DELTA GREEN

KALI GHATI

A Scenario for *Delta Green: The Role-Playing Game*

WHEN FIREPOWER FAILS

"Kali Ghati" is a scenario for **DELTA GREEN,** the role-playing game of Lovecraftian horror and conspiracy. The players' Agents are soldiers, intelligence officers, federal agents or civilian contractors among the U.S. forces in Afghanistan. Thanks to the machinations of Delta Green—a secret government program that confronts unnatural threats at any cost—all have been in country longer than they ever planned. They expect to be sent home soon. But now, they have a mission. Again.

A fellow Delta Green operative has gone missing from an Army base in a troubled province. It's up to the players' Agents to find him before the disappearance draws attention that Delta Green cannot afford.

"Kali Ghati" includes a complete scenario and six ready-to-play Agents. It is playable with the core rulebook for **DELTA GREEN: THE ROLE-PLAYING GAME,** the player-facing rules in **DELTA GREEN: AGENT'S HANDBOOK,** or the quickstart rules in **DELTA GREEN: NEED TO KNOW,** all available from Arc Dream Publishing.

Learn more at **DELTA-GREEN.COM.**

Kali Ghati

A Scenario for *Delta Green: The Role-Playing Game*
Written by Shane Ivey

The Agents

The Agents are all soldiers, intelligence officers, federal agents, or civilian contractors in Afghanistan. Players may use the pregenerated Agents found in this scenario or create their own. Thanks to Delta Green's machinations, all have been in Afghanistan longer than they ever planned. Delta Green has always had fewer agents in Afghanistan than you'd think. They expect to be sent home soon. But now, they have a mission. Again.

The following document is for the Handler's eyes only.

The Operation

The Agents are on a helicopter bound for U.S. Army Forward Operating Base (FOB) Turner, in the remote mountains of Paktika province. It's just south of the Hindu Kush mountains near Pakistan.

The Agents received verbal orders from a Delta Green control officer at Hamid Karzai International Airport before they set off. A summary is on page 2. Copy it for the players or allow them to take notes reflecting the Agents' memorization of the instructions.

EYES ONLY

Background

Tim Ellis was in Delta Green too long. The stresses of his work with the group slowly burned away his marriage and all his relationships in the real world; and the dangers of Delta Green operations killed or crippled the fellow Agents who knew him. His Delta Green control officer recommended that the group take him out of rotation as a psychological casualty. They didn't. Agents were too scarce in Afghanistan. But they put him somewhere quiet.

Delta Green arranged for the CIA to station Ellis at FOB Turner, ostensibly to watch for Taliban activity. Delta Green instructed him to investigate rumors of Kali Ghati, a haunted village; to report what he learned to his control officer; and to take no further action.

Weeks passed. In the relative calm of FOB Turner, Ellis grew obsessed with Kali Ghati. Finally he destroyed his notes and set out on foot for the village. He came face to face with the old power over which the village was built, and he was lost.

There are real-world places called Kali Ghati. None are related to the fictional locale in this scenario.

FOB Turner

Forward Operating Base Turner stands in the mountains of the Sar Hawza district of Paktika province, easternmost Afghanistan. It's a rough, rocky area broken up by steep river valleys, once heavily forested but now sparse from years of deforestation. Scrub brush and scraggly trees cling to the dusty ground where muddy creeks flow. It's summer, hot and thirsty.

FOB Turner has been in the process of standing down for months. Only about 60 U.S. soldiers remain in huts built for a thousand, organized in two platoons, commanded by Capt. Byers and two lieutenants.

About 120 Afghan National Army (ANA) soldiers have moved into FOB Turner and are being prepped and trained by the American troops. They live on the other side of the FOB.

There's been an uneasy ceasefire with the regional Taliban. Things were peaceful for the last few months—until this week.

ORDERS

» FOB Turner is where TIM ELLIS is stationed. Ellis is a CIA clandestine services officer working under the cover of an Army intelligence major. Ellis is also Delta Green. In a photo from a few years ago Ellis is a serious-looking, clean-cut and fit Caucasian man about 40 years old.

» Three nights ago, Ellis wandered off base and hasn't been seen since.

» The Agents must retrieve Ellis ASAP, without attracting any further attention. They cannot let Ellis be captured and interrogated by the Taliban.

» The Agents have the cover of a CIA team that's posing as Army intelligence specialists and civilian advisors.

» The region around the FOB is occasionally subject to unexplained electromagnetic interference. One of Ellis' objectives was to prevent the phenomenon from drawing outside attention. The Agents are to do the same.

» The Agents are not told Ellis' other activities or larger mission.

» The FOB's commander, Captain Eliot Byers, has been instructed to provide "all reasonable assistance."

» The Agents are not to send queries or sensitive information over any communications channels, encrypted or otherwise. They can use ordinary Army intelligence channels to request extraction from FOB Turner when the mission is complete.

» Delta Green's standing orders apply: *Deal with the situation. Collect intelligence. Save lives. End the threat—whatever it is.*

TOP SECRET

DISSEMINATION AND EXTRACTION OF INFORMATIO
CONTROLLED BY ORIGINATOR

Captain Byers

Byers oversees the one company that remains in FOB Turner, which once housed a thousand men.

Ellis wandering off has Byers and his two lieutenants (Jacobsen and Castro) rattled. The officers didn't know Ellis well, but they expect a career-killing media shitstorm to begin any day now. The base's soldiers are in touch with home on phones and laptops every day. If word gets out that an officer has vanished, likely into the hands of the Taliban, it will be trigger a monumental search-and-rescue operation. Even moreso than the Agents, Byers wants this resolved quickly and quietly.

But the officers can't offer much information. They knew next to nothing about Ellis, only that he was supposedly Army intelligence but was almost certainly CIA instead. He kept to himself, and they didn't have the time or inclination to keep an eye on him. They were busy with the handover and keeping the men in line, and they had orders to leave him alone.

Byers put guards on Ellis' hut after Ellis vanished. No one has been in Ellis' hut since then.

Who Saw What

No one saw Ellis leave the base. The perimeter guards pay attention to the grounds outside, not the chance of people trying to get out. The camp has security cameras, but the whole region is subject to electromagnetic interference that sometimes makes electronics iffy. Byers can show the Agents camera footage that sees Ellis pacing outside his hut at 2258 hours; then there's interference with the video signal for nearly a minute; then Ellis is gone.

The Interference

The officers think the electromagnetic surges come from magnetic ore deposits. They've asked the brass for

investigation and been told that there is no interference and they should take better care of their equipment. U.S. troops cycle through yearly; none has stayed long enough to investigate in depth.

Talking to the Afghans

Byers does not want any surprises with his ANA counterparts. Any communications with the Afghans on base must be conducted in the presence of himself or one of his lieutenants. The Agents need a **Persuade** roll at a –20% penalty to change his stance. The base employs a civilian interpreter, Yasim Rahimi, who lives on the Afghan side.

Getting Equipment

If the Agents need gear, Byers offers what he can spare. Each member of the team can get three items of Standard expense and one item of Unusual expense. With a **Bureaucracy** roll the Agents can requisition a Major-expense piece of equipment or an equivalent restricted item. Each attempt after the first is at a –20% penalty.

Transportation

Byers has already put two vehicles on standby, armored trucks called MRAPs: "mine-resistant ambush protected." One has a driver for the Agents, another has a squad of five soldiers to back them up. Byers is adamant about never sending only one MRAP out; the vehicles are tremendously expensive and they drive in pairs to protect each other. Talking him into letting the Agents take just one without an escort requires a **Military Science** (**Land**) or **Persuade** roll at –20%.

What Ellis Left Behind

Ellis' hut was in the officers' section of the base. The officers have kept it under guard and the guards have been diligent, knowing people from high up will be coming through and looking to blame someone for whatever Ellis screwed up.

The hut is Spartan. It smells like bleach. Beneath the carefully-made bunk lies a large canvas bag with the U.S. State Department seal and a "Diplomatic Pouch" logo and a warning to not open it without permission.
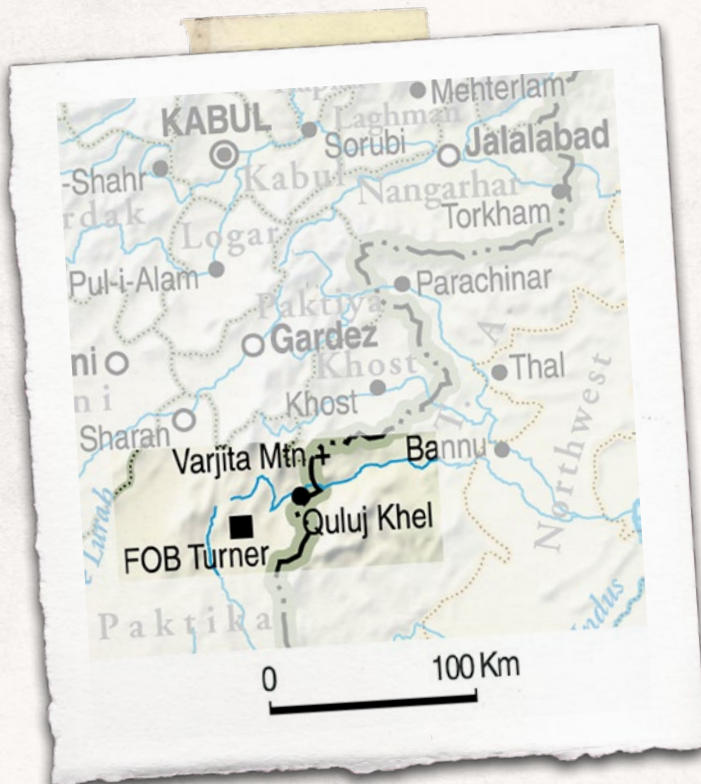
The Agents can easily break the lock to open the diplomatic bag. It holds a few castoff gun-cleaning supplies, 18 used 9mm shells, the wreckage of a laptop computer, the somewhat charred remains of a notebook, and a small mountain of empty mouthwash bottles. A sniff with **Forensics** or **Pharmacy** 30% says the bottles were filled with contraband alcohol, forbidden to U.S. personnel, and a touch of food coloring for deniability. Ellis used his diplomatic cover to smuggle the booze on base.

Close inspection of the floor finds it was recently scrubbed with bleach. Closer study finds it bore long stains that might have been letters. Examining it with **Forensics** 40% and the right chemicals or a UV lamp reveals the shapes of the stains, blood that dried thoroughly before the half-hearted cleaning: In Ellis' finger-painted writing, the stains spell out "Kali Ghati" and "Death Awakens the Sleeper." If the Agents search the base's trash they can eventually find the bleach bottle and stained rags that Ellis used to clean up.

Ellis' Laptop and Notebook

Ellis' computer is in pieces since he shot it several times with a silenced pistol. **Craft (Microelectronics)** at 50% or higher can repair its damaged hard drive enough to piece some remnants together, taking four hours. Or the Agents can have Sgt. Sams from the Communications Hut do it, which takes 12 hours, if they don't mind the risk of Sams seeing something Delta Green would rather keep hidden. Once the laptop is repaired the Agents can decipher files with **Computer Science** or **SIGINT**.

Ellis kept a notebook where he wrote in a simple cipher for privacy. He drunkenly burned the notebook in a steel trash can. **Forensics** with the right tools can piece some charred remnants together; **SIGINT** can decrypt passages.

