luck roll to determine whether or not the weapon discharges. A safety will not necessarily prevent such an accident, though it may decrease the chance of one occurring.

Action: "Action" is a descriptive term that indicates how the firearm works. It affects the weapon's efficiency and performance and is included here in order to give readers a general idea of how arms are designed and operate. What follows is an explanation of each of the types of actions represented in the tables.



Action

Automatic: Fully automatic weapons changed the face of combat in the twentieth century. In the Great War, machine guns inflicted appalling numbers of casualties due to the amount of firepower they possessed and the poor troop tactics used at the time. By the end of the war, more portable automatic weapons (submachine guns, automatic rifles, and light machine guns) had been introduced in quantity. Automatic weapons fire numerous bullets per pull of the trigger and will continue to fire until the weapon malfunctions or runs out of ammunition.

Action

Bolt-Action: This is the most common type of action used in military rifles during the first half of the twentieth century. The introduction of the bolt-action rifle initiated a new era of faster firing, more accurate, and more reliable small arms. For the weapon to work, the bolt handle must be swung up and pulled back to eject the expended cartridge casing and cock the firing pin. Returning the bolt to the firing position chambers a round and readies the weapon for firing. The actual movements the firer must use are double those needed for the pump-action and lever-action designs, but those types are less reliable and more costly to produce.

Action

Lever-Action: Common in sporting rifles, this action has a good rate of fire, though is not as reliable as some other types. When the shooter pushes the "lever" into the down or vertical position, the spent casing is ejected and the hammer or firing pin is cocked. When brought back up, a new round is chambered and the weapon is ready for firing. The amount of movement the firer must use is fairly minimal and when the lever is brought back into place, the firer's hand is naturally next to the trigger.

Action

Pump-Action: Also known as slide-action, these weapons have a good rate of fire, but are prone to jams. When the shooter pulls back on the slide, the expended casing is ejected, and the hammer or firing pin is cocked. When it is pushed back forward, a fresh round is chambered. Of all manual actions, this requires the least movement, and the shooter's hand is never forced to leave the trigger.

Action

Revolving-Action: Most commonly found in handguns, this action type operates using a rotating cylinder containing the ammunition. There are two types of revolvers, single-action and double-action. The single-action revolver must have the hammer manually pulled back (usually with the thumb) in order to turn the cylinder and make the weapon ready to fire. This slows the weapon's rate of fire. Double-action revolvers can fire one shot per pull of the trigger, thus allowing for swifter firing. Revolving weapons are very reliable, even under adverse conditions and, for game purposes, do not jam.

Action

Selective Fire: Selective-fire weapons possess a "selector switch" that allows the weapon to be fired either in the semi-automatic mode or the fully automatic mode.

Action

Semi-Automatic: Sometimes confused with automatic weapons, semi-automatic weapons fire one shot per trigger pull. While they have a high rate of fire, they tend to malfunction more than other types. Sand, dirt, corrosion, *etc.,* can hurt the performance of this weapon type greatly.

Action

Single- & Multi-barrel: These weapons are exceedingly simple, possessing a firing pin or hammer that falls when the trigger is pulled, discharging the cartridge in the barrel. Such weapons must be reloaded after being fired, but in some, more than one barrel can be fired simultaneously (as with most double-barrel shotguns).

Loading: This describes how a weapon is loaded, which greatly affects its value to the shooter. Some methods are swifter and more efficient and this is of obvious importance in a long battle. What follows is an explanation of each of the methods of loading represented in the tables.

Loading

Belt: Belts are exclusively used by automatic weapons and allow them to fire large amounts of ammunition without having to reload. They are made of fabric or metal links containing the cartridges. Old ammunition belts tend to deteriorate and may not efficiently work in a weapon. Some metal link belts disintegrate into the individual links when they are fired (such as belts used by the M-60 machine gun) while other metal link belts do not disintegrate (such as belts used by the PK machine gun). In both cases, the belt may be reloaded and used again, though collecting the individual links of a disintegrating-link belt can be a time-consuming chore. Enterprising gunners may link metal link belts together to increase their size and reduce the need for reloading.

Loading

Break-Open: Applying most often to shotguns and revolvers, this type of weapon is "broken open" *via* a hinge-and-latching mechanism, allowing a short reloading time. Many break-open firearms eject spent casings when opened, but for those that don't, it is still easy to dump or pull the casings out. Some break-open weapon types may use speed loaders.

Loading

Clip: Also known as "stripper clip" and "charger," this is a small metal clip that holds cartridges, allowing for fast reloading into rifles and handguns. Firearms using clips generally do not require them for operation. Cartridges may be loaded in one at a time if the need arises, but using a prepared stripper clip is much faster. With some designs, the clip is automatically ejected once the last cartridge in it is fired (most notably, the M1 Garand rifle). In most, however, the clip is inserted and the cartridges are pushed from it into the weapon. The clip is then removed and cast aside. Like detachable magazines, clips may be reused many times without wearing out.

Loading

Drum: Drums are essentially large magazines that hold more cartridges than their smaller cousins. In practice, while they contain substantially more cartridges, they also take longer to load and tend to rattle when moved. An otherwise stealthy person might be given away when the cartridges within the drum of his/her weapon bang up against its metal sides.

Loading

Magazine: Sometimes incorrectly labeled a "clip," this is essentially a metal box which holds ammunition and feeds it into the weapon. It is detachable from the weapon but unlike clips, firearms using them must have them, since they can hold no cartridges internally except for one that is chambered. Weapons using magazines generally come with one when purchased, but this does not necessarily apply to used weapons.

Note that there is a more general definition for "magazine." This is anything that holds ammunition, be it a tubular magazine beneath the barrel of a lever-action sporting rifle, a cylinder on a revolver, or a non-detachable box magazine on a military bolt-action rifle. The definition of magazine for purposes of this book is the one that refers exclusively to detachable-box magazines.

Loading

Side-Loading: This refers to weapons which must be loaded through an underside receiver, side-gate, or similar arrangement. A slow method of loading, side-loading requires that each cartridge be loaded by hand, one at a time. In addition, side-loading revolving-action firearms do not conveniently eject expended casings as they are fired and these must be removed prior to reloading.

Loading

Swing-Out: Applying only to revolvers, this is where the cylinder swings out via a hinge and latching mechanism to allow a relatively swift reloading (as with break-open weapons). Some may use speed loaders.

Base Range: The base range is the range of the weapon before it accrues a negative modifier for the distance to the target. While handguns and shotguns are generally ineffective beyond fifty to one hundred yards, rifles and machine guns are effective well beyond the base range. Depending on the weapon and the individual's expertise, a trained shooter armed with a modern military rifle should be able to consistently hit a non-moving human-sized target within three to five hundred yards without the benefit of a telescopic sight.

Malfunction: Three numbers are listed in this column. The first is the weapon's chance to malfunction if it is clean and in good working order. In the case of revolving-action and single- and multi-barrel weapons, the malfunction comes in the form of a misfire (dud round). In all other weapon types, it indicates a jam has occurred. Rolling one less than the listed number indicates a misfire (this assumes the ammunition in use is reliable and factory made; otherwise the misfire chance may be greater). Fumbling the roll, but not rolling high enough to indicate a malfunction indicates a wild shot has occurred (or perhaps an unusual ricochet), which could strike an unintended target (moderator discretion). Remember that the first number is set under the assumption the weapon is in good working order and is clean.

The second number is the malfunction number in the event the weapon is moderately dirty. In such a case, there could be sand particles in the mechanism, excessive amounts of carbon left from discharged cartridges, rust from neglect, or whatever. Rolling equal to or higher than this number indicates a jam has occurred. Rolling one less than the number indicates a misfire. It is up to the moderator to determine if any other roll is a wild shot.

The third number is the malfunction value of the weapon if it is filthy or has been grossly neglected or abused (sand poured into the breech, heavy rust due to severe neglect, *etc.*). If the Keeper desires, this number may be increased in extreme cases. As a general rule, semi-automatic and automatic weapons have the most problems with malfunctions due to dirt and grit. In extreme cases, even revolvers may jam and some weapons may have a chance of bursting, exploding, or expelling scalding gases when fired.

Year: This is the year in which the weapon was first produced. Note that governments may purchase most of the initial production run of military weapons, though most weapon types eventually reach the civilian market. War or government surplus is an excellent source for inexpensive arms that have been sold by governments that are either demilitarizing or are upgrading to newer models. Of course, the black market can have almost anything, though prices may be drastically inflated.

Notes: This is a catchall for information which could not otherwise be covered in the tables.