The greater their skills and the more time they spend, the more the Agents can learn. Each question takes longer to answer than the last; see the **CLUES FROM…** tables.

Answers follow. They can be gained in any order; customize them to the course of the Agents' research. This is an investigative scene so no rolls are required, only asking questions and having the necessary skill.

What Was Ellis Doing?

Ellis was pursuing rumors of supernatural activity in the region going back to the British occupation and before. He was particularly studying a rumored, perhaps mythical place called Kali Ghati ("Black Valley").

>> Characters at FOB Turner

Name	Function	Attitude
Capt. Eliot Byers	Commander, FOB Turner	Angry, resentfully helpful
1st Lt. Bill Castro	Second in command	Angry, frustrated
2nd Lt. Erik Jacobsen	Third in command	Angry, frustrated
Sgt. Ryan Harding	Squad leader; assigned to guide and assist the Agents	Warily helpful
Sgt. Helen Moore	Supply specialist	Deeply loyal to anything that makes her job easier—and to nothing else
Sgt. Zucker Sams	Communications specialist	Curious, helpful
Spc. Douglas Booker	Medic	Warily helpful
Spc. Thomas Bryant	Driver	Warily helpful
Pvt. Samantha Boko	Guard at Ellis' hut	Warily helpful
Pvt. Cole Rosenberg	Guard at Ellis' hut	Angrily impatient; expects this to turn into a dangerous, sprawling catastrophe of a manhunt
Yasim Rahimi	Interpreter	Helpful until Kali Ghati comes up

What Is Kali Ghati?

Kali Ghati is supposedly a village in the shadow of Varjita Mountain, which is about 40 km east of FOB Turner. That's a tribal area right on the Pakistan border, well outside the small area where the Americans at FOB Turner are allowed to operate.

How Was Ellis' Mood?

Ellis was increasingly depressed and suicidal. Isolation, the dissolution of his marriage and estrangement from his son, deepening alcoholism, and steeping himself in unnatural lore all wore him down.

Who Are the People of Kali Ghati?

According to the nearby villagers of Quluj Khel, the Kali Ghati people aren't Muslim, Christian or Hindu. They worship an old dragon-god that has no name. They claim their dragon-god is older and mightier than Allah. When there's no moon they do terrible, blasphemous things before an ancient golden idol. (For the Agents in FOB Turner, the new moon was 10 days ago.) They've lived in the Black Valley longer than anyone knows. The Zunbils, an ancient people whose draconic idol they stole (Zun was a sun god related to Shiva), shunned them a thousand years ago. The Muslims of Afghanistan shun them now. Ellis speculatively identified the Kali Ghati dragon-god with fringe myth-cyles of ascended spiritual masters from prehistory.

What Did Ellis Learn from Old British Sources?

There are scans from Victorian-era British histories of the region that mention Kali Ghati in passing. One author scanned extensively, Col. Arthur Blythe-Merriweather, describes a Kali Ghati guru who explored states of consciousness that led to immortality but could be achieved only by near-death experience. The guru reportedly repeated a mantra in the "native language" of Kali Ghati, said to be unrelated to Urdu or Pashto. The reproduced pronunciation is gibberish. The author translates it as "Death awakens the sleeper." The author also said the village vanished altogether when he departed. **Occult** 40% recognizes the author as a notorious opium addict who spent years in Broadmoor Criminal Lunatic Asylum; it's not clear from the text whether he ever went anywhere near Kali Ghati, let alone spoke to the supposed guru.
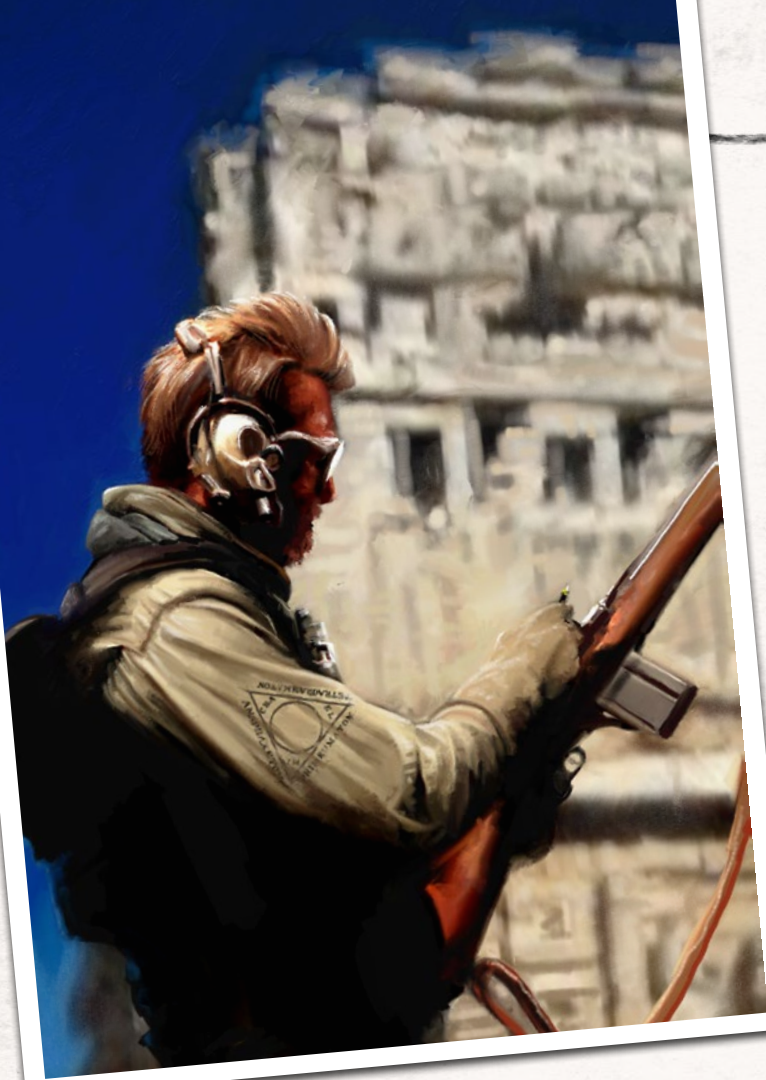
Why Did Ellis Leave the Base?

Ellis became obsessed with seeing Kali Ghati for himself. Not wanting to put anyone else at risk, he decided to go alone.

>> Clues from Ellis' Laptop

Clue	Time Required (Each)	Skill Required (Each)
First answer	1 hour	Computer Science or SIGINT 20%
Second answer	2 hours	Computer Science or SIGINT 40%, or both 20%
Third answer	3 hours	Computer Science or SIGINT 60%, or both 40%
Fourth answer	4 hours	Computer Science or SIGINT 80%, or both 60%
Fifth answer	5 hours	Computer Science or SIGINT 90%, or both 80%
Sixth answer	6 hours	Computer Science and SIGINT both 90%

>> Clues from Ellis' Notebook

Clue	Time Required (Each)	Skill Required (Each)
First answer	1 hour	Forensics and SIGINT add up to 20%
Second answer	2 hours	Forensics and SIGINT add up to 40%
Third answer	3 hours	Forensics and SIGINT add up to 60%
Fourth answer	4 hours	Forensics and SIGINT add up to 80%
Fifth answer	5 hours	Forensics and SIGINT add up to 100%
Sixth answer	6 hours	Forensics and SIGINT add up to 120%

to time. Every time the Americans meet with the Afghans, an American officer is present and one American soldier is designated as "guardian angel" to keep an eye out for ambush. The Americans dislike Afghan military culture. They say the ANA soldiers smoke hash all the time and many become sexually liberated or sexually abusive on their night off; the Americans mock it as "Man-Love Thursday."

About the Region

Patrolling the area around FOB Turner is frustrating. Inexplicable electromagnetic surges interfere with GPS and comms. Land mines dot the roads. The villages don't want anything to do with the ANA or the Americans or the Taliban. They placate all three, but expect that soon the Americans will go home and the Taliban will take over again.

About Ellis

The American soldiers all instinctively act dumb when asked about Ellis. Privately, they expect that if he wandered off it will mean danger and trouble for them. They don't feel like they owe him anything, and they don't want to be associated with anyone who fucked up that profoundly. Adjust their reactions according to the **CHARACTERS AT FOB TURNER** table on page 4.

Getting them to loosen up requires one of the following approaches.

» A friendly Agent with **CHA** 13, or 10 for an Agent of the opposite sex.
» Speaking to soldiers singly, away from officers.
» Convincing them that they're speaking anonymously or that nobody but Ellis will take the blame for this fiasco.

If the Agents manage that, they learn:

» The American soldiers all recognized Ellis was CIA. They just didn't know why he was stuck here where everything was winding down.
» Two soldiers, Spc. Bryant and Spc. Booker, talked to Ellis more—probably more than they should have. Bryant drove Ellis around the area sometimes in one of the base's old Humvees.

The Americans

The American soldiers are deeply frustrated and dispirited. Their army has spent ten years "mowing the grass," clearing up the Taliban in one area only to have them return as soon as the Americans move on. They are leaving the place barely changed from when they came. They feel like they've been fighting and dying just to help some politicians and administrators look good back home. The Taliban are just waiting for them to leave before they take over again.

Off duty, the American soldiers do anything they can to stave off boredom. They watch movies, play video games, work out, play football, talk to family over the Internet, complain about their officers, and count down the days until they cycle home.

The Americans and the ANA troops have little to do with each other outside of training. There have not been any "Green on Blue" attacks between Americans and their Afghan allies here, but they happen elsewhere from time

Bryant and Booker

Bryant and Booker are buddies. Booker treats Bryant like a kid brother. Both come from Philadelphia. They look out for each other and they are even more paranoid than the other soldiers.

Specialist Bryant is a short, skinny driver and mechanic, a grinning kid from the city. Anyone with **HUMINT** 30% or more gradually realizes Bryant is shockingly smart, amazingly quick on the uptake, but with no money or discipline for college he uses all that intelligence on videogames and cars.

Specialist Booker is a brawny medic, a high-school linebacker who quit college when his football scholarship ran out and his young wife left him. He plans to be an EMT back home.

Bryant and Booker readily say what the Agents already know, that Bryant occasionally drove Ellis around to look at the area and speak to villagers. Ellis would drive out and confirm the location of hills and valleys and roads on the maps. Bryant drove Ellis most often to a village called Quluj Khel, about an hour's drive northeast near the border.

Getting them to open up more than that needs careful handling and **Persuade** 60%, or 40% for a female Agent. Bryant and Booker are especially wary of admitting that they drank alcohol with Ellis on base. It's strictly against Army regulations. Ostentatiously ignoring signs of rule-breaking will go a long way.

Why They Fraternized With Ellis

Boredom. Sometimes they managed to cheer Ellis up.

About Kali Ghati

In his drunkest moments Ellis talked about finding Kali Ghati, the "Black Valley." He said some Afghans and old British writers said it was hidden in the mountains to the east, but it's not on any maps and most experts think it's a myth. Supposedly it lay under Varjita Mountain, which stands about 40 km north of FOB Turner. But those were just rumors. They don't think Kali Ghati is really out there. The Taliban would have destroyed it or taken it over by now.

Ellis' Interest in Kali Ghati

At first, Ellis sounded like he planned to drone-strike Kali Ghati into oblivion if he ever found it. He would never say why. Later, he said the old stories said people in Kali Ghati lived forever in perfect peace. He wanted to see it with his own eyes and was convinced the time would soon be right.

About Quluj Khel

Bryant says the Quluj Khel villagers were always friendly. He doesn't know the language so he doesn't know what they talked about, but he heard "Kali Ghati" from time to time. He got the impression that the villagers claimed they never heard of it, and that they were lying through their teeth.

Ellis' Strange Dreams

An interviewer with **HUMINT** 40% realizes Booker is holding something more back about Ellis that he doesn't want to say. The Agents can get him to open up by pressing him with a **Persuade** roll (there's a +20% bonus for a female Agent, but there's a –20% penalty if Booker knows the Agents already pushed Bryant too hard), or convincingly threatening him or Bryant with trouble for fraternizing with Ellis. If the Agents succeed, Booker describes Ellis telling him about dreams of unseen droning sounds that weren't sounds, voices that weren't voices. Clearly he was cracking up. He talked way too crazy for an Army intel officer, let alone CIA.

Ellis on Religion

An interviewer with **HUMINT** 50% realizes Bryant is holding something back that he doesn't like talking about. If an Agent makes any effort to establish a rapport with Bryant, Bryant relates a conversation he and Ellis had while drinking the last of Ellis' illegal vodka. Ellis told him that he didn't believe in God, the one God of Judeo-Christian traditions, because he knew there wasn't just one. He said we're surrounded by gods, all the time, but we never know it. He said he just wanted to see them, just once, before he died. Bryant could feel what Ellis meant, the sincerity of it, and it creeped him out.

The Afghans on Base

The ANA soldiers were sent from another province so their families wouldn't be at heightened risk from the Taliban. By American military standards the ANA are mostly amateurs who don't take their mission seriously. Corruption and drug abuse are rampant. Byers wants one of his lieutenants present any time the Agents speak to them.

Yasim Rahimi, a civilian interpreter who works for the Americans, is from a neighboring province and knows a little more about the area.

» Most of the Afghans have heard vague rumors of Kali Ghati. It's a bogeyman kind of place, the Black Valley where evil spirits live. It's certainly not Taliban, and it's not ANA. It's not on any maps. It probably doesn't really exist.

» Rahimi tries to play dumb and avoid talking Kali Ghati. If the Agents press him, they find he wants absolutely no part of looking for it. He says without evidence but with deep conviction that everyone knows Kali Ghati is cursed and blasphemous. To seek out a place like that is to tempt the wrath of God. **HUMINT** 50% notices that such a strong assertion is strange, because Rahimi doesn't otherwise seem especially religious. But the rumors of Kali Ghati chilled him. He'll go along with the Agents to investigate it only if the officers at FOB Turner order him. Once outside the FOB, he stays with the Americans at all times. The only thing he likes less than going to Kali Ghati is being left outside the FOB alone.

Quluj Khel

The nearest village to FOB Turner is Quluj Khel, home to the Quluj clan, an offshoot of a larger network of clans mostly found in northern provinces. From FOB Turner it's two or three hours' drive northeast through rough hills that are unusually sparsely populated. Like Varjita Mountain nearby, it's on the Pakistan border in tribal areas that are off-limits to the Americans.

A Drone to Varjita

If the Agents request a surveillance drone to examine Varjita Mountain, it's denied. Ellis already sent one over Varjita. An electromagnetic surge shorted out the drone a mile from base, and it was never seen again. There's no hope of finding the wreckage in the tumbled terrain. The Army won't send another. The Agents are welcome to look at the footage. It's profoundly uninformative.

If one of the Agents has the **Pilot (Drone)** skill they might have brought one their own, maybe one of the little Pumas popular among special forces. If in doubt, allow them a **Military Science (Land** or **Air)** or **Bureaucracy** roll to see if they procured one before setting out. If they send it out looking for Kali Ghati, the operator must make a 50% **Luck** roll once an hour. On the first failure to signal cuts out for good and the drone is lost. Until then, the operator can roll **Pilot (Drone)** once an hour to find what looks like a village beneath Varjita Mountain; then an Agent can roll **Navigate** to plot the course on a map.

Quluj Khel is a hillside sprawl of poor stone houses and ramshackle huts. The village elder, Zahir Quluj, welcomes the Agents and sets out tea and snacks. He and the other villagers take all the time they need to answer questions. They can also offer clues that the Agents may have overlooked back at the base.

About Americans

The villagers have had good relations with the Americans until now, and even with the ANA soldiers moving into the American base from far away. They spoke with Ellis several times, sometimes accompanied by Bryant as driver. Other soldiers have come to Quluj from time to time bringing Rahimi as translator.

About the Taliban

The villagers have never had ties to the Taliban. They're so isolated that they have little notion of belonging to a broader nation at all.

About the Disappearance

At first the villagers convincingly claim complete ignorance about Ellis' disappearance. They say Ellis seemed like a

friendly man, and he always brought gifts. They'll be sure to keep an eye out for him if he's lost.

About Kali Ghati

The villagers staunchly claim never to have heard the words "Kali Ghati." Bryant, if he's with the Agents, says that's bullshit. He heard them talk to Ellis about Kali Ghati plenty of times. The villagers say he must be mistaken and encourage him to have more tea.

An Agent with **HUMINT** at 60% (or 40% if the Agent also knows **Foreign Language (Pashtun)** at 20% or more) can tell that the villagers are lying.

HUMINT 70% (or 50% with **Pashtun**) can tell something of their mood while lying. They're not hostile or resentful. They're afraid.

Pressing Them on Kali Ghati

Pressing them further requires an **Anthropology** or **Persuade** roll. If it fails, they stubbornly deflect the questions, pretending not to understand. If it succeeds, they admit fearfully that a few of their men from time to time have joined a band of fighters who stand against Kali Ghati.

The fighters don't attack Kali Ghati directly, because only a fool would do such a thing. For one thing, the village is hard to find. A man can wander around the mountain until he starves and see nothing. Other times, the path to the evil place is plain. So the fighters keep watch. They

make sure the haunted village and its people don't spread their evil, and they keep strangers away from it.

The fighters live in hidden camps. Sometimes they come to a village to demand food and ammunition, or to recruit a new young man. Nobody in Quluj Khel has seen them in more than a year.

The villagers absolutely deny that these fighters could have abducted Ellis.

If the Agents take this news back to FOB Turner, Captain Byers begins working with the ANA commander to plan another visit to the village, this time to question the villagers harshly in order to hunt down the fighters. The Agents will be long gone by then.

The Road to Kali Ghati

If the Agents set out for Kali Ghati, Capt. Byers sends them in a 20-ton Cougar 6×6 MRAP with eight seats. It sports an M2 heavy machine gun through a hatch on top. He sends Spc. Bryant as driver and mechanic to look after the Cougar, Spc. Booker as medic, and Yasim Rahimi as interpreter if the Agents request him. The Agents can designate a team leader as commander to sit in the front passenger seat.

Byers sends a 4×4 MRAP as escort with Sgt. Ryan Harding commanding, a specialist driving, and four soldiers in the back. Byers wants all the men back. He *needs* the MRAPs back. He can't replace them. The Agents can try to tell Byers to not send the backup MRAP, but he's stubborn. It'll require a **Persuade** or **Military Science (Land)** roll at a –20% penalty.

Communications

Every member of the team has an encrypted radio so they can talk to each other without eavesdroppers understanding. The team is designated by the callsign **BEACON**. The commander is **BEACON ONE**, the deputy commander is **BEACON TWO**, the rest are **BEACON THREE, BEACON FOUR**, and so on. Encourage the players to write their callsigns on their character sheets.

The FOB soldiers have combat air support on call. The team leader has the codes. But this is a Delta Green operation. That means keep everything secret. Minimize exposure.

Every time someone tries to use a radio, he or she must make a **Luck** roll, a 50% chance. If it fails, the electronics go nuts from some bizarre electromagnetic surge. The radio is permanently fried. The first time it happens, there's a howl of feedback that warbles oddly like a voice screaming gibberish. The third time a radio dies, and each time after that, calls for a 0/1 **SAN** loss (Unnatural), with maximum of 1 **SAN** lost per Agent.

The Ambush

The Afghanistan mountain road blazes in the summer sun. They two armored vehicles are driving through a ravine that rises sharply on either side and opens into a wider hillside about one kilometer ahead. The road is isolated, stark, barren, and blazing. The vehicle smells of dust, diesel fumes, and stale sweat.

Let the Agents decide whether their vehicle is leading or following. Let them decide whether they have the hatch open and someone manning the M2 machine gun. Tell them that if they have someone up there on the gun, they may have better situational awareness but the gunner is at a little more risk.

About three hours into the four-hour drive, Kali Ghati is 5 to 10 km east. The FOB is 30 km west.

See who has the best **Alertness:** the driver, the commander in the front passenger seat, or the gunner up top with the M2 (if there is one). Whoever has the best **Alertness** can make a test at –20%. If it succeeds, he or she spots a glint of metal in the dirt road far enough ahead to sound a warning. The driver stops the vehicle and backs away. Everyone turns off radios (radios are used to trigger bombs) and scans for ambushers and other bombs. The team is being attacked; proceed as in **TURN BY TURN** (this page), but adapt it to both vehicles being intact.

If the **Alertness** test fails, there's a massive blast from a buried improvised explosive device (IED). The Agents' MRAP lurches and rolls onto its side and onto its top, tumbling the Agents inside. (Search YouTube for "IED explosion flips MRAP in Afghanistan.")

If someone was in the hatch manning the machine gun, he or she must make a **Dodge** roll to duck safely inside as the MRAP rolls. Otherwise the gunner suffers a 30% Lethality hit from being crushed. The machine gun is destroyed.

The Cougar is an armored personnel carrier built to protect the passengers from even very heavy mines. It works. As the Agents shout at each other in the darkness it sounds like nobody inside is hurt. But the upended Cougar has problems. Beneath the ringing of their ears the team can hear its engine grinding unhealthily. They can smell fuel and smoke.

Each Agent suffers a 0/1 **SAN** loss from Violence.

There are three firing ports on each side of the passenger compartment. The ports are at crazy angles, half in the dirt and half looking into the sky. Above the passenger compartment is the machine-gun hatch, blocked with the MRAP on its top. Thanks to the impact and the roll, the double doors in back are jammed shut too.

The only way out is through the crew doors in front. The team needs to take turns and it's a grindingly slow process. Equipment has spilled everywhere.

The team's escort rolls to a stop 80 meters away.

YASIM RAHIMI

Army interpreter, age 45

STR 14 **CON** 11 **DEX** 6 **INT** 15 **POW** 11 **CHA** 16

HP 13 **WP** 11 **SAN** 55 **Breaking Point** 44

SKILLS Anthropology 20%, Art (Journalism) 50%, Bureaucracy 50%, Criminology 50%, Dodge 60%, Foreign Language (English) 40%, Foreign Language (Urdu) 40%, Foreign Language (Arabic) 40%, Foreign Language (Russian) 40%, History 40%, HUMINT 60%, Persuade 50%, Stealth 50%.

ATTACKS Unarmed 40% (Damage 1D4).