Handguns of the World

Weapon Name	Caliber	Rate of Fire	Magazine Capacity	Action	Loading	Base Range (Yards)	Malfunction	Year	Notes
Austria									
Glock Model 17 Pistol	9mm Parabellum	2	17	semi-automatic	magazine	15	98-96-75	1983	
Glock Model 18 Pistol	9mm Parabellum	2 or 20	17, 19, or 33	selective fire	magazine	15	98-96-75	1983?	c
Glock Model 20 Pistol	10mm Auto or .45 ACP	1	n/a	semi-automatic	magazine	15	98-96-75	n/a	
Glock Model 22 Pistol	.40 S&W	2	15	semi-automatic	magazine	15	98-96-75	n/a	
Glock Model 23 Pistol	.40 S&W	2	13	semi-automatic	magazine	15	98-96-75	n/a	
Belgium									
FN Browning High-Power Pistol	9mm Parabellum	2	13 or 20	semi-automatic	magazine	15	99-98-90	1935	c
Browning BDA 380 Pistol (made in Italy)	.380 ACP	2	12	semi-automatic	magazine	15	98-96-75	1978	
Brazil									
Taurus PT-99AF Pistol	9mm Parabellum	2	15	semi-automatic	magazine	15	98-96-75	1983	
Taurus PT-58 Pistol	.380 ACP	2	13	semi-automatic	magazine	15	98-96-75	1988	
Canada									
Para-Ordnance P14-45 Pistol	.45 ACP	1	13	semi-automatic	magazine	15	98-96-75	1988?	
Czechoslovakia									
M52 Pistol	7.62mm Type P	3	8	semi-automatic	magazine	15	98-96-75	1952	
CZ75 Pistol	9mm Parabellum	2	15	semi-automatic	magazine	15	98-96-75	1975	
Finland									
Lahti L/35 Pistol	9mm Parabellum	2	8	semi-automatic	magazine	15	99-98-90	1935	
France									
M1950 Pistol	9mm Parabellum	2	9	semi-automatic	magazine	15	98-96-75	1950	
Model F1 Pistol	9mm Parabellum	2	15	semi-automatic	magazine	15	98-96-75	n/a	
Germany									
Mauser M1896 "Broomhandle" Pistol	7.63mm Mauser, 9mm Mauser, or 9mm Parabellum	3 (7.63mm) or 2 (9mm)	10	semi-automatic	clip	15	98-96-75	1896	c
P08 Luger Pistol	9mm Parabellum	2	8	semi-automatic	magazine	15	98-94-68	1908	c
Walther Model PP Pistol	.32 ACP	3	8	semi-automatic	magazine	15	98-96-75	1929	
Walther Model PPK Pistol	.32 ACP	3	7	semi-automatic	magazine	10	98-96-75	1931	
Walther P38 Pistol	9mm Parabellum	2	8	semi-automatic	magazine	15	99-98-85	1938	
Germany, Federal Republic of									
Heckler & Koch VP70 Machine Pistol	9mm Parabellum	2 or 18	18	selective fire	magazine	15	98-96-75	1970	c
Heckler & Koch P9 Pistol	9mm Parabellum or .45 ACP	2 (9mm) or 1 (.45)	9	semi-automatic	magazine	15	98-96-75	1974?	
SIG-Sauer P6 Pistol	9mm Parabellum	2	8	semi-automatic	magazine	15	98-96-75	1975	
SIG-Sauer M75 Pistol (a.k.a. P220)	.22 long rifle, 7.65mm Luger, 9mm Parabellum, .38 Super Auto, or .45 ACP	3 (.22, 7.65mm), 2 (9mm, .38), or 1 (.45)	10 (.22), 7 (.45), or 9 (others)	semi-automatic	magazine	15	98-96-75	1976	
SIG-Sauer Model P230 Pistol	.22 long rifle, .32 ACP, .380 ACP, or 9mm Parabellum	3 (.22, .32) or 2 (.380, 9mm)	10 (.22), 8 (.32), or 7 (others)	semi-automatic	magazine	15	98-96-75	1977	
SIG-Sauer Model P225 Pistol	9mm Parabellum	2	8	semi-automatic	magazine	15	98-96-75	1985	
SIG-Sauer Model P226 Pistol	9mm Parabellum	2	15	semi-automatic	magazine	15	98-96-75	1986	
SIG-Sauer Model P228 Pistol	9mm Parabellum	2	13	semi-automatic	magazine	15	98-96-75	1989	
Israel									
IMI Desert Eagle Pistol	.357 Magnum, .41 Magnum, .44 Magnum, or .50 AE	1	9 (.357), 8 (.41), or 7 (.44, .50)	semi-automatic	magazine	15	94-96-75	1982	
Italy									
Beretta M1934 Pistol (a.k.a. Cougar)	.380 ACP	2	7	semi-automatic	magazine	15	98-96-75	1934	
Beretta M1951 Pistol	9mm Parabellum	2	8	semi-automatic	magazine	15	99-98-90	1957	
Beretta M1951A Pistol	9mm Parabellum	2 or 8	8	selective fire	magazine	15	99-98-90	1957?	
Beretta M92 Pistol	9mm Parabellum	2	15	semi-automatic	magazine	15	99-98-90	1976	
Poland									
M35 "Radom" Pistol	9mm Parabellum	2	8	semi-automatic	magazine	15	99-98-90	1935	
M64 Pistol	9mm Makarov	2	8	semi-automatic	magazine	15	98-96-75	1964	

Weapon Name	Caliber	Rate of Fire	Magazine Capacity	Action	Loading	Base Range (Yards)	Malfunction	Year	Notes
Spain									
Astra M1921 Pistol (a.k.a. M400)	9mm Largo	2	8	semi-automatic	magazine	15	98-96-75	1921	
Star Model A Pistol	9mm Largo, PO	2	8	semi-automatic	magazine	15	98-96-75	1924	
Astra M600 Pistol	9mm Parabellum	2	8	semi-automatic	magazine	15	98-96-75	1942	
Star Super Star Model Pistol	9mm Parabellum or .38 Super Auto	2	8	semi-automatic	magazine	15	98-96-75	1942	
Star Model BKS Pistol (a.k.a. "Starlight")	9mm Parabellum	2	8	semi-automatic	magazine	15	98-96-75	1970	
Astra M357 Revolver	.357 Magnum and .38 Special	2	6	revolving-action	swing out	15	00-00-96	1972	b
Star Model PD Pistol	.45 ACP	1	6	semi-automatic	magazine	15	98-96-75	1975	
Astra Model A-80 Pistol	9mm Parabellum or .45 ACP	2 (9mm) or 1 (.45)	15 (9mm) or 9 (.45)	semi-automatic	magazine	15	98-96-75	1980	
Star M28 Pistol	9mm Parabellum	2	15	semi-automatic	magazine	15	98-96-75	1980	
Llama Omni Pistol	9mm Parabellum or .45 ACP	2 (9mm) or 1 (.45)	13 (9mm) or 7 (.45)	semi-automatic	magazine	15	98-96-75	1982	
Llama M-82 Pistol	9mm Parabellum	2	15	semi-automatic	magazine	15	98-96-75	1987	
Llama M-87 Pistol	9mm Parabellum	2	14	semi-automatic	magazine	15	98-96-75	1989	
Switzerland									
SIG-Sauer P-226 Pistol	9mm Parabellum	2	15	semi-automatic	magazine	15	98-96-75	1980	
SIG-Sauer P-228 Pistol	9mm Parabellum	2	13	semi-automatic	magazine	15	98-96-75	1988	
United Kingdom									
Webley Mark I Revolver	.455 Webley	1	6	revolving-action	break open	15	00-00-96	1887	b
United States of America									
Colt M1911A1 Pistol	.45 ACP	1	7	semi-automatic	magazine	15	99-98-90	1926	
Colt Commander Pistol	.38 Super Auto, 9mm Parabellum, or .45 ACP	1 (.45) or 2 (.38 & 9mm)	7 (.45) or 9 (.38 & 9mm)	semi-automatic	magazine	15	98-96-75	1950	
Colt Cobra Revolver	.32 Colt New Police, .38 Colt New Police, or .38 Special	3 (.32) or 2 (.38)	6	revolving-action	swing out	15	00-00-96	1951	b
Smith & Wesson M12 Military & Police Airweight Revolver	.38 Special	2	6	revolving-action	swing out	15	00-00-96	1952	b
Smith & Wesson M36 Chiefs Special Revolver	.38 Special	2	5	revolving-action	swing out	5	00-00-96	1952	b, d
Colt Trooper Revolver	.357 Magnum and .38 Special	1 (.357) or 2 (.38)	6	revolving-action	swing out	15	00-00-96	1953	b
Colt Python Revolver	.357 Magnum and .38 Special	1 (.357) or 2 (.38)	6	revolving-action	swing out	15	00-00-96	1955	b
Ruger Blackhawk Revolver	.357 Magnum and .38 Special, .44 Magnum and .44 Special, .45 Colt Long, .41 Magnum, or .30 Carbine	1	6	revolving-action	side loading	15	00-00-96	1955	a
Ruger Super Blackhawk Revolver	.44 Magnum	1	6	revolving-action	side loading	15	00-00-96	1959	a
Ruger New Model Blackhawk Revolver	.30 Carbine, .357 Magnum, .41 Magnum, .44 Magnum, or .45 Colt	1	6	revolving-action	side loading	15	00-00-96	1973	a
Ruger New Model Super Blackhawk Revolver	.44 Magnum and .44 Special	1	6	revolving-action	side loading	15	00-00-96	1973	a
Ruger Security-Six M117 Revolver	.357 Magnum and .38 Special	2	6	revolving-action	swing out	15	00-00-96	1974	b
Colt Viper Revolver	.38 Special	2	6	revolving-action	swing out	15	00-00-96	1977	b
Colt Combat Commander Pistol	.38 Super Auto, 9mm Parabellum, or .45 ACP	1 (.45) or 2 (.38 & 9mm)	7 (.45) or 9 (.38 & 9mm)	semi-automatic	magazine	15	98-96-75	1979	
Ruger Redhawk Revolver	.41 Magnum or .44 Magnum	1	6	revolving-action	swing out	15	00-00-96	1979	b
Smith & Wesson M586 Revolver	.357 Magnum and .38 Special	1 (.357) or 2 (.38)	6	revolving-action	swing out	15	00-00-96	1981	b
Ruger Mark II Pistol	.22 long rifle	3	10	semi-automatic	magazine	15	98-96-75	1982	
Colt 380 Government Model Pistol	.380 ACP	2	7	semi-automatic	magazine	15	98-96-75	1983	
Smith & Wesson M469 Pistol	9mm Parabellum	2	12 or 14	semi-automatic	magazine	15	98-96-75	1983	
Smith & Wesson M645 Pistol	.45 ACP	1	8	semi-automatic	magazine	15	98-96-75	1985	
Ruger P-85 Pistol	9mm Parabellum	2	15	semi-automatic	magazine	15	98-96-75	1986	
Colt King Cobra Revolver	.357 Magnum and .38 Special	1 (.357) or 2 (.38)	6	revolving-action	swing out	15	00-00-96	1986	b
Colt Delta Elite Pistol	10mm Auto	1	7	semi-automatic	magazine	15	98-96-75	1987	
Colt Mustang 380 Pistol	.380 ACP	2	7	semi-automatic	magazine	15	98-96-75	1987	
Ruger Super Redhawk Revolver	.41 Magnum or .44 Magnum	1	6	revolving-action	swing out	15	00-00-96	1987	b
Smith & Wesson Model 4006 Pistol	.40 S&W	2	11	semi-automatic	magazine	15	98-96-75	1990	
Ruger P91 Pistol	.40 S&W	2	15	semi-automatic	magazine	15	98-96-75	1991?	
Union of Soviet Socialist Republics									
Tokarev TT M1933 Pistol (a.k.a. TT-33)	7.62mm Type P and .32 ACP	3	8	semi-automatic	magazine	15	98-96-75	1933	
PM Makarov Pistol	9mm Makarov	2	8	semi-automatic	magazine	15	98-96-75	1951?	
APS Stechkin Machine Pistol	9mm Makarov	2 or 20	20	selective fire	magazine	15	98-96-75	1961?	c