NOTES Rahimi's native language is Pashtun. As long as things are calm, Rahimi is helpful and friendly. He uses American slang badly and talks about moving to New York City like his cousin. He studied to be a journalist and hopes to write about Afghanistan for the American press. But he is even more reluctant to be here than any of the soldiers. Everyone from this region has told him that Kali Ghati is blasphemous and cursed. Rahimi was never devout, but the local tribes' deep certainty infected him. He takes every opportunity to recommend forgetting Kali Ghati and going back to the base.

EQUIPMENT Tactical body armor and helmet worth 6 points of protection; hand-held radio to listen in on Taliban communications.

PERSONAL DATA

1. LAST NAME, FIRST NAM...

3. EMPLOYER

...SSION (RANK IF APPLICABLE)

...ITIAL

Spc. Thomas Bryant

Army driver, age 20

STR 8 **CON** 12 **DEX** 14 **INT** 16 **POW** 11 **CHA** 14

HP 10 **WP** 11 **SAN** 55 **Breaking Point** 44

SKILLS Alertness 70%, Athletics 40%, Craft (Mechanic) 60%, Craft (Electrician) 20%, Drive Auto 60%, Drive Heavy Machine 60%, Firearms 40%, First Aid 30%, Heavy Weapons 40%, Military Science (Infantry) 30%, Navigate 60%, Persuade 30%, Search 40%, Stealth 30%, Unarmed Combat 50%.

SPECIAL TRAINING Hand Grenades (Athletics).

ATTACKS M4 carbine 40% (Damage 1D12 or Lethality 10%).

M9 pistol 40% (Damage 1D10).

M67 hand grenade 40% (Lethality 15%).

M9 bayonet 30% (Damage 1D6–1).

Unarmed 50% (Damage 1D4–2).

NOTES Bryant is a scrawny, acerbic kid from downtown Philadelphia, surprisingly smart but deeply, deeply lazy. He is not at all happy to be here. He's looking forward to going home as soon as they finish handing over the FOB to the Afghan National Army. He has no interest in adventuring down IED Alley. As soon as the ambush winds down, he is all for turning around and hiking back to the FOB. Bryant is very sharp and follows orders pretty well but is primarily interested in survival. If he comes under fire he takes cover and keeps his head down unless motivated by an Agent with a persuasive argument and a CHA test.

EQUIPMENT M4 carbine, M9 bayonet, Beretta M9 pistol, six M67 hand grenades, six spare M4 magazines, and two spare pistol magazines; tactical body armor and helmet worth 6 points of protection.

Spc. Douglas Booker

Army medic, age 24

STR 16 **CON** 14 **DEX** 15 **INT** 14 **POW** 13 **CHA** 13

HP 15 **WP** 13 **SAN** 65 **Breaking Point** 52

SKILLS Alertness 50%, Athletics 60%, Dodge 40%, Drive Auto 40%, Firearms 40%, First Aid 50%, Foreign Language (Pashto) 20%, Heavy Weapons 40%, Medicine 40%, Military Science (Infantry) 30%, Navigate 40%, Persuade 30%, Pharmacy 40%, Psychotherapy 30%, Science (Biology) 20%, Search 60%, Unarmed Combat 60%.

SPECIAL TRAINING Hand Grenades (Athletics).

ATTACKS M4 carbine 40% (Damage 1D12 or Lethality 10%).
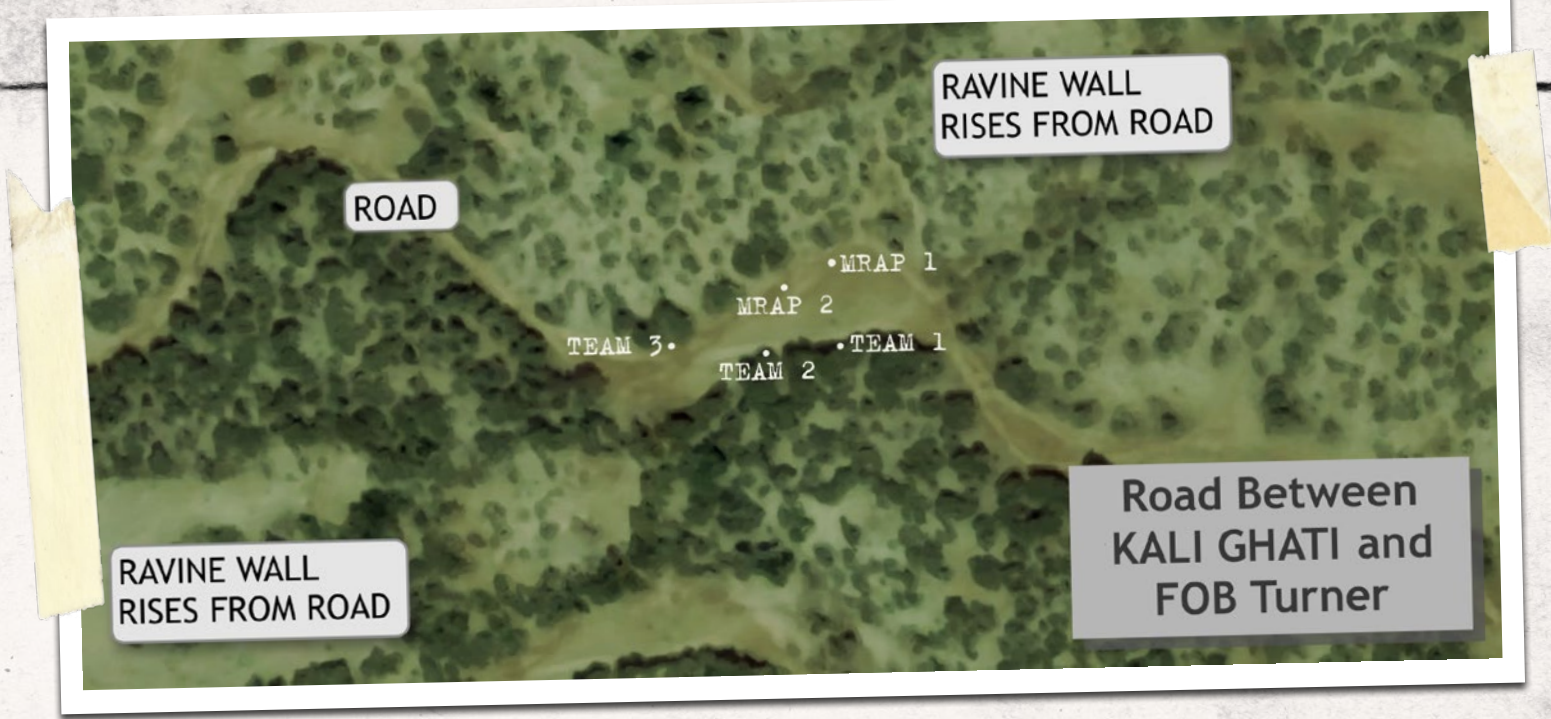
M9 pistol 40% (Damage 1D10).

M67 hand grenade 60% (Lethality 15%).

M9 bayonet 30% (Damage 1D6+1).

Unarmed 60% (Damage 1D4).

NOTES Booker's no happier about the situation than Bryant. But he does his best to keep people alive. Booker was a football star in college, but quit when the scholarship ran out and his wife left him. He's good-looking and friendly, dependable, and he looks out for people. But he has a surprising mean streak when he gets angry.

EQUIPMENT M4 carbine, M9 bayonet, Beretta M9 pistol, six M67 hand grenades, six spare M4 magazines, and two spare pistol magazines; tactical body armor and helmet worth 6 points of protection; medic's bag.

RAVINE WALL
RISES FROM ROAD

ROAD

•MRAP 1

MRAP 2

TEAM 3•   •TEAM 1

TEAM 2

Road Between
KALI GHATI and
FOB Turner

RAVINE WALL
RISES FROM ROAD

Turn by Turn

Here we assume the Agents were in the second MRAP and it got flipped by the bomb. Adjust the details as necessary.

The first few turns pass with the other MRAP slowing to a stop and looking for targets. The team in the overturned MRAP gets their bearings and begins to fear the combined smells of gasoline fumes and smoke.

The MRAP's hull provides 20 points of armor, but that should comfort no one. Tell the players explicitly that SOP is clear: *Get the fuck out of the vehicle before rockets start pouring in.*

The driver and team leader can awkwardly shove the heavy front doors open and crawl out. They'll be leaving their rucksacks behind unless they feel like they have the luxury to start handing them out from inside.

During the action, players with noncombatant Agents can play American soldiers if they like.

TURNS 1–4: In each combat turn there's time for two Agents to crawl out of the wreck. Instead of leaving, one can attempt a STR or DEX test to hand out a rucksack full of equipment (including water!) or to find and hand out a first aid kit. If the test fails, the Agent is hung up or stumbles. Nobody can get through the door until he or she moves.

Once out of the wreck, an Agent can look around from behind the cover of the MRAP, ready a weapon, or run over to rocks beside the road about 10 meters away on either side. The rocks give 10 points of armor.

If an Agent pauses to look around, a **Military Science (Land)** roll predicts the most likely locations of ambushers. The players must choose who makes the roll—which one they're going to listen to. If other Agents with **Military Science** are also scanning, that gives a +20% bonus. If the **Military Science** test succeeds, the spotter can point out suspected rocks and gaps. If it fails, the Agents and NPCs are looking in the wrong places.

If it succeeds, in the next turn every Agent who paused to watch those spots can attempt an **Alertness** test. The first success spots a fighter hiding in rocks at the top of the ravine, about 150 meters away. A second success spots yet another about 50 meters from the first. The third success spots another in rocks at the side of the road, 100 meters behind the Cougar. Three groups of foes are attacking. If a group goes unnoticed, each Agent who is outside and on watch, rather than attacking or otherwise focusing on something difficult, can roll **Alertness** again to spot its movement.

The fighters in each group usually stay five to ten meters apart. A hit with a Kill Radius of 5 meters typically affects one of them. A 10-meter Kill Radius affects two or three.

The ambushers on the road leapfrog from rock to rock. Watchful Agents can see them getting closer, wild-eyed and screaming. As a broad average the group moves about 10 meters per turn. As a rule of thumb, three fighters on the road shoot in a given turn. But their goal is not really to close in and kill the Americans

on the ground, just to distract them while the RPGs take aim from the ridge.

Three soldiers disembark from the other MRAP. Its driver pulls it behind low rocks for partial cover. Its commander tries to use the radio with no luck.

TURN 5: The ambushers open fire to distract or suppress the Americans. From the ridge comes the rattle of two AK-47s firing and the more rapid bursts of a PK machine gun, concentrating on the lead MRAP. In a given turn, one ambusher from each team is attacking and the others are taking cover or reloading.

The fighters in the ravine by the roadside close in, leapfrogging from rock to rock for cover.

Starting this turn, at the end of every turn one of the Agents must make a **Luck** roll, a 50% chance. If it fumbles, the fire in the overturned MRAP reaches its fuel tanks and explodes. That kills anyone inside it and does 20% Lethality in a 10-meter radius.

TURN 6: The M2 atop the other MRAP thumps heavily, returning fire. Don't bother rolling for it or the fighters attacking it. Just describe their action as you like. Roll dice only for the Agents and their own attackers. The fighters in

the ravine continue to close in. In any given turn, three fire to suppress the Americans while the other three move up.

On the ridge, the fighters who bear rocket-propelled grenade launchers take aim at the other MRAP. An Agent who is specifically watching and taking stock rather than attacking, or who is attacking targets on the ridge, or who succeeded at **Military Science** earlier, can spot the RPGs with an **Alertness** test before acting and point them out to others. The fighters aiming RPGs don't have the benefit of cover.