Handgun Notes

"PO" stands for "plus others." This means that more calibers are available for this weapon. Remember, these are specific calibers that are not interchangeable.

a This is a single action weapon.
b This is a double action weapon.
c Some versions of this weapon were designed to take a detachable shoulder stock. With one attached, the shooter uses Rifle Attack skill.
d This is only available as a snub nose revolver.

Rifles of the World

Weapon Name	Caliber	Rate of Fire	Magazine Capacity	Action	Loading	Base Range (Yards)	Malfunction	Year	Notes
Austria									
Steyr AUG "Universal" Rifle	5.56mm NATO	1 or 20	30 or 42	selective fire	magazine	110	99-98-90	1977	
Belgium									
FN FAL Light Automatic Rifle	7.62mm NATO	1 or 20	20	selective fire	magazine	110	99-98-85	1950	a, b
FNC 80 Assault Rifle	5.56mm NATO	1 or 20	30	selective fire	magazine	110	98-96-75	1980	a
France									
MAS FR-F1 Sniper Rifle	7.5mm Rimless or 7.62mm NATO	1/2	10	bolt-action	magazine	110	00-00-90	1965?	b
FAMAS Rifle	5.56mm NATO	1, 3, or 20	25	selective fire	magazine	110	98-96-75	1981?	a, b
Germany, Federal Republic of (West Germany)									
Heckler & Koch G3 Rifle (standard version)	7.62mm NATO	1 or 20	20	selective fire	magazine	110	99-98-85	1959	a
Heckler & Koch G3 Rifle (HK33 version)	5.56mm NATO	1 or 20	20	selective fire	magazine	110	99-98-85	1959	a
Heckler & Koch G3 Rifle (HK33K version)	5.56mm NATO	1 or 20	40	selective fire	magazine	110	99-98-85	n/a	a, c
Heckler & Koch G3 Rifle (HK32 version)	7.62mm M1943	1 or 20	30	selective fire	magazine	100	99-98-85	n/a	a
Heckler & Koch G3 Rifle (HK32 version)	7.62mm M1943	1 or 20	30	selective fire	magazine	100	99-98-85	n/a	a, c
Heckler & Koch G41 Rifle	5.56mm NATO	1, 3, or 20	20 or 30	selective fire	magazine	110	98-96-75	1981	a, d
PSG1 Sniper Rifle (G3 variant)	7.62mm NATO	1	5 or 20	semi-automatic	magazine	110	98-96-75	1982	g
Israel									
Galil Rifle	5.56mm NATO	1 or 20	35 or 50	selective fire	magazine	110	98-96-75	1973	a, b, c
Galil Sniper Rifle	7.62mm NATO	1	20	semi-automatic	magazine	110	98-96-75	n/a	a, b
Italy									
Beretta BM59 Rifle	7.62mm NATO	1 or 20	20	selective fire	magazine	110	98-96-75	1959	a, b, c
Beretta Model 70 Assault Rifle (a.k.a. AR70)	5.56mm NATO	1 or 20	30	selective fire	magazine	110	98-96-75	1970?	a, b, c
Beretta Model 70/90 Assault Rifle	5.56mm NATO	1, 3, or 20	30	selective fire	magazine	110	98-96-75	1990	a, c
Spain									
CETME M58 Assault Rifle	7.62mm NATO or 5.56mm NATO	1 or 20	20	selective fire	magazine	110	98-96-75	1958	a, b, c
Sweden									
AK5 Assault Rifle	5.56mm NATO	1 or 20	30	selective fire	magazine	110	98-96-75	1984	a, c
Switzerland									
SIG 510-1 Assault Rifle	7.62mm NATO	1 or 20	20	selective fire	magazine	110	99-98-90	n/a	a
SIG 510-3 Assault Rifle (for export)	7.62mm M1943	1 or 20	20	selective fire	magazine	100	99-98-90	n/a	a
SIG SG530-1 Rifle	5.56mm NATO	1 or 20	30	selective fire	magazine	110	98-96-75	n/a	a, c
SIG SG540 Assault Rifle	5.56mm NATO	1, 3, or 20	20 or 30	selective fire	magazine	110	98-96-75	n/a	a, b, c
SIG SG541 Assault Rifle	5.56mm NATO	1, 3, or 20	20 or 30	selective fire	magazine	110	98-96-75	1983	a, b, c
SIG SG542 Assault Rifle	7.62mm NATO	1, 3, or 20	20	selective fire	magazine	110	98-96-75	n/a	a, b, c
SIG SG550 Assault Rifle (Stgw 90)	5.56mm NATO	1, 3, or 20	20 or 30	selective fire	magazine	110	98-96-75	1986	a, b, c
SIG SG551 Carbine	5.56mm NATO	1, 3, or 20	20 or 30	selective fire	magazine	90	98-96-75	1986	a, b, c
SIG-Sauer SSG2000 Sniper Rifle	7.62mm NATO, 5.56mm NATO, 7.51mm M31, or .300 Weatherby Magnum	1/2	4	bolt-action	magazine	110	00-00-90	1987	b
United Kingdom									
Lee-Enfield Mark III Rifle	.303 British	1/2	10	bolt-action	magazine	110	00-00-90	1907	a
L1A1 Rifle	7.62mm NATO	1	20	semi-automatic	magazine	110	99-98-85	n/a	a
Enfield Individual Weapon (a.k.a. IW Rifle)	5.56mm NATO	1 or 20	20 or 30	selective fire	magazine	110	98-96-75	1977	a
United States of America									
Winchester M1894 Rifle	.30-30, PO	1	15	lever-action	side loading	110	99-98-85	1894	a
Winchester M1894 Carbine	.30-30, PO	1	6 or 4	lever-action	side loading	90	99-98-85	1894	
Springfield M1903 Rifle	.30-03 or .30-06	1/2	5	bolt-action	clip	110	00-00-90	1903	a
M1917 U.S. Magazine "Enfield" Rifle	.30-06	1/2	5	bolt-action	clip	110	00-00-90	1917	a
Winchester Model 54 Rifle	.30-06, PO	1/2	5	bolt-action	side loading	110	00-00-90	1925	
M1 Garand Rifle	.30-06	1	8	semi-automatic	clip	110	99-98-85	1936	a
Winchester M70 Rifle	.22 Hornet, .222 Rem., .243 Win., .270 Win., .30-06, 7.62mm NATO, 7mm Rem. Magnum, .300 Win. Magnum, .338 Win. Magnum, PO	1/2	5	bolt-action	side loading	110	00-00-90	1936	
M1 Carbine	.30 Carbine	3/2	15 or 30	semi-automatic	magazine	80	98-96-75	1941	a, f
Remington M721A Rifle	.30-06 or .270 Win.	1/2	4	bolt-action	side loading	110	00-00-90	1948	
Remington M760 Rifle	5.56mm NATO, .30-06, .243 Win., .270 Win., .35 Rem., 7.62mm NATO, PO	1	4	pump-action	side loading	110	99-98-85	1952	

APPENDIX I: MODERN FIREARMS

Weapon Name	Caliber	Rate of Fire	Magazine Capacity	Action	Loading	Base Range (Yards)	Malfunction	Year	Notes
Remington M740A Rifle	7.62mm NATO or .30-06	1	4	semi-automatic	side loading	110	98-96-75	1955	
Winchester M88 Rifle	7.62mm NATO, .243 Win., .284 Win., or .358 Win.	1	4 or 5 except 3 for .284 Win.	lever-action	magazine	110	99-98-85	1955	
M14 Rifle	7.62mm NATO	1 or 20	20	selective fire	magazine	110	99-94-85	1957	a
Marlin M455 Rifle	7.62mm NATO, .30-06, or .270 Win.	1/2	5	bolt-action	side loading	110	00-00-90	1957	
M14A1 Rifle	7.62mm NATO	1 or 20	20	selective fire	magazine	110	99-98-85	1958?	a, b
Savage M110 Rifle	.243 Win., .270 Win., .30-06, or 7.62mm NATO	1/2	4	bolt-action	side loading	110	00-00-90	1958	
Armalite AR-15 Rifle	5.56mm NATO	1 or 20	20 or 30	selective fire	magazine	110	98-87-40	1959	a, b
Remington M742 Rifle	.243 Win., 7.62mm NATO, .30-06, PO	1	4	semi-automatic	side loading	110	98-96-75	1960	
Colt M16A1 Assault Rifle	5.56mm NATO	1 or 20	20 or 30	selective fire	magazine	110	98-87-40	1962	a, b
Ruger Model 77R Rifle	.243 Win., .270 Win., .25-06, 7mm Mauser, .30-06, 7mm Rem. Magnum, PO	1/2	3 or 5	bolt-action	side loading	110	00-00-90	1968	
Ruger Mini-14 Rifle (AC-556 version)	5.56mm NATO	1, 3, or 20	5, 10, 20, or 30	selective fire	magazine	110	98-96-75	1973	a
Savage M111 Rifle	.243 Win., .270 Win., .30-06, 7mm Mauser, or 7mm Rem. Magnum	1/2	3 (magnums) or 4 (others)	bolt-action	magazine	110	00-00-90	1974	
Springfield Armory M1A Rifle (variant of M14)	7.62mm NATO or .243 Win.	1	5, 10, or 20	semi-automatic	magazine	110	98-96-75	1974	a
M21 Sniper Rifle (variant of M14)	7.62mm NATO	1	20	semi-automatic	magazine	110	98-96-75	1975	
Stevens M110E Rifle	7.62mm NATO, .30-06, or .243 Win.	1/2	4	bolt-action	side loading	110	00-00-90	1978	
Barrett Light Fifty M82A1Sniper Rifle	.50 M2	1	11	semi-automatic	magazine	250	98-96-75	1982?	b
Colt M16A2 Assault Rifle	5.56mm NATO	1 or 3	20 or 30	selective fire	magazine	110	98-87-40	1982	a, b
Colt M4 Carbine	5.56mm NATO	1 or 3	20 or 30	selective fire	magazine	90	98-87-40	1982?	a, b, c
Remington Sportsman 74 Rifle	.30-06	1	4	semi-automatic	side loading	110	98-96-75	1984	
Remington Sportsman 76 Rifle	.30-06	1	4	pump-action	side loading	110	99-98-85	1984	
Remington Sportsman 78 Rifle	5.56mm NATO, .243 Win., .30-06, .270 Win., or 7.62mm NATO	1/2	4	bolt-action	side loading	110	00-00-90	1984	
M24 Sniper Rifle	7.62mm NATO	1/2	5	bolt-action	side loading	110	00-00-90	1987	
Springfield Armory M21Sniper Rifle	7.62mm NATO	1	20	semi-automatic	magazine	110	98-96-75	1987	a, b
Union of Soviet Socialist Republics									
Mosin-Nagant M1891/30 Rifle	7.62mm Russian	1/2	5	bolt-action	clip	110	00-00-90	1930	a
Mosin-Nagant M1944 Carbine	7.62mm Russian	1/2	5	bolt-action	clip	90	00-00-90	1944	
Simonov SKS Carbine	7.62mm M1943	1	10	semi-automatic	clip	80	98-96-75	1945	e
Kalashnikov AK-47 Assault Rifle	7.62mm M1943	1 or 20	30	selective fire	magazine	100	99-98-90	1947	a, c
Kalashnikov AKM Assault Rifle	7.62mm M1943	1 or 20	30	selective fire	magazine	100	99-98-90	1959	a, c
Dragunov SVD Sniper Rifle	7.62mm Russian	1	10	semi-automatic	magazine	110	98-96-75	1963	
Kalashnikov AK74 Assault Rifle	5.45mm M74	1 or 20	30	selective fire	magazine	110	98-96-75	1974	a
Kalashnikov AKS74 Assault Rifle	5.45mm M74	1 or 20	30	selective fire	magazine	110	98-96-75	1974	a, c
Kalashnikov AKR Assault Carbine	5.45mm M74	1 or 20	30	selective fire	magazine	90	98-96-75	1983?	c
Yugoslavia									
M64 Assault Rifle	7.62mm M1943	1 or 20	20	selective fire	magazine	100	98-96-75	1964	a
M70 Assault Rifle	7.62mm M1943	1 or 20	30	selective fire	magazine	100	98-96-75	1970	a
M70A Assault Rifle	7.62mm M1943	1 or 20	30	selective fire	magazine	100	98-96-75	1970	c
M76 Sniper Rifle	7.92mm Mauser	1	10	semi-automatic	magazine	110	98-96-75	1976	a
M80 Assault Rifle	5.56mm NATO	1 or 20	30	selective fire	magazine	110	98-96-75	1980	a

Rifle Notes

"PO" stands for "plus others." This means that more calibers are available for this weapon. Remember, these are specific calibers that are not interchangeable.

a Some or perhaps even all versions of this weapon can accommodate a bayonet. Commercial (sporting) versions generally lack this feature.

b This weapon is equipped with a bipod.

c Some or perhaps even all versions of this weapon possess a folding stock.

d This weapon may employ the same magazines and clip-on bipod used in the M16A1, M16A2, and AR-15 rifles.

e This has a permanently attached folding bayonet.

f The most widely produced long gun manufactured by the United States of America during the Second World War, the M1 carbine comes in several variants. The M1A1 is an M1 with a folding stock while the M2 is a selective fire version of the standard M1.

g A small tripod is available for use with this weapon.

Shotguns of the World

Weapon Name	Gauge	Rate of Fire	Magazine Capacity	Action	Loading	Base Range (Yards)	Malfunction	Year	Notes
Belgium									
Browning Auto-5 Autoloader Shotgun	12 or 16	1	4	semi-automatic	side loading	50	98-96-75	1900	b
Browning Auto-5 Light Shotgun	12, 16, or 20	2 (20g) or 1 (12g, 16g)	4	semi-automatic	side loading	50	98-96-75	1948	b
Browning Auto-5 Magnum 12 Shotgun	12g Magnum	1	4	semi-automatic	side loading	50	98-96-75	1958	b
FN Riot Shotgun	12	1	5	pump-action	side loading	50	99-98-85	1970	b, c
Italy									
Luigi Franchi SPAS 11 Shotgun	12	1	8	semi-automatic	side-loading	50	98-96-75	n/a	c, e
Luigi Franchi SPAS 12 Shotgun	12	1	8	semi-automatic	side-loading	50	98-96-75	n/a	e
Benelli M1 Super 90 Shotgun	12	1	7	semi-automatic	side loading	50	98-96-75	1986	b
Perazzi MX-20 Shotgun	20	2	2	two barrel	break open	50	00-00-96	1986	b
South Africa									
Armsel Striker Shotgun	12	1	12	semi-automatic	side loading	50	99-98-75	n/a	b, e
United States of America									
Winchester M1897 Slide-Action Shotgun	12 or 16	1	5	pump-action	side loading	50	99-98-85	1897	a, d, c
Winchester M1912 Slide-Action Shotgun	12, 16, 20, or 28	1 (12g, 16g) or 2 (20g, 28g)	5	pump-action	side loading	50	99-98-85	1912	b, d, c
Winchester M50 Self-Loading Shotgun	12 or 20	1 (12g) or 2 (20g)	2	semi-automatic	side loading	50	98-96-75	1954	b
Mossberg Model 500 Field Grade Shotgun	12, 16, 20	1 (12g or 16g) or 2 (20g)	6	pump-action	side loading	50	99-98-85	1961	b
Mossberg Model 500ATP8 Shotgun	12, 16, or 20	1 (12, 16g) or 2 (20g)	8	pump-action	side loading	50	99-98-85	1977	b, c
Mossberg Model 500TP8-SP Shotgun (a.k.a. M590	12	1	8	pump-action	side loading	50	99-98-85	1977	b, d
Mossberg Model 590 Mariner Shotgun	12	1	9	pump-action	side loading	50	99-98-85	1989	b

Shotgun Notes

a This shotgun has an exposed hammer or hammers.
b This is a hammerless shotgun (no visible hammers).
c A "riot gun" version of this was produced.
d A "trench gun" version of this was produced.
e Some or all versions of this weapon have a folding stock.