TURN 7: Unless the Agents dealt with the fighters who have RPGs, there's the *whoof* of rocket-propelled grenades firing from the ridge at the other MRAP. Roll for these. They spent last turn aiming (+20%) and their target is large (+20%) but it has partial cover requiring a called shot (–20%), so each has a 50% chance to hit.

The first hit damages the MRAP with an ugly *crump* sound. The M2 gunner suffers 30% Lethality from the blast. A second hit disables the MRAP and does blast damage to the gunner again, and to the driver and commander inside. A third hit destroys the MRAP in an explosion of black smoke and igniting fuel and kills everyone inside. Seeing comrades suffer like that triggers a 0/1 **SAN** loss from Helplessness, or 0/1D4 if three or more rockets hit. NPC soldiers who see it scream in shock.

TURN 8+: The fighters' goal is to leave the Americans stranded on foot. If they succeed, they all attempt to break contact and retreat. They expect the stranded Americans to retreat back to the base rather than continuing on to Kali Ghati.

The Fighters

There are seven ambushers, all men from villages around the region. They act in three teams: two teams on the ridge and a larger team on the road, closing in from behind.

>> Ambush Team 1 (RPG Team, North)

Name	HP	Weapons
Farah Nagi (leader)	10	RPG-7, spare rocket, AK-47, 3 grenades
Alim Sattari	10	AK-47, 2 RPG rockets, 3 grenades

>> Ambush Team 2 (Machine Gun Team, South)

Name	HP	Weapons
Abdul Abdullah (leader)	10	AK-47, box of machine-gun ammo, 3 grenades
Mu'taskim Sherkhanzai	10	PK machine gun, 3 grenades

>> Ambush Team 3 (Assault Team, Road)

Name	HP	Weapons
Anass Wahidi (leader)	10	AK-47, 3 grenades
Fariad Gulzar	10	AK-47, RPG rocket, 3 grenades
Jawid Durani	10	RPG-7, spare rocket, AK-47, 3 grenades

AFGHAN FIGHTERS' SKILLS Drive Auto 30%, Firearms 30%, Heavy Weapons 30%, Persuade 30%, Ride 30%, Stealth 40%, Survival 50%, Unarmed Combat 40%

>> Weapon Stats

Weapon	Base Range	Ammo	Damage	Armor Piercing	Lethality	Kill Radius
M2 HMG	400 m.	200 (belt)	n/a	5	20%	3 m.
M4 carbine	100 m.*	30	1D12 if not on full auto	3	10% if on full auto	1, 2, or 3 m. if on full auto
The M4 carbine is equipped with an advanced combat optical gunsight. This allows a +20% bonus to hit if the shooter has taken no damage since his or her last action, and doubles an attack's base range if the shooter spent the previous turn taking the Aim action.						
M9 bayonet	n/a	n/a	1D6 (1D8 if fixed)	3	n/a	n/a
M249 SAW	200 m.	200 (belt)	n/a	3	10%	3 m.
M203 GL	150 m.	1	n/a	0	15%	10 m.
Hand grenade	20 m.	n/a	n/a	0	15%	10 m.
M9 pistol	15 m.	15	1D10	0	n/a	n/a
PK machine gun	300 m.	200 (belt)	n/a	3	15%	3 m.
AK-47 assault rifle	100 m.	30	1D12	3	10% if on full auto	1, 2 or 3 m. if on full auto
RPG-7	200 m.	1	n/a	20*	30%	10 m.
The RPG-7's Armor Piercing value applies to a direct hit only, not to targets in its Kill Radius.						

These fighters are desperate to keep the Americans out of Kali Ghati. All are adapted to Violence. They often ignore suppression. Any Agent with **HUMINT** at 30% or higher finds their fanaticism surprising.

But they're only human. If two teams are wiped out, the survivors hunker down in fear and then retreat the next turn.

Now What?

One of the MRAPs may be fucked, or maybe both. The FOB will need to come out with other MRAPs to tow the wreck home. Barring that, SOP says to remove all communications gear and sensitive electronics and destroy the interiors with thermite charges. Either way, Byers is not likely to loan another one. (If the Agents take that route, it takes a **Persuade** test at –20% to convince Byers that risking yet another MRAP is "reasonable assistance".)

But those are all problems for later. Radio, satphone and GPS signals are a mess. The electronics are prone to frying for no reason. The team reported in for the patrol log not long ago, but it'll be hours before a new patrol comes looking.

They can go on to their objective and complete the mission or go back to the FOB. Kali Ghati is about 10 km away. The FOB is 30 km the other direction.

On foot they can average about 3 km per hour on the road, or 2 km per hour with wounded. Or they could leave the road and go the hills to reduce the chance of another encounter, but that will at least double the travel time.

If the second MRAP is still functional, they can probably reach Kali Ghati in another hour or so, assuming there's a clear path when they get close. (If it took only one RPG hit, the Agents or soldiers can get it working with a **Craft** (**Mechanic**) roll.)

Every Agent knows what Delta Green would say: *Finish the mission before things get any worse.*

As they decide, they can deal with casualties, talk to their escorts, and interrogate captives.

Sundown is at 1900. Keep track of the hours. The drive from the FOB to Varjita Mountain was expected to take four hours. The ambush struck three hours in. Interviewing captives takes an hour. During that hour, Booker or an Agent can make **First Aid** tests to treat the wounded.

In the heat and carrying armor and gear, each Agent must roll **Survival**. Exhaustion sets in after half CON in hours if the Agent's **Survival** test succeeds, or a quarter CON in hours if it fails. Round up at 0.5.

The Troops

Bryant and Booker yell at the Agents for making them and all their dead friends leave the FOB and get ambushed again so close to the end of their tour. The soldiers are angry, afraid, and grieving. Deep down, though, Booker still wants to bring Ellis home. Bryant is far more interested in remaining in one piece: "Ellis went that way, right up IED Alley. I'm done with him." But he stays with his buddy.

Captives

If the Agents interrogate a captive Afghan fighter—perhaps between dying gasps from a horrible abdominal wound—he warns them away from Kali Ghati. That's why his people attacked the earlier patrol. These fighter are not Taliban; they're men from villages in the region who know that Kali Ghati is cursed. And it's a curse like poison—it spreads. It will spread to the Americans if they go there.

The captives admit woefully that they spent their entire local force on the ambush. There won't be more insurgents coming unless the nearest Taliban heard of the trouble and come to investigate.

The captives urge the Americans to shun Kali Ghati. If their foolish soldier went there, let him suffer whatever awful things those pagans do to strangers.

Interrogating the captives for intelligence on the Taliban or other insurgents takes hours because the captives don't want to share that information. Whatever information they provide may interest Captain Byers back at the FOB, but doesn't pertain to this mission.

Varjita Mountain

Do they approach the Black Valley on tracks through the hills or along the road? The road is faster but more dangerous. Where there's one IED, there's usually another.

If the Agents insist on waiting for help from the FOB or from air support despite comms being down, it turns out the captives were wrong. The Agents spot a swarm of machine-gun-mounted pickup trucks approaching on the goat tracks: Taliban fighters came to the area after hearing about the earlier attack and are investigating smoke from the ambush. Time to move.

The Agents' GPS and even their compasses sporadically give them trouble. The compass needle sometimes claims that "east" is on the wrong side of the morning sun. Electronics warble and surge and spark.

If they follow the road on foot, they find a path up Varjita Mountain in 1D4+1 hours, or 2D4 if they're

carrying casualties. (Or do they leave the casualties with the wrecks to be picked up by a later patrol or the Taliban?) If they plotted the village's location on a map using a drone in the section **A DRONE OVER VARJITA,** halve the times.

In an MRAP it takes only an hour to reach the path up Varjita. But the vehicle's commander must make a **Luck** roll, a 50% chance. If it fails, the vehicle hits another damned mine. Everyone inside suffers 1D10 damage; their body armor protects them. The vehicle is demolished. This time, there's no follow-up ambush.

If on foot, they might leave the road and go into the hills following goat trails to avoid another ambush. The team leader must roll a **Navigate** test every 1D4+2 hours to stay on track, or every 2D4 hours if carrying casualties. There's a +20% bonus if another Agent with **Navigate** at 40% or better double-checks the leader's work. If it succeeds, the navigator realizes that his or her sense of direction is being screwy. The sun is right over there; it's morning; that should give you some idea of east. But it's hard to stay going the right direction. Each **Navigate** test that fails consumes those hours without progress and brings them that much closer to exhaustion. Resolve this wandering quickly at the table; use it play up the Agents' increasing desperation, thirst, and fatigue as the long hours pass and they come nearer to Kali Ghati.

In the Black Valley

From the hills or the road, the path up and beyond the mountain is a steep climb up huge rocks among weeds and scrubby grass. It doesn't call for a roll unless someone is badly encumbered—for example, by carrying a casualty. In that case, it requires an **Athletics** test. Failure means a tumble for 1D6 damage. Armor doesn't reduce that damage.

Over this spur of the mountain, the path leads into a valley. A small village squats at the far end, two kilometers away, in the shadow of limestone cliffs: Kali Ghati.

Not long after the team enters the valley, Agents notice changes in the plant life. The grasses and bushes are ugly and diseased-looking. An Agent with **Science (Biology)** at 40% or better recognizes that they're suffering from some subtle fungal ailment. The team can take samples,

WHAT IF THE AGENTS QUIT?

That's always a risk when Delta Green operations go bad. Who could blame the Agents for wanting to leave Ellis to his own devices?

Delta Green, that's who. If the Agents quit the mission, they each individually have a long and unpleasant debriefing with their control officer. Delta Green has a mission that's life or death for humanity; it needs Agents who are willing to put everything on the line for that mission, even when they don't understand or don't like their orders. And so on. Most likely, this results in the Agents being dumped from the program with dire reminders to never say a word about it to anyone. Whether Delta Green comes back to the former Agents later is up to you.

Getting kicked out of the official Delta Green program may earn an Agent a recruitment pass from some rival conspiracy.

but needs a lab to discern details. (The fungus, it turns out, is utterly unrecognizable, built on a structure other than DNA, and quite impossible. Studying it and learning that, perhaps as a pursuit between missions, costs the researcher 1 **SAN** from the Unnatural. It's a fantastic scientific discovery if the Agent cares to publicize it. Surely Delta Green won't mind, right?)

It's unsettlingly quiet in the valley, silent most of the time. But occasionally, a wail that's either ecstatic or despairing comes crying from the direction of the village and slowly dwindles.

If the Agents or their scouts settle in somewhere hidden to watch and observe, time passes quietly. The village at the far end of the valley is ancient and decaying. Wooden buildings with mud mortar slowly rot in the shadows of the cliffs. Sickly goats wander in and out of rickety pens. No trouble awaits the intruders in the valley or the village.

The Village

Approaching the village the Agents smell an odor of mold and rot and lye.

Letters are carved around every crumbling doorframe. Anyone with 20% or more in **Foreign Language (Hindi)**

or (**Urdu**) recognizes it as an old, debased form of Hindi. Anyone with 40% or more can read the letters. They describe an ancient priest who has lived under the ground forever and knows the ways of the stars and all the worlds and the future.