Submachine Guns of the World

Weapon Name	Caliber	Rate of Fire	Magazine Capacity	Action	Loading	Base Range (Yards)	Malfunction	Year	Notes
Austria									
Steyr Solothurn (MP34) Submachine Gun	9mm Mauser or 9mm Steyr	20	32	automatic	magazine	20	98-96-75	1930	
Steyr MPi 69 Submachine Gun	9mm Parabellum	2 or 20	25 or 32	selective fire	magazine	20	98-96-75	1969	a
Steyr MPi 81 Submachine Gun	9mm Parabellum	2 or 20	25 or 32	selective fire	magazine	20	98-96-75	1981	a
Tactical Machine Pistol	9mm Parabellum	1 or 20	15, 20, or 25	selective fire	magazine	15	98-96-75	1989	
Czechoslovakia									
M61 Skorpion Submachine Gun	.32 ACP	3 or 20	10 or 20	selective fire	magazine	15	98-96-75	1961	a
vz64 Skorpion Submachine Gun	.380 ACP	2 or 20	10 or 20	selective fire	magazine	15	98-96-75	1964	a
vz65 Skorpion Submachine Gun	9mm Makarov	2 or 20	10 or 20	selective fire	magazine	15	98-96-75	1965	a
vz68 Skorpion Submachine Gun	9mm Parabellum	2 or 20	10 or 20	selective fire	magazine	15	98-96-75	1968	a
Finland									
Suomi M31 Submachine Gun	9mm Parabellum (magazine) or 40 or 71 (drum)	2 or 20	20, 36, 40, or 50	selective fire	magazine or drum	50	99-98-90	1931	
France									
M1949 (MAT 49) Submachine Gun	9mm Parabellum	20	32	automatic	magazine	20	98-96-75	1949	a
Germany									
"Schmeisser" MP38 Submachine Gun	9mm Parabellum	20	32	automatic	magazine	20	98-96-75	1938	a
"Schmeisser" MP40 Submachine Gun	9mm Parabellum	20	32	automatic	magazine	20	98-96-75	1940	a
Germany, Federal Republic of									
Walther MPL Submachine Gun	9mm Parabellum	20	32	automatic	magazine	20	98-96-75	1963	a
Walther MPK Submachine Gun	9mm Parabellum	20	32	automatic	magazine	20	98-96-75	1963	a
Heckler & Koch HK54 (MP5) Submachine Gun	9mm Parabellum	2 or 20	15 or 30	selective fire	magazine	20	98-96-75	n/a	a, b

Weapon Name	Caliber	Rate of Fire	Magazine Capacity	Action	Loading	Base Range (Yards)	Malfunction	Year	Notes
Israel									
Uzi Submachine Gun	9mm Parabellum	2 or 20	25, 32, or 40	selective fire	magazine	20	98-96-75	1952	c, a
Mini-Uzi Submachine Gun	9mm Parabellum	2 or 20	20, 25, 32, or 40	selective fire	magazine	15	98-96-75	n/a	a
Micro-Uzi Submachine Gun	9mm Parabellum or .45 ACP	2 or 20 (9mm) or 1 or 20 (.45)	20 (9mm) or 16 (.45)	selective fire	magazine	15	98-96-75	n/a	a
Italy									
FN A-B M1943 Submachine Gun	9mm Parabellum	2 or 20	20 or 40	selective fire	magazine	20	98-96-75	1943	a
Fianchi LF57 Submachine Gun	9mm Parabellum	2 or 20	20 or 40	selective fire?	magazine	20	98-96-75	1957	a
Socimi Type 821 Submachine Gun	9mm Parabellum	2 or 20	32	selective fire?	magazine	20	98-96-75	1983	a
M-4 Spectre Submachine Gun	9mm Parabellum	2 or 20	30 or 50	selective fire?	magazine	20	98-96-75	1984	a?
Poland									
M1943/52 Submachine Gun	7.62mm Type P	3 or 20	35	selective fire	magazine	20	98-96-75	1952	
M63 Machine Pistol (a.k.a. PM-63)	9mm Makarov	20	15, 25, or 40	automatic	magazine	15	98-96-75	1963	a
Spain									
Star Z62 Submachine Gun	9mm Largo	2 or 20	20, 30, or 40	selective fire	magazine	20	98-96-75	1962	a
Star Z63 Submachine Gun	9mm Parabellum	2 or 20	20, 30, or 40	selective fire	magazine	20	98-96-75	1963	a
Star Z70/B Submachine Gun	9mm Parabellum	2 or 20	20, 30, or 40	selective fire	magazine	20	98-96-75	1971	a
Star Z84 Submachine Gun	9mm Parabellum	2 or 20	25 or 30	selective fire	magazine	20	98-96-75	1985	a
Sweden									
Carl Gustaf M45 Submachine Gun	9mm Parabellum	20	36	automatic	magazine	20	98-96-75	1945	a
United Kingdom									
Sten Mark I Submachine Gun	9mm Parabellum	2 or 20	32	selective fire	magazine	20	98-96-75	1941	
Sterling (Patchett) L2A1Submachine Gun	9mm Parabellum	2 or 20	34	selective fire	magazine	20	98-96-75	1953	a
United States of America									
M1 Thompson Submachine Gun	.45 ACP	1 or 20	20 or 30	selective fire	magazine	20	99-98-90	1942	c
M3 "Grease Gun" Submachine Gun	.45 ACP	20	30	automatic	magazine	20	98-90-55	1942	a
M3A1 "Grease Gun" Submachine Gun	.45 ACP	20	30	automatic	magazine	20	98-90-55	1944	a
Ingram M10 Submachine Gun	9mm Parabellum or .45 ACP	2 or 25 (9mm) or 1 or 20 (.45)	32	selective fire?	magazine	15	98-96-75	1970	a
Ingram M11 Submachine Gun	.380 ACP	2 or 25	32	selective fire?	magazine	15	98-96-75	1970	a
Colt Submachine Gun	9mm Parabellum	2 or 20	20 or 32	selective fire	magazine	20	98-96-75	1987	a
Union of Soviet Socialist Republics									
PPSh M1941 Submachine Gun	7.62mm Type P	3 or 20	35 or 71	selective fire	magazine or drum	20	98-96-75	1941	
PPS42 Submachine Gun	7.62mm Type P	3 or 20	35	selective fire?	magazine	20	98-96-75	1942	
PPS43 Submachine Gun	7.62mm Type P	3 or 20	35	selective fire?	magazine	20	98-96-75	1943	a
AKSU-74 Submachine Gun	5.45mm M74	1 or 20	30	selective fire	magazine	20	98-96-75	1983	a

Submachine Gun Notes

a Some or all versions of these possess folding stocks.
b The MP5 comes in a series of variants. Some have permanently attached silencers: the MP5SD1 has a silencer and not buttstock, the MP5SD2 has a silencer and fized plastic stock, and the MP5SD3 has a telescoping buttstock. Non-silenced versions include the MP5A2 (plastic buttstock) and the MP5A3 (telescoping metal stock).
c Some or all verions of this weapon can accommodate a bayonet.

Heavy Machine Guns of the World

Weapon Name	Caliber	Rate of Fire	Magazine Capacity	Action	Loading	Base Range (Yards)	Malfunction	Year	Notes
United States of America									
M2 Heavy Barrel Machine Gun	.50 M2	1 or 20	250	selective fire	belt	200	98-96-75	1933	a
General Electric M134 Minigun	7.62mm NATO	33	4,000	automatic	belt	110	98-96-75	n/a	b
Union of Soviet Socialist Republics									
DShK M1938 Machine Gun	12.7mm Soviet	20	50	automatic	belt	200	98-96-75	1938	c
DShK M1938/46 Machine Gun	12.7mm Soviet	20	50	automatic	belt	200	98-96-75	1946	c

Heavy Machine Gun Notes

a This weapon may use a tripod.
b This is a vehicle mounted weapon.
c This weapon comes on a wheeled mount or carriage.

Light, Medium, and General Purpose Machine Guns of the World

Weapon Name	Caliber	Rate of Fire	Magazine Capacity	Action	Loading	Base Range (Yards)	Malfunction	Year	Notes
Belgium									
MAG General Purpose Machine Gun	7.62mm NATO or 6.5mm Mauser	20	varies	automatic	belt	110	98-96-75	1958	a, b
FN MINIMI Squad Automatic Weapon	5.56mm NATO	20	100 or 200 (belt) or 30 (magazine)	automatic	belt or magazine	110	98-96-75	1974	a, e
Czechoslovakia									
M57 Light Machine Gun (a.k.a. vz/57)	7.62mm M1943	1 or 20	25 (magazine)or 100 (belt)	selective fire	magazine or belt	100	98-96-75	1957	a
M59 General Purpose Machine Gun (a.k.a. vz/59)	7.62mm Russian	20	50	automatic	belt	110	98-96-75	1959	a, b
Denmark									
Madsen/Saetter Mark III Machine Gun	7.62mm NATO plus many others	20	50 or 50	automatic	belt or magazine	110	98-96-75	1959	a, b
Finland									
Lahti-Saloranta M26 Machine Gun	7.62mm Russian	1 or 20	20 or 70 (drum)	selective fire	magazine	110	98-96-75	1926 or drum	a
Valmet M62 Squad Automatic Weapon	7.62mm M1943	20	100	automatic	belt	90	98-96-75	1965	a
Germany									
MG34 Light Machine Gun	7.92mm Mauser	1 or 20	50 (belt or drum) or 75 ("saddle drum")	selective fire	belt, drum, or "saddle drum"	110	98-90-60	1934	a, b, d
MG42 Light Machine Gun	7.92mm Mauser	20	50 (belt or drum)	automatic	belt or drum	110	98-96-75	1942	a, b, d
Germany, Federal Republic of									
MG3 Machine Gun	7.62mm NATO	20	50 or 250	automatic	belt	110	98-96-75	n/a	a
Heckler & Koch HK11A1 Machine Gun	7.62mm NATO	1 or 20	20 (magazine)or 80 (drum)	selective fire	magazine or drum	110	98-96-75	n/a	a
Heckler & Koch HK21A1 Machine Gun	7.62mm NATO	1 or 20	n/a	selective fire	belt	110	98-96-75	n/a	a
Heckler & Koch HK13 Machine Gun	5.56mm NATO	1 or 20	20 (magazine) or 100 (drum)	selective fire	magazine or drum	110	98-96-75	n/a	a
Italy									
Beretta AR70-84 Light Machine Gun	5.56mm NATO	1 or 20	30	selective fire	magazine	110	98-96-75	1984?	a
Beretta AR70-90 Squad Automatic Weapon	5.56mm NATO	1 or 20	30	selective fire	magazine	110	98-96-75	1990?	a
Spain									
ALFA Model 55 Machine Gun	7.62mm NATO	1 or 20	100	selective fire	drum	110	98-96-75	1955	a, b
FAO Model 59 Machine Gun	7.62mm NATO	20	50	automatic	drum	110	98-96-75	1959	a, b
CETME Ameli Light Machine Gun	5.56mm NATO	1 or 20	100 or 200	selective fire?	belt	110	98-96-75	1982	a, b
United Kingdom									
Bren Mark 1 Light Machine Gun (also made in Canada)	.303 British, 7.92mm Mauser, or 7.62mm NATO (L4A2 version)	1 or 20	30 (magazine) or 100 (drum)	selective fire	magazine or drum	110	99-98-85	1937	a
Enfield Light Support Weapon	5.56mm NATO	1 or 20	20 or 30	selective fire	magazine	110	98-96-75	n/a	a
United States of America									
M60 General Purpose Machine Gun (also M60E1)	7.62mm NATO	20	n/a	automatic	belt	110	98-96-75	1957	a, b
M249 MINIMI Squad Automatic Weapon	5.56mm NATO	20	100 or 200 (belt) and 20 or 30 (magazine)	automatic	belt or magazine	110	98-96-75	n/a	a, e
Union of Soviet Socialist Republics									
RPD Light Machine Gun	7.62mm M1943	20	100	automatic	drum	100	98-96-75	1945	a
Kalashnikov RPK Light Machine Gun	7.62mm M1943	20	30 or 40 (magazine) and 75 (drum)	automatic	magazine or drum	100	98-96-75	1962?	a, f
RPKS Light Machine Gun	7.62mm M1943	20	30 or 40	automatic	magazine	100	98-96-75	n/a	a, c
RP-46 Light Machine Gun	7.62mm Russian	20	250	automatic	belt	110	98-96-75	1946	a, b
PK General Purpose Machine Gun	7.62mm Russian	20	100, 200, or 250	automatic	belt	110	98-96-75	1964	a, b
RPK74 Squad Automatic Weapon	5.45mm M74	1 or 20	30	selective fire	magazine	110	98-96-75	1980	a