Again they hear the long wail. Pursuing it they find a withered villager in the grip of ecstatic delirium, supposedly communing with unseen spirits.

But most of the villagers welcome the newcomers openly and with smiles. They speak an ancient dialect of Urdu, heavy with Hindi phrases. As far as they're concerned this is a friendly visit—grounds for a "shura," a tribal meeting. It's a tradition common in the region.

The Agents see no children. There are fewer than a dozen, all kept behind locked doors. The people of Kali Ghati have living, healthy children very rarely.

In the middle of the village is a little temple. Inside, worn with countless years, an ancient golden statue of a dragon with ruby eyes sits on a pedestal. Anyone with a **History** skill of 60% or more—or anyone who has both **History** and **Urdu** at 40%—recognizes the ancient sun-god Zun.

The village leader is an ancient woman named Badaa Bahan. Anyone who speaks **Urdu** or **Hindi** at 20% or higher recognizes the name as meaning "Elder Sister." It might be an honorific, but she says she has no other name. She offers green tea outside her house, in sight of the temple, and answers questions willingly.

About Ellis

The villagers recognize Ellis from a photo or description. They say he came to Kali Ghati a couple of days ago. He was dehydrated and sick, and seemed lost, but said he came seeking wisdom. They took him up the hillside into the temple to recover.

About the Taliban

The villagers' word for the Taliban, other Afghan outsiders, and Americans alike is "Navaganatuk," meaning "newcomer." They say the big Navaganatuk (the Americans) sometimes fight the hairy Navaganatuk (the Taliban or other Afghans). They don't know why.

About the Carvings

The villagers say they revere a sleeping god who is also a servant of higher masters. He lives in the temple on the cliff. He has no name, so they call him Baabaajaan, "revered old man." His masters are themselves but priests of forgotten gods greater still. When all the great priests fully awake, they can teach their lowly human followers the names and ways of the true gods of the universe.

About the Idol

If the Agents ask whether the golden dragon represents Zun, that strikes the villagers as immensely funny. "That young god!" Badaa Bahan calls Zun, whose worship died a thousand years ago. The idol may have been made to

KALI GHATI Village — STORAGE — WAGON — WELL — LITTLE TEMPLE with GOLDEN STATUE — POORER FAMILY HOUSES — HEADWOMAN'S FAMILY HOUSES — STORAGE

look like Zun, but they have kept it as a sign of their own god-priest, master of the air and the earth. Their god-priest lives in the temple on the cliff. That's where they took the other Americans for healing and for wisdom.

Threatening the Villagers

If the Agents threaten the villagers or interrogate them more forcefully, they don't get more coherent. The strongest emotions, fear and pain and joy and rage, are all one to them and send them into singing reveries.

Are These People Crazy?

An Agent who looks for signs of insanity and makes a **Psychotherapy** roll finds it in spades.

Closer Questioning

Taking the time to question the villagers more closely yields interesting results.

Is Ellis Still Alive?

"Yes. He is with Baabaajaan. So are we. So are you. We all will live forever with Baabaajaan."

Is There Really a God-Priest in the Temple?

Of course. "Baabaajaan has been there since the world was young. He will be there to help us see the light of reality when all the gods wake up."

What Specifically Is the 'God-Priest'?

"Baabaajaan is light and darkness. Earth and water. Wind and fire. Time and timelessness. Life and death. The great dragon of truth." (Any of the villagers can go on like this for hours.)

What Will Happen If We Go Into the Temple?

"Perhaps you will share the glory and wisdom of Baabaajaan. Or perhaps you will find only the healing of silent contemplation."

What Will Happen If We Kill All You Evil Cultists Here and Now?

"We will live forever in the bosom of Baabaajaan." (The villagers seem enthusiastic about that.)

What Is the Meaning of "Death Awakens the Sleeper"?

"Most of us are asleep even when awake! Baabaajaan teaches that only the most important, sometimes frightening events wake us up and make us truly alive." (**HUMINT** 60% can tell that's not the whole story, but nothing can get more of it out of them.)

What to Do Next

If the Agents need any prodding, any remaining troops from the FOB insist on bringing Ellis out of the cliff-top temple. If any Agents refuse to go in, let the players take the roles of the poor NPCs going underground in their stead. Or see page 16 for **WHAT IF THE AGENTS QUIT?**

If the Agents or their allies are hurt or exhausted, the villagers happily give them a house to rest and plenty of foul-tasting food and tea for refreshment.

If the Agents ask to go to the temple, the villagers agree willingly. They send a sturdy man for each Agent to help with the difficult climb.

On the Cliffs

The entrance to the temple sits on a height of limestone cliffs overlooking the valley. Reaching the top takes two hours on a treacherous path.

It doesn't require a roll unless the Agents are wearing body armor and carrying weapons while climbing and refused to let the villagers send two men each to help them climb. In that case, each Agent must make an **Athletics** test. Failure leaves the Agent exhausted. Fumbling a test means

CLOSE AIR SUPPORT

The Agents may want to just call in an air strike as soon as they lay eyes on Kali Ghati. But even if their comms are not all be fried due to interference, their Delta Green control officer won't hear of it. The Agents are there to bring Ellis back or confirm his death. Delta Green will not bomb a village just because the Agents are spooked.

slipping. The Agent can attempt a **DEX** test to catch the rocks. Failing that means a fall of 1D10×3 meters onto rocks.

At the top of the climb, a peak overlooks the village on one side and the sprawling mountainside on the other. It's airy and starkly beautiful, a dizzying emptiness of sky all around contrasting with the dark hidden valley of the village below.

The "temple" entrance is an uneven crack in the limestone about two meters across and six high. A **Science (Geology)** skill of 30% or better recognizes that it formed naturally in a tectonic movement long ago. Ancient Hindu statues stand broken and defaced. The villagers say they have always been that way.

Beyond the threshold, human-scale steps have been carved roughly by hand over countless years. They descend between sheer walls of uncarved stone, unevenly, farther and farther. Light from above is soon lost.

After descending for a while, one of the Agents realizes that the quality of the stone on either side has changed. The stone is no longer limestone sheared apart in some unknown convulsion of the earth. It's a strange, unknown, green-black substance. A **Science (Geology)** skill of 50% or better reveals, disturbingly, it's a substance not known to geology. The limestone had been the ocean floor in the Mesozoic or Paleozoic eras. This black stone is not bedrock. It's cold and damp to the touch and seems to leave naked fingers dry as if it sucked the oil from the surface of skin. All of that costs 1D4 **SAN** (Unnatural) from the geologist and 0/1D4 from anyone he or she tells. Losing zero **SAN** probably means denial; surely the "expert" is wrong.

The first seam the Agents spot in the black stone might be construed as a crack. The next, and then a joining of two, clearly mean they were constructed. But how? The blocks are vast; they must weigh a hundred tons each, impossibly deep beneath the cliffs. That's another 0/1D4 **SAN** loss (Unnatural). In some forgotten epoch they must have shifted in the convulsions of the earth and revealed the gap that became this stairway.

TYPICAL VILLAGE GUIDE

Likely names: Abdul, Azhar, Bilal, Ghulam, Javed, and Shahid

STR 12 **CON** 14 **DEX** 13 **INT** 9 **POW** 9 **CHA** 9

HP 13 **WP** 9 **SAN** 0 **Breaking Point** n/a

SKILLS Alertness 50%, Athletics 60%, Dodge 40%, Melee Weapon 50%, Navigate 60%, Stealth 60%, Survival 60%, Unarmed Combat 50%.

ATTACKS Hatchet 50% (Damage 1D6+1).

Long knife 50% (Damage 1D6, AP 3).

Unarmed 50% (Damage 1D4−1).

The Guides

At the top of the stairs, the guides from the village prepare a camp and say they will wait for the visitors to return. If a player specifically says an Agent is watching the villagers closely, the player can make a **HUMINT** roll to sense that the villagers are up to something. There's a barely subdued, excited sense of expectation or anticipation about them.

If the Agents leave guards with them, the villagers do not object.

After a long while, about when the Agents who went below are at the bottom of the stairs, their guides from the village set out down the stairs after them. If the Agents left guards, the guides try to ambush them, pin them down, and cut their throats.

If the Agents refused to allow guides to come with them and left guards behind, a gang of villagers attempts to sneak up on them. Make an opposed test of the guards' best **Alertness** against the villagers' **Stealth** to avoid surprise.

The Shunned Temple

When the stairs end at last, the Agents find themselves in a vast chamber, one of many. The walls and floor are shaped in vast curving, spiking designs that seem to fold into each other in bizarre ways that hurt the eye and mind. Anyone who succeeds at any **Art** skill test while pondering these designs loses 1/1D4 **SAN** (Unnatural).

Anyone using night-vision goggles notices baffling patterns in the green-black rock that are invisible to flashlights and the naked eye; the stone reflects differently in infrared. A **History** or visual **Art** skill of 50% or better discerns symbology: stars flaring to supernova, and living things of uncertain form and size flying between them; the passage of epochs of time; the Earth itself, its continents merged into one. An **Unnatural** skill of 15% or better recognizes elements of the absurd myth-cycles of forgotten Xoth, a far-off star said to be home to alien beings who came to Earth when life as we know it was primitive.

If an Agent narrates these discoveries, companions notice his or her voice growing breathless, captivated by a sense of awe, excitement and hunger. The speaker unwittingly glories in the conquests of the mythic winged things from the stars. Bringing this to the breathless Agent's attention costs that Agent 0/1D4 **SAN** from Helplessness.

Openings 30 meters tall lead from one chamber to the next. Huge stone protrusions and shapes defy meaning. Proportions are wrong, as are the angles of the floor and walls. Approaching a great gaping doorway, an Agent instead finds himself touching a wall that should have been far to the right. **SAN** loss (Unnatural): 0/1.

The air is thick with smells of acid, mold and rot.

Ellis Sings

As they explore, the Agents hear the voice of Ellis, the missing man, farther onward, screaming. If they come closer they realize his voice is singing, but it's terribly cracked from strain or misuse.

They find him in a huge chamber. Ellis kneels in darkness—he is nude and has no light with which to see—before an angular black stone slab high as a barn. Atop the slab lies a Shape. Each Agent must roll **Alertness**. Failure means the Agent's eyes stay on Ellis and avoid focusing upward, at least for now. Success sees what's there.

It's vast as a hill. Bulging scaly flesh seems alternately grey-black-green streaked with white veins or the other way around in a polypus riot of pulsing slime. Anyone viewing it in infrared sees hints of its bulk that seem to overlap with what can be seen with the naked eye and that fade into nothingness along impossible curves and angles. The **SAN** loss (Unnatural) is 1/1D10.

Lost in madness, Ellis tries to awaken the thing which lies before him. If the Agents take the time to talk, Ellis stops singing and turns. He says that when the villagers brought him here the Sleeper awakened for a moment, only a moment, enough to touch Ellis' mind. He exulted helplessly, fascinated, horrified, rejoicing. The shape soon stilled and slumbered again. The villagers left him here, recognizing him as one of their own. He's been trying to awaken the Sleeper ever since.

It requires no skill to see his insanity. He holds an ancient knife. His body is covered in bloody cuts from it.

"Blood will awaken Him," he croaks, dizzy with relief. He staggers toward the Agents, meaning to sacrifice the nearest for another touch of his god's mind.

In the second combat turn, the villagers who stalked them make their appearance unless the Agents left guards who stopped them. The villagers shout and revel in murderous joy. If anyone dies they are ecstatic, but they want to make sure the strangers die first.

» When one human being dies here, the Shape stirs. A flap unfolds like a claw or a wing. Everyone notices this in a moment of unwilling silent awe.
» When a second human being dies here, thirteen glistening green eyes open. Then, to those with ears to hear, it speaks.

The God-Priest Speaks

The god-priest was already catatonic, the stars not being right, when its city and temple and tomb collapsed in an upheaval of the earth long before dinosaurs or trees evolved. It has only occasionally stirred in the aeons since.

The presence of the god-priest exerts a strange force on the region. Worshippers built Kali Ghati to be near it, to feel the touch of its impossible thoughts. Over millennia they became as entangled with its dreams as with the Earth that bore them. Often they live in other dimensions, other versions of reality. When the stars come right, the god-priest becomes more real to our own world, its thoughts more alert, and Kali Ghati can be found. In recent weeks it has begun to stir. Tim Ellis sensed its thoughts, sought Kali Ghati, and found it ready for him.

When the god-priest speaks, each Agent must make a **SAN** test. Overly sensitive Agents are worst off. There's a

TIM ELLIS

Lost to the darkness

STR 12 **CON** 15 **DEX** 11 **INT** 15 **POW** 9 **CHA** 12

HP 14 **WP** 9 **SAN** 0 **Breaking Point** n/a

SKILLS Alertness 60%, Athletics 50%, Firearms 40%, Melee Weapon 50%, Stealth 60%, Unarmed Combat 60%.

ATTACKS Long knife 50% (Damage 1D6, AP 3). Unarmed 60% (Damage 1D4–1).

–20% penalty for having an **INT** of 17 or better or having **Art, Occult** or **Psychotherapy** at 60% or better.

If the **SAN** roll succeeds, the Agent feels only a creeping subliminal dread subsumed in the abject horror that confronts the other senses. **SAN** loss (Unnatural) is 1D6, or 1D8 if viewing it in infrared.

If the **SAN** roll fails, the character is overwhelmed by a psychic "shout" emanating from the Shape. It can only be approximated as a voice shouting or babbling what should be nonsense if it were a voice—yet it is clearly filled with utterly alien meaning. **SAN** loss (Unnatural) is 1D10.

Insanity strikes the Agents in different ways. At least one is overcome in an epileptic fit as electrical signals in the brain surge spasmodically. Another attacks his or her nearest comrade with bare hands, desperate to hold down and devour this person.

During all this, the electronics in night vision devices and even the wiring in flashlights spark and snap in something like an electromagnetic pulse. Each Agent must make a **Luck** roll. If it fails, the Agent's light source is ruined.

What the Agents see as a creature is only the aspects of it perceptible to our dimensions. They have no weapons that can truly harm it. An attack with Lethality of at least 40% and a Kill Radius of at least 10 meters causes part of it to explode into mist and slimy fragments which nevertheless cohere, slowly regathering together. The rest of the god-priest shambles away, distracted. Within an hour it will be back to normal.

Those who don't collapse can attempt to flee. Reaching the surface requires three **INT** tests to find the way out. Roll the **INT** tests in a series of turns. Each turn, the half-awakened Shape pursues, stumbling and slavering. At the end of each turn, each Agent who passed the initial **SAN** test loses 1/1D4 **SAN** (Unnatural); each who failed is more acutely attuned and loses 1/1D6.

> » **FIRST INT SUCCESS:** Making progress, stumbling through the blackness.
> » **SECOND INT SUCCESS:** What is this shape of stone? Is it familiar?
> » **THIRD INT SUCCESS:** The stairs! Climb to the light!

In each turn, each Agent who failed the **INT** test must also make an **Athletics** test. Failure means stumbling in

fatigue or in vertigo as the floor seems to suddenly be a wall or ceiling. Whoever fumbles or fails with the highest roll smells and hears the thing come up and tastes its acidic fume in the air. The victim gets one **Dodge** test to scramble away and survive another turn. If that fails, the victim dies, overwhelmed by massive claws and a mouth too horrible to contemplate.

The Shape won't depart its temple. Fugitives who reach the stairs are safe—from the monster, that is. They can hear the shrieks of chaos from the village. If they climb down there, see the rules in **ON THE CLIFFS**, page 18. Chaos and blood await them.

Black Mountain Side

If the Agents on the heights try to climb down the other side of the mountain to avoid going back into the Black Valley, each must attempt an **Athletics** test. Failure means taking 1D6 damage in a tumble or a fall in the uneven, crumbling rocks. A fumble means 2D6 damage. It takes 1D6 hours to reach safe ground where they can start looking for the road home.

Ravening for Delight

Did any Agents stay in the village while others climbed the cliffs and went underground?

When and if the God-Priest awakens, each Agent and non-villager NPC above ground must make a **SAN** test or psychically "hear" the awakening god-priest's awful shout. The same penalties apply for **INT** 17 and for **Art, Occult,** or **Psychotherapy** 60%, but there's a +40% bonus because the signal is blocked by the solid earth and only "echoes" out of the temple's doorway. If the test fails, the character senses the Shape's ravings and loses 1D10 **SAN**.

And in that moment, the village suddenly rises against them with shocking savagery, consumed by the spirit of their stirring god-priest and ravening for the delight of slaughter.

The villagers ignore any Agents who were overcome with insanity by the alien thoughts of the god-priest. After all, those might join them in serving it. The villagers attack the rest. To get around body armor, they try to grapple and pin their victims so others can hack or strangle them.

Don't track individual villagers' wounds. As a rule of thumb, any insane villager drops when hit for 5 or more points of damage. Otherwise, the attack hurts a villager but another takes his or her place. With their god-priest awake, the villagers are immune to fear and cannot be suppressed by Lethality, only killed or crippled by it. Remember the **SAN** costs of combat.

First, the Agents are attacked by the 3D6 nearest villagers. The nearest villagers may have been giving them food and water or otherwise helping, but suddenly a mad fury seizes them. The rest of the village screams and howls incoherently outside. Then the villagers remember the Agents and come for them. There are about a hundred villagers, all suddenly murderous.

Flight

Agents in the village must move about 50 meters between the hovels to reach the fields outside.

One of the Agents can roll **Military Science (Land)** at the beginning of each turn to predict where the mad villagers are likeliest to come from and guide the Agents away. The roll doesn't count as the Agent's action. If it succeeds, the Agents can move safely that turn. Otherwise 1D4 villagers spot the Agents from 3D6 meters away and attack.

Once out of the village, the Agents can stop in the open ground if they want and set up a firing position. Every turn after this point, another 1D6 villagers rush at them. They bunch together carelessly and are easy fodder for heavy weapons.

Siege

If the Agents fortify a house and defend it, that limits access by the villagers, but also limits the Agents' fields of fire. Each turn, 1D4 villagers break, climb, or crawl through. If the Agents fortified the house with an appropriate **Craft** skill, they can roll **Craft** each turn; if it succeeds, that section holds and no villagers break through.

With ingenuity and a second successful **Craft** test, the Agents might knock down beams and build stout enough barricades to block access altogether.

In an hour, the Shape in the mountain returns to its slumber and its thoughts fade from the minds of its surviving worshippers, leaving them to collapse in utter exhaustion. Then, the trail out is safe.

Typical Villager

Nameless and insane

STR 9 **CON** 10 **DEX** 10 **INT** 10 **POW** 11 **CHA** 10

HP 10 **WP** 11 **SAN** 0 **Breaking Point** n/a

SKILLS Alertness 30%, Athletics 40%, Melee Weapon 30%, Stealth 30%, Unarmed Combat 40%.

ATTACKS Hatchet 30% (Damage 1D6+1).
Long knife 30% (Damage 1D6, AP 3).
Unarmed 40% (Damage 1D4–1).

» **ONE ROLL SUCCEEDS:** The plane's electronics surge and die as it approaches the village. The pilot ejects. If the **Luck** roll is odd, the pilot is rescued safely. If it's even, the pilot dies fighting off the Taliban.

» **NO ROLL SUCCEEDS:** As with one success, but the pilot is never heard from again. You decide how much the Agents must do to cover it up.

Going Home

Within a couple of weeks, the American troops are pulled out of the FOB, two months ahead of schedule. At that point, even Delta Green seems to lose interest in Kali Ghati. Agents pressing to revisit it are told to drop it. They get to go home. Forget that village.

Finishing the Job

Heroic Agents might take it on themselves to return to Varjita Mountain with enough high explosives to collapse the limestone cliffs and bury the ancient inhuman temple from all human eyes. That's worth a reward of 1D6 **SAN**. The Shape there slumbers on, oblivious, waiting. When they arrive, there's no sign of Kali Ghati. The village will return when the stars are right and its god-priest stirs once more.

Aftermath

Assuming any agents escape Kali Ghati, what do they do about it?

Blight

Any Agent or NPC who lingered in the village for more than two hours is at risk of catching a nameless disease related to the fungal blight they might have seen in the valley. It has a Speed of 2D6 hours, a Penalty of 0, and does 1D6 Damage. Each failed **CON** test also costs 1D6 WP as the infection saps health and willpower.

Air Strike

The Agents may push their Delta Green control officer to arrange an airstrike on Kali Ghati. That requires a **Persuade** or **Military Science (Land)** test to convince the right people it's a terrorist camp. If that succeeds, the Agents can come observe the video feed.

Their sense of direction was skewed approaching the valley—not least because the village only occasionally exists in our reality—but they can attempt to plot it on a map. The Agents must roll **Navigate** and either **Artillery** or **Military Science (Land)**. Then one of them can make a **Luck** roll to see what happens.

» **ALL THREE ROLLS SUCCEED:** The bomber closes in on Varjita Mountain, but Kali Ghati is gone.

» **TWO ROLLS SUCCEED:** The bomber hits a village. The observing Agents are sure it's some other village in a similar valley and lose 0/1D4 **SAN** from Violence. The people responsible for the airstrike emphatically deny such an error.

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL
Robles

2. PROFESSION (RANK IF APPLICABLE)
Clandestine officer

3. EMPLOYER
CIA

4. NATIONALITY
U.S.

5. SEX
☐ F ☐ M ☐ _____

6. AGE AND D.O.B.
36

7. EDUCATION AND OCCUPATIONAL HISTORY
Bachelor's degree in linguistics

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	9	45%	
Constitution (CON)	12	60%	
Dexterity (DEX)	11	55%	
Intelligence (INT)	13	65%	
Power (POW)	12	60%	
Charisma (CHA)	11	55%	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	12	
Sanity Points (SAN)	99	55
Breaking Point (BP)		48

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
Daughter	8
Choose one teammate	8
Choose another teammate	8

12. MOTIVATIONS AND MENTAL DISORDERS

Motivation: Beautiful photography.
Motivation: Protecting the U.S.
Motivation: Uncovering terrorists.
Motivation: Protecting sources of intelligence
Motivation: Understanding what makes people tick

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☑ ☑ ☑ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

Skill		Skill			Skill	
☐ Accounting (10%)		☐ First Aid (10%)			☐ Ride (10%)	
☐ Alertness (20%)	80%	☐ Forensics (0%)			☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)				
☐ Archeology (0%)		☐ Heavy Weapons (0%)			☐ Search (20%)	40%
☐ Art (0%): Photography	40%	☐ History (10%)			☐ SIGINT (0%)	50%
		☐ HUMINT (10%)	60%		☐ Stealth (10%)	80%
☐ Artillery (0%)		☐ Law (0%)			☐ Surgery (0%)	
☐ Athletics (30%)		☐ Medicine (0%)			☐ Survival (10%)	
☐ Bureaucracy (10%)	40%	☐ Melee Weapons (30%)			☐ Swim (20%)	
☐ Computer Science (0%)	20%	☐ Military Science (0%):			☐ Unarmed Combat (40%)	60%
☐ Craft (0%):					Unnatural (0%)	
		☐ Navigate (10%)			Foreign Languages and Other Skills:	
☐ Criminology (10%)	50%	☐ Occult (10%)	20%		☐ Language: Arabic	40%
☐ Demolitions (0%)		☐ Persuade (20%)	60%		☐ Language: French	20%
☐ Disguise (10%)	50%	☐ Pharmacy (0%)			☐ Language: Pashto	50%
☐ Dodge (30%)		☐ Pilot (0%):			☐ Language: Russian	20%
☐ Drive (20%)	40%				☐	
☐ Firearms (20%)	40%	☐ Psychotherapy (10%)			☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

15. ARMOR AND GEAR

Tactical body armor and helmet (Armor 6) with red-filtered flashlight attached. Encrypted radio, binoculars, compass, plastic handcuffs.