Light, Medium and General Machine Gun Notes

a This weapon is equipped with a bipod.
b This weapon may use a tripod.
c Some or all versions of these possess folding stocks.
d 50 round belts were often linked to form 250 round belts.
e This weapon may employ magazines used by the M16A1, M16A2, and AR-15 rifles.
f This weapon may employ magazines used by the AK-47 and AKM rifles.

Damage Tables

Damage values given here are based on bullet velocity and mass. The assumption is made that ammunition used is standard and factory made. Special ammunition types—either hand-made or factory produced—may alter these values, perhaps drastically. Note that all calibers listed here are very specific and are only interchangeable in rare cases.

Handgun/Submachine Gun Damage Tables

Caliber	Damage
.22 long	1D6
.22 long rifle	1D6+1
.22 short	1D5
.32 ACP	1D8
.32 Colt New Police	1D8
.357 Magnum	1D8+1D4
.38 Colt New Police	1D10
.38 Special	1D10
.38 Super Auto	1D10
.380 ACP	1D10
.40 S&W	1D10
.41 Magnum	1D10+1D4
.44 Magnum	1D10+1D4+2
.44 Special	1D10+2
.45 ACP	1D10+2
.45 Colt Long	1D10+2
.455 Webley	1D10+2
.50 AE	1D10+1D6+3
7.62mm Type P	1D8
7.63mm Mauser	1D8
7.65mm Luger	1D8
9mm Largo	1D10
9mm Makarov	1D10
9mm Mauser	1D10
9mm Parabellum	1D10
9mm Steyr	1D10
10mm Auto	1D10+1

Rifle/Machine Gun Damage Tables

Caliber	Damage
.22 Hornet	1D6+1D4
.22 long	1D6
.22 long rifle	1D6+1
.22 short	1D5
.222 Rem.	2D6
.243 Win.	2D6+1
.25-06	2D6+1
.270 Win.	2D6+4
.284 Win.	2D6+4
.30 Carbine	2D6
.300 Weatherby Magnum	2D8+4
.300 Win. Magnum	2D8+4
.30-06	2D6+4
.30-30	2D6+4
.303 British	2D6+4
.338 Win. Magnum	2D8+4
.35 Rem.	2D8+4
.358 Win.	2D8+4
.444 Marlin	2D8+4
.50 M2	2D10+1D8+6
5.45mm M74	2D6
5.56mm NATO	2D6
6.5mm Mauser	2D6+3
7mm Mauser	2D6+4
7mm Rem. Magnum	2D8+4
7.51mm M31	2D6+4
7.62mm M1943	2D6
7.62mm NATO	2D6+4
7.62mm Russian	2D6+4
7.92mm Mauser	2D6+4
12.7mm Soviet	2D10+1D8+6
14.5mm Soviet	3D10+6

Shotgun Damage Table

Gauge	Damage
10-gauge, slug	1D10+7
10-gauge, buckshot	4D6+2/2D6+1/1D10
12-gauge, slug	1D10+6
12-gauge, buckshot	4D6/2D6/1D6
12-gauge Magnum, slug	1D10+1D6+6
12-gauge Magnum, buckshot	4D6+2/2D6+1/1D8
16-gauge, slug	1D10+5
16-gauge, buckshot	2D6+2/1D6+1/1D4
20-gauge, slug	1D10+4
20-gauge, buckshot	2D6/1D6/1D3
20-gauge Magnum, slug	1D10+1D4+4
20-gauge Magnum, buckshot	2D6+2/1D6+1/1D4
28-gauge, slug	1D10+3
28-gauge, buckshot	1D6+1D3/1D4/1D2

Special Note

This appendix is adapted from *The Weapons Compendium* v1.4 by John H. Crowe III (Pagan Publishing, 1995). A bibliography of sources consulted can be found in that work, but is too long to include here.

Ammunition Options

A variety of ammunition options are available to the modern firearms user that can produce different effects in gameplay. Several types of ammunition are described here.

Shotgun Ammunition

Buckshot: Use the damage listed.
Birdshot: For medium grade, reduce damage inflicted by 25%. For light grade, reduce damage by half.
Rock Salt: Reduce damage by half; target must succeed in CONx5 roll to avoid being incapacitated. If target is incapacitated, the CONx5 roll may be attempted each subsequent round to determine if the effect wears off.

Handgun/Submachine Gun Ammunition

Standard: Use the damage listed.
Hollow Point: +2 damage versus unarmored target; half damage versus an armored target and no +2 bonus is gained. This ammunition is widely used in the U.S. by law enforcement and is often used by hunters; however, it is illegal for use by the military according to the Geneva Convention.
Wadcutter: +1 damage, but shots exceeding base range are at -10% chance to hit for each multiple of the base range.
Armor-Piercing Ammunition: -1 damage, but all armor values are halved.
Tracer Ammunition: These phosphorescent rounds provide visual indication of where shots are going and are only applicable to semi-automatic and automatic weapons; they are almost solely used in a military context and usually with automatic weapons (however, they are in no way illegal in the U.S. and are readily available to civilians). They must be sprinkled evenly into the ammunition mix to provide useful guidance. When tracer ammunition is properly employed, the shooter gains +5% chance to hit with the second shot and +5% for each subsequent shot, for a maximum cumulative bonus of +20%. The bonus is lost if the shooter is forced to reload or if the shooter switches targets. Note that tracer rounds work both ways; anyone observing the shooter will clearly see where the rounds are coming from. Tracer ammunition does 1 HP less damage per hit.

Accessories

Firearms accessories such as stocks, sights, and silencers can all confer useful benefits. Examples of such items and their effects in game terms are given below.

Shoulder Stocks

Available for a specific few handgun designs. The stock from one handgun design cannot be used on a different design (*i.e.*, a stock for a P08 Luger cannot be used on a Mauser M1896). When a shoulder stock is attached to the handgun, the shooter must employ Rifle Attack skill instead of Handgun Attack. Use of a shoulder stock does not increase the range of the weapon.

Telescopic Sights

Power on telescopic sights varies, but is measured in how much the target is magnified (x2.0, x2.5, x4.0, etc.). A rifle with a scope mounted on it is much more accurate at greater ranges. A telescopic sight that is 2.0 power (a.k.a. x2 or 2x) halves the range to the target. For game purposes, a target that is two hundred yards away from a hunter with a scope is actually only one hundred yards away for purposes of the shot. This brings it within the base range of most high-powered rifles and eliminates (or reduces) the annoying range modifier. These sights are ineffective on handguns.

Laser Sights

When mounted to a firearm, this focuses a small red dot on the target. The bullet fired will hit the red dot, barring some unusual circumstance. For game purposes, the shooter has an additional twenty percent of his skill added to the chance to hit (*e.g.*, a shooter with 60% handgun skill would gain a +12% bonus). This bonus is lost if the bullet strikes an intervening barrier such as a glass window or blade of grass, and obviously such a shot will accrue negative modifiers.