Day-sack with GPS, smoke grenades, mini-flares, Gerber multitool, night vision goggles, eye protection, earplugs, biometric camera.

Rucksack with sleeping bag, poncho, first aid kit with morphine, 6 liters water, 2 days rations.

Medium pistol (Beretta M9, 9mm) with four extra magazines.

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	60%		1D4−1				
(b)	M9 pistol	40%	15 m.	1D10				15
(c)								
(d)								
(e)								
(f)								
(g)								

17. PERSONAL DETAILS AND NOTES

After college you tried a career as a photojournalist, but a close call with a terrorist attack left you angry and wanting a piece of the fight. You applied to the CIA and they eventually took you in. As a clandestine officer you've spent much more of your career helping special forces teams develop targets than you have cultivating sources for old-fashioned intelligence work. That's given you an extensive and troubling exposure to violence. In fact, an incident of extreme violence brought you to the secret program Delta Green, when you unwittingly helped a Delta Green agent (perhaps one of your current team) destroy a threat that turned out to be supernatural and maddening. Since then you've worked with a handful of Delta Green agents on harrowing operations in Afghanistan. You've become close to some of your fellow agents. Perhaps closer than would be wise in such a dangerous calling.

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19.	SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

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DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL
Zinczenko

2. PROFESSION (RANK IF APPLICABLE)
Special Agent

3. EMPLOYER
FBI

4. NATIONALITY
U.S.

5. SEX ☐ F ☑ M ☐ _____

6. AGE AND D.O.B.
45

7. EDUCATION AND OCCUPATIONAL HISTORY
MBA; FBI Training

STATISTICAL DATA

8. STATISTICS

STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	10	50%	
Constitution (CON)	14	70%	In great shape
Dexterity (DEX)	10	50%	
Intelligence (INT)	14	70%	Clever and perceptive
Power (POW)	9	45%	
Charisma (CHA)	12	60%	

9. DERIVED ATTRIBUTES

DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	9	
Sanity Points (SAN)	99	55
Breaking Point (BP)		48

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS

BONDS	SCORE
Spouse	10
Teen son	10
Parents	10
Choose one teammate	6
Choose another teammate	6

12. MOTIVATIONS AND MENTAL DISORDERS

Motivation: Close the deal.
Motivation: Stop terrorist threats.
Motivation: Understand conspiracies.
Motivation: Doing what's right.
Motivation: Protecting family.

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted*   Helplessness ☑ ☑ ☑ *adapted*

APPLICABLE SKILL SETS

Skill		Skill		Skill	
☐ Accounting (10%)	60%	☐ First Aid (10%)		☐ Ride (10%)	
☐ Alertness (20%)	50%	☐ Forensics (0%)	50%	☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)			
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	50%
☐ Art (0%):		☐ History (10%)		☐ SIGINT (0%)	
		☐ HUMINT (10%)	80%	☐ Stealth (10%)	
☐ Artillery (0%)		☐ Law (0%)	30%	☐ Surgery (0%)	
☐ Athletics (30%)		☐ Medicine (0%)		☐ Survival (10%)	
☐ Bureaucracy (10%)	40%	☐ Melee Weapons (30%)		☐ Swim (20%)	
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	60%
☐ Craft (0%):				☐ Unnatural (0%)	
		☐ Navigate (10%)		Foreign Languages and Other Skills:	
☐ Criminology (10%)	50%	☐ Occult (10%)	20%	☐ Language: Arabic	20%
☐ Demolitions (0%)		☐ Persuade (20%)	70%	☐ Language: Pashto	40%
☐ Disguise (10%)		☐ Pharmacy (0%)		☐ Language: Urdu	40%
☐ Dodge (30%)		☐ Pilot (0%):		☐	
☐ Drive (20%)	50%			☐	
☐ Firearms (20%)	50%	☐ Psychotherapy (10%)		☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

14. WOUNDS AND AILMENTS

INJURIES

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

15. ARMOR AND GEAR

EQUIPMENT

Tactical body armor and helmet (Armor 6) with red-filtered flashlight attached. Encrypted radio, binoculars, compass, plastic handcuffs.

Day-sack with GPS, smoke grenades, mini-flares, Gerber multitool, night vision goggles, eye protection, earplugs, biometric camera.

Rucksack with sleeping bag, poncho, first aid kit with morphine, 6 liters water, 2 days rations, small forensics kit.

Medium pistol (Beretta M9, 9mm) with four extra magazines.

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	60%		1D4–1				
(b)	M9 pistol (9mm)	50%	15 m.	1D10				15
(c)								
(d)								
(e)								
(f)								
(g)								

17. PERSONAL DETAILS AND NOTES

REMARKS

You came to the FBI with an MBA after your first career as a first-rate salesman. By the time you got the degree in 2001 you were feeling dissatisfied with the rat race. After the 9/11 attacks you put in an application with the FBI. Since then you've worked in violent crimes and for the past several years in counterterrorism, attached to teams in Iraq and Afghanistan. You came to Delta Green in the darkest time in your life, when you were abducted and help captive for months by a particularly terrible terrorist splinter group. You thought the unnatural things that you saw there were delusions caused by drugs or a mental break. The agents who rescued you (perhaps some of your current team) told you otherwise. When they needed help a few months later, they signed you onto the secret program called Delta Green. Most of the time you perform your regular duties for the FBI, but from time to time Delta Green arranges for you to go on a secret mission to stop unnatural threats and save others from being exposed.

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19.	SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

DD UNITED STATES FORM **315**

TOP SECRET//ORCON//SPECIAL ACCESS REQUIRED-DELTA GREEN
AGENT DOCUMENTATION SHEET

112382

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DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
Murray	Historian and consultant

3. EMPLOYER	4. NATIONALITY
CIA	

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☐ M ☐ _____	39	Doctorate in anthropology and Near Eastern history

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	8	40%	Out of shape
Constitution (CON)	10	50%	
Dexterity (DEX)	10	50%	
Intelligence (INT)	18	90%	Ingenius
Power (POW)	14	70%	Stubborn
Charisma (CHA)	12	60%	

9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
Hit Points (HP)		9	
Willpower Points (WP)		14	
Sanity Points (SAN)		89	56
Breaking Point (BP)			42

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
Spouse and kids	12
Grad student you're mentoring	12
Best friend	12
Church or support group	12

12. MOTIVATIONS AND MENTAL DISORDERS

Motivation: Going home.
Motivation: Protecting culture from zealots
Motivation: Painting.
Motivation: Understanding the sweep of history.
Disorder: Fugue States (see other side).

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

Skill			Skill			Skill	
☐ Accounting (10%)			☐ First Aid (10%)			☐ Ride (10%)	
☐ Alertness (20%)			☐ Forensics (0%)			☐ Science (0%):	
☐ Anthropology (0%)	70%		☐ Heavy Machinery (10%)				
☐ Archeology (0%)	40%		☐ Heavy Weapons (0%)			☐ Search (20%)	
☐ Art (0%): Painting	20%		☐ History (10%)	80%		☐ SIGINT (0%)	
			☐ HUMINT (10%)			☐ Stealth (10%)	
☐ Artillery (0%)			☐ Law (0%)			☐ Surgery (0%)	
☐ Athletics (30%)			☐ Medicine (0%)			☐ Survival (10%)	50%
☐ Bureaucracy (10%)	40%		☐ Melee Weapons (30%)			☐ Swim (20%)	
☐ Computer Science (0%)			☐ Military Science (0%):			☐ Unarmed Combat (40%)	
☐ Craft (0%):						☐ Unnatural (0%)	10%
			☐ Navigate (10%)	50%		Foreign Languages and Other Skills:	
☐ Criminology (10%)			☐ Occult (10%)	60%		☐ Language: Arabic	20%
☐ Demolitions (0%)			☐ Persuade (20%)	60%		☐ Language: Hindi	30%
☐ Disguise (10%)			☐ Pharmacy (0%)			☐ Language: Pashto	20%
☐ Dodge (30%)			☐ Pilot (0%):			☐ Language: Persian	50%
☐ Drive (20%)						☐	
☐ Firearms (20%)			☐ Psychotherapy (10%)			☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

14. WOUNDS AND AILMENTS

INJURIES

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

15. ARMOR AND GEAR

EQUIPMENT

Tactical body armor and helmet (Armor 6) with red-filtered flashlight attached. Encrypted radio, binoculars, compass, plastic handcuffs.

Day-sack with GPS, smoke grenades, mini-flares, Gerber multitool, night vision goggles, eye protection, earplugs.

Rucksack with sleeping bag, poncho, first aid kit with morphine, 6 liters water, 2 days rations.

Medium pistol (Beretta M9, 9mm) with four extra magazines.

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) Unarmed	40%		1D4−2				
(b) M9 pistol	20%	15 m.	1D10				15
(c)							
(d)							
(e)							
(f)							
(g)							

17. PERSONAL DETAILS AND NOTES

REMARKS

After several years at a prominent university ended without you getting tenure, you took a more lucrative contract with the CIA as a way to build up your family's nest egg. That was supposed to be for one year, but the pay was good and you took a second contract. That's where things went bad. While researching the history of a particularly notorious tribe you uncovered bizarre things, horrifying things, ancient texts that revealed unnatural truths and warped your mind. Realizing what you'd seen, the team you were with signed you into Delta Green, a secret program dedicated to thwarting unnatural threats and saving others from exposure.

They've only sought your help a couple of times since then. Most of your time is spent with CIA teams, as before. But since then the Agency has found loopholes and clauses in your contract that have kept you overseas year after year, and you have to wonder why.

FUGUE STATES: When your SAN drops by 1 or more, you must make a follow-up Sanity test or your mind shuts down; you go catatonic or wander off in a disconnected daze.

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

THIS IS A WORK OF FICTION

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL
Spiker

2. PROFESSION (RANK IF APPLICABLE)
Microbiologist and counter-terrorism consultant

3. EMPLOYER

4. NATIONALITY

5. SEX
☐ F ☐ M ☐ _____

6. AGE AND D.O.B.
47

7. EDUCATION