Silencers

Silencers muffle the noise of a gunshot. Some weapons have permanently attached silencers, while others can take screw-on types. They are effective only on rifles, handguns, and submachine guns and do not work on revolving-action weapons. They tend to wear out quickly when used on fully automatic weapons. A silenced large-caliber pistol such as a .45 will make a noise roughly equivalent to a book being slammed onto a desktop. While this is better than a full-fledged gunshot, it would easily be heard by anyone nearby.

Index

A

AREA-51. *See* Majestic-12
Army of the Third Eye, 118

B

Bibliography, 140
Black Chamber, the, 32
Book of Dagon. *See* Dagon

C

CIA
- agency profile, 278
- Bostick, Charles, and, 91
- historical overview, 21
- Kroft, Justin (MJ-1), and, 88
- Lepus, Adolph, and, 92
- Ross, Gavin (MJ-3), and, 90
- timeline, 24
- using Tcho-Tcho mercenaries, 39

Club Apocalypse. *See also* Fate, The
- overview, general, 6

Convergence Scenario, 180
- Derringer, James, 180
- Greys, 190
- Groversville, 182
  - aldermen, 180, 185
  - Merle's Shut-Eye Motel, 185
  - reservoir, 185
  - town hall, 185
- Majestic-12 involvement, 182
- Mi-Go
  - involvement, generally, 182
  - laboratory in barn, 190
  - surgery on investigator, 183
- NPCs stats, 193
- *Phenomen-X* paranormal news show, 189
- player aid 1: Groversville notebook, 187
- player aid 2: sze,t, 188
- protomatter, 180
  - compound for identifying, 183
- Scott Adams, 185
  - notebook, 187
- Spivey, Angel, 184
- Spivey, Billy Ray, 181
  - friends of, 185

Cthulhu Cult, 11
- Thurston Papers, The, 59

Cthulhu Mythos. *See* Mythos, the
Cult of Transcendence, 6

D

Dagon
- Book of, 32
- Esoteric Order of

Deep Ones
- Delta Green and, 32
- German U29 disaster, 38
- Innsmouth survivors, 48
- overview, general, 12
- Ponape Scripture, 34
- SEAGATE Documents, 153, 162

Delta Green Organization, 32
- Antarctica operation, 37
- Belgian Congo operation, 38
- Cook, Martin, Navy Commodore, 37
- disbandment, 39
- Fairfield, Reginald, Major General, 41
- files document, 54
- intelligence, 47
- investigator, creating, 236
- NPC agents and friendlies, 52
- OSS Order creating organization, 150, 154
- overview, general, 5
- post-WWII activities, 36
- rebirth, 39
- today, 41
- USS *Thresher* disaster, 38
- Vietnam operations, 39

Dimensional Shamblers, 13

E

EBE (extraterrestrial biological entities). *See* Greys
Elder Things, 13

F

Fairfield, Major General Reginald
- Delta Green and, 41
- final report, *i*
- Majestic-12 and, 83

Fate, The, 128
- Adepts, 129
- Alzis, Stephen, 128
- Club Apocalypse, 131
- Lords, 129
- Network, the, 128
- overview, general, 6
- using (Keeper info), 133

FBI
- agency profile, 262
- COINTELPRO operation, 22
- historical overview, 20

Federal Agency Profiles (Intelligence & Law Enforcement), 238
- Air Force Intelligence & Office of Special Investigations, 240
- Armed Forces Medical Intelligence Center, 246
- Army Intelligence & Security Command, Army Criminal Investigation Command, 242
- Bureau of Alcohol, Tobacco and Firearms, 269
- Bureau of Intelligence and Research, 278
- Center for Disease Control and Prevention, 257
- Central Intelligence Agency, 276
- Defense Intelligence Agency, 247
- Defense Investigative Service, 248
- Defense Mapping Agency, 249
- Drug Enforcement Administration, 261
- Environmental Protection Agency, 258
- Federal Bureau of Investigation, 262
- Financial Crimes Enforcement Network (FinCEN), 270
- Foreign Agriculture Service, 241
- Immigration and Naturalization Service, 263
- Intelligence Directorate, 256
- IRS, Criminal Investigations Division, 271
- Library of Congress, Federal Research Division, 274
- National Park Service, 259
- National Reconnaissance Office, 250
- National Security Agency & Central Security Service, 251
- National Security Council, 277
- Office of Export Enforcement, Intelligence Division, 245
- Office of Naval Intelligence, Marine Corps Intelligence, Naval Investigation Services, 266
- Office of the Attorney General, 264
- SEC, Division of Enforcement, 275
- U.S. Army Medical R&D Cmd, U.S. Army Medical Research Institute of Infectious Diseases, 243
- U.S. Coast Guard, 268
- U.S. Customs Service, 272
- U.S. Fish & Wildlife Service, 260
- U.S. Marshal Service, 265
- U.S. Postal Inspection Service, 279
- U.S. Secret Service, 273
- U.S. Space Command, 252
- U.S. Special Operations Command, 254

Firearms, Modern, 283
Fungi from Yuggoth. *See* Mi-Go



G

Ghouls, 13
  Ghoul Manuscript, 58
Glaaki, 13
  Hubert, Robert (servant of), 131
Glossary, 142
  equipment terms, 142
  information and disinformation terms, 142
  locations terms, 143
  miscellaneous terms, 144
  operations terms, 144
  organization terms, 144
  procedures terms, 145
Government Agencies (Intelligence & Law Enforcement)
  historical overview, 20
  profiles, 238
  timeline, 23
Great Race of Yith, 14
  Guzman, Mariel, case of, 118
Greys. *See also* Convergence Scenario; Majestic-12
  Majestic-12 and, 66
  truth about, 85

H, I, J

Hastur the Unspeakable, 14
ICE CAVE, 80
Innsmouth
  SEAGATE Documents, 153, 162
  Raid on, 32
  USS *Thresher* disaster, 38
Insects from Shaggai. *See* Shans
Ithaqua, 14

K

Karotechia
  Aktion Eisschloss, 99
  Delta Green and, 35, 103
  goals, 103
  Gothic Necronomicon, 99
  history of, 98
  Hitler, risen (Nyarlathotep), 103
  La Estancia, 101
  NPCs, 104
  overview, general, 5
  post-WWII activities, 100
  Thulegesellschaft, 98
  today, 101
Keeper Advice, 7

L, M

Lloigor, 15
Majestic-12, 64
  Accord, the, 74
  AREA-51, 73
  509th Atomic Bomb Wing, 64
  Bronk, Detlev, 69
  Bucket, the, 69
  Bush, Vannevar, 66
  Cookbook, the, 74
  Courtis, Dr. Stephen
    death report on, 151, 160
    suicide by Mi-Go sigil, 70
  Delta Green and, 83
  Delta Green's reformation and, 36
  formation of, 66
  Forrestal, James, Secretary of Defense, death of, 73
  Greist, Dr. Anton, Tagebuch of, 150, 155
  Greys, 66, 85
  intelligence, current, 82
  Marcel, Jesse, Major, 64, 66
  NPCs, 88
  operations, 84
  overview, general, 5
  projects, 76
  Report, the, 74
  Roswell crash, 64
  Special Studies Group 1, 66
    conclusions, 69
    theories, 67
  Special Studies Group 2, 69
  timeline, 86
  today, 75
Mi-Go
  beliefs, 18
  biology, 17
  goals, 19
  Greys and, 85
  history, 17
  operations, overview, 19
  overview chapter, 17
MJ-12. *See* Majestic-12
Mysterious Manuscripts. *See* Mythos Documents
Mythos Documents
  Azathoth and Other Horrors, 61
  Case for the UFO, 151
  Coast Guard report on Project COVENANT, 1928, 56
  collected notes, papers, and dissertations of Dr. West, 110
  collected papers of Dr. Javier Munoz, 110
  death report on Dr. Stephen Courtis, 151, 160
  Delta Green Files, 54
  Dr. Frank's research notes, 110
  Ghoul Manuscript, The, 58
  Goddess of the Black Fan, The, 53
  Gothic Necronomicon, 110
  Mein Triumph, 104
  Nameless Cults, 59
  OSS order creating Delta Green, 150, 154
  People of the Monolith, The, 61
  Ponape Scripture, 32, 33, 56
  Regnum Congo, 108
  SEAGATE Documents, 162
  Seven Cryptical Books of Hsan, The, 53
  surveillance video compilation, 61
  Tagebuch of Dr. Anton Greist, 150, 155
  Tale of Priest Kwan, The, 53
  Tapes and transcriptions from Operation RIPTIDE, 1963, 56
  Thurston Papers (on the Cthulhu Cult), The, 59
Mythos, the
  Delta Green knowledge of, 47
  in the 1990s, 10
  Majestic-12 knowledge of, 83

N

Network, The. *See* Fate, The
New Age Scenario, 194
  DiTorrio, Antony
    hospital encounter, 206
    phone conversation, 206
      transcript, 213
  Enolsis
    federal raid on, 226
    history, 195
    post-scenario, 230
    press conference, 220
    St. Louis facilities, 211
    Tulsa HQ layout, 221
  explosion at party
    flawed crystal, 207
    morgue evidence, 207
    scene of, 202
  Ghroth, outer god, 194
    NASA announcement, 220
    satellites, 227
  investigator briefing, 201
  Majestic-12 involvement, 230
  Mi-Go
    crystal pyramid scheme, 196
    plot, generally, 194
    satellites, "Ghroth's necklace," 227
  NPCs' stats, 217, 230
  O'Rourke, Angel, 206
  protomatter spawn
    federal raid contingency plan, 226
    Hope, 208
    incendiary weapons and, 210
    Stewards, 199
  timeline, 201
  Valiant, Ronald, 206
    alien energy-harvest theory, 213
    last stand, 215
    photo, 206
    secret cache, 212
    Walters, Doug, identifying, 212
New Skills, 280
NPCs, Important (Non-Scenario)
  Alzis, Stephen [Fate], 137
  Bell, Eustis, Lt. Gen. [MJ], 93

INDEX

Bitterich, Dr. Olaf [Karo], 104
Bostick, Charles [MJ], 91
Camp, Dr. Joseph [DG], 52
Carpenter, Agent Matthew [DG], 54
Coffey, Robert, Col. [MJ], 94
Dunwoody-Smith, Sheridan [SW], 122
Frank, Dr. Gunter [Karo], 109
Fulani, Dr. Nadja [DG], 58
Furst, Emil, Lt. Col. [DG], 56
Galt, Reinhard, SS Oberfuhrer [Karo], 106
Hong, Lawrence [SW], 123
Hubert, Robert (Belial) [Fate], 136
James, Captain Forrest [DG], 55
Jamison, Hal [SW], 121
Kroft, Justin [MJ], 88
Lang, Donald [SW], 124
Larkin, Donna [SW], 125
Lepus, Adolph [MJ], 92
Mason, Greg [DG], 61
Merriweather, Anton [Fate], 134
Montgomery, Darryl [Fate], 135
Qualls, Jean [DG], 57
Ramirez, Jorge, Lt. [Fate], 137
Ringwood, Dr. Abner [MJ], 89
Ross, Gavin [MJ], 90
Schaeffer, Dr. Denton [SW], 120
Schenk, Kurtis, Maj. Gen. [MJ], 95
Wu, Agent Chun-te [DG], 60
Nyarlathotep
    Alzis, Stephen, and,128
    Cult of Transcendence, 6
    Hitler impersonation, 103
    Mi-Go worship of, 17
    modern activities, 15

O

ONI
    agency profile, 266
    Black Chamber and, 32
    P Division and, 33
        transfer to OSS, 35, 150, 154
Operations, Projects, and Sub-Projects
    AJAX, 25
    AQUARIUS, 76
    ARC DREAM, 78
    ARCHINT, 82
    ARTICHOKE, 25
    BLUE FLY, 79
    BLUE TEAM, 78
    BLUEBIRD, 25
    BLUEBOOK, 72
    BOUNCE, 78
    CATALYST, 78
    COINTELPRO, 22
    CORE, 78
    COVENANT, 32
    DANCER, 80
    DELPHI, 82
    EAGLE CLAW, 27
    EXCALIBUR, 80
    FORTY, 25
    GABRIEL, 80
    GARNET, 77
    GRUDGE, 72
    JESSICA, 27
    JOSHUA, 80
    JUST CAUSE, 28
    KURTZ, 38
    LEPRECHAUN, 26
    LOOKING GLASS, 82
    LUNACY, 36
    MAPS, 84
    MHCHAOS, 26
    MKNAOMI, 25
    MKSEARCH, 26
    MKULTRA, 25, 77
    MONGOOSE, 25
    MOON DUST, 78
    OVERVIEW, 81
    PHOENIX, 26
    PLATO, 76
    PLUTO, 79
    QUEENS HUNTER, 27
    RECOIL, 78
    REDLIGHT, 80
    RIPTIDE, 38
    SIC SEMPER TYRANNIS, 37
    SIDEKICK, 81
    SIGMA, 78
    SIGN, 72
    SOUTHERN HOSPITALITY, 36
    SUMMER BREEZE, 35
    THIRD CHANCE, 25
    TORCH, 25
    TRACK I, 26
    TRACK II, 26
    TRADEWINDS, 26
    TULIP, 28
    UNDERWORLD, 24
    WEREWOLF, 36
    ZEUS, 80
OSS
    Delta Green and, 35
    historical overview, 20
Overview, 4

P, Q, R

P Division, 33
Pinkerton Detective Agency, 20
Projects. *See* Operations & Projects
Protomatter. *See* Convergence Scenario; New Age Scenario
Puppet Shows and Shadow Plays Scenario, 164
    Begay ranch, 169
    buried car, 166
    cave, sacred, 170
    Coyote Spirit, 166
    Emanuel Santana, 164
    Majestic-12 involvement, 176
    map, 168
    Ms. Green, 175
    NPCs, 177
    player aid 1: missing persons, 167
    press clippings from anonymous benefactor, 169
    Traveler, alien parasite
        depredations, 164
        ship of, 172
Raid on Innsmouth. *See* Innsmouth
Roswell Crash site. *See also* Majestic-12
    Delta Green's reformation and, 36

S

SaucerWatch, 114
    Army of the Third Eye, 117
    enemies, 118
    Guzman, Mariel, case of, 118
    NPCs, 120
    operations, 115
    overview, general, 6
Scenarios. *See* Convergence Scenario; New Age Scenario; Puppet Shows and Shadow Plays Scenario
Security Classifications, 146
    document marking, 149
Serpent People, 15
Shans
    Army of the Third Eye and, 118
    modern activities, 15
Shub-Niggurath
    Dark Young of, 12
    Mi-Go and, 17
    modern activities, 15
Sub-Projects. See Operations & Projects

T

Tcho-Tcho people, 16
    Vietnam operations, 39
The King in Yellow, 14
Timelines
    Delta Green organization, 50
    Government agencies, 23
    Majestic-12, 86
Traveler, alien parasite. *See* Puppet Shows and Shadow Plays Scenario

U, V, W, X, Y, Z

Y'Golonac, 16
Yog-Sothoth, 16

DELTA GREEN

Name_____ Occupation_____

Sex_____ Age_____ Nationality_____ Affiliation_____

Schools & Degrees_____ Code Name_____

INVESTIGATOR STATISTICS

STR	DEX	INT	Idea
CON	APP	POW	Luck
SIZ	SAN	EDU	Know

Damage Bonus

_____

Current Date

_____

MAGIC POINTS

Unconscious= 0 1

2 3 4 5 6

7 8 9 10 11

12 13 14 15 16

17 18 19 20 21

22 23 24 25 26

HIT POINTS

Dead= 0 1 2

3 4 5 6 7

8 9 10 11 12

13 14 15 16 17

18 19 20 21 22

23 24 25 26 27

SANITY POINTS & MENTAL HEALTH

(99-Cthulhu Mythos: ____) **Insanity =** 0 1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18

19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47

48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76

77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99

Phobias_____ Insanities_____

INVESTIGATOR SKILLS

- ❑ Accounting (10) _____
- ❑ Anthropology (00) _____
- ❑ Archæology (00) _____
- ❑ Architecture (00) _____
- ❑ Art (05):_____ _____
- ❑ Astronomy (00) _____
- ❑ Bargain (05) _____
- ❑ Biology (00) _____
- ❑ Boating (10) _____
- ❑ Botany (00) _____
- ❑ Carpentry/Woodcraft (10) _____
- ❑ Cartography (00) _____
- ❑ Chemistry (00) _____
- ❑ Climb (40) _____
- ❑ Conceal (15) _____
- ❑ Computer Use (00) _____
- ❑ Credit Rating (15) _____
- ❑ Cryptography (00) _____
- Cthulhu Mythos (00) _____
- ❑ Demolitions (00) _____
- ❑ Disguise (05) _____
- ❑ Dodge (DEX x2) _____
- ❑ Drive Auto (20) _____
- ❑ Electrical Repair (10) _____
- ❑ _____ _____
- ❑ Electronics (00) _____
- ❑ Fast Talk (05) _____
- ❑ First Aid (30) _____
- ❑ Forensics (00) _____
- ❑ Forgery (00) _____
- ❑ Geology (00) _____
- ❑ Hide (10) _____
- ❑ History (20) _____
- ❑ Hypnosis (00) _____
- ❑ Jump (25) _____
- ❑ Law (05) _____
- ❑ Library Use (25) _____
- ❑ Listen (25) _____
- ❑ Locksmith (00) _____
- ❑ Martial Arts (00) _____
- ❑ Mathematics (10) _____
- ❑ Mechanical Repair (20) _____
- ❑ Medicine (05) _____
- ❑ Military Science (00) _____
- ❑ Natural History (10) _____
- ❑ Navigation/Land (10) _____
- ❑ Navigation/Sea, Air (00) _____
- ❑ Occult (05) _____
- ❑ Operate Hvy. Machine (00) _____
- ❑ _____ _____

Other Language (00):

- ❑ _____ _____
- ❑ _____ _____
- ❑ _____ _____

Own Language (EDU x5):

- ❑ _____ _____
- ❑ Parachuting (00) _____
- ❑ Persuade (15) _____
- ❑ Pharmacy (00) _____
- ❑ Photography (10) _____
- ❑ Physics (00) _____
- ❑ Pilot (00):_____ _____
- ❑ Psychoanalysis (00) _____
- ❑ Psychology (05) _____
- ❑ Ride (05) _____
- ❑ Sailing (00) _____
- ❑ SCUBA (00) _____
- ❑ Sneak (10) _____
- ❑ Spot Hidden (25) _____
- ❑ Surgery (00) _____
- ❑ Swim (25) _____
- ❑ Throw (25) _____
- ❑ Track (10) _____
- ❑ Zoology (00) _____
- ❑ _____ _____

COMBAT SKILLS

Weapon	Shots	Attk%	Impale	Damage	HP	Ammo
❑						
❑						
❑						

Weapon	Shots	Attk%	Impale	Damage	HP	Ammo
❑						
❑						
❑						

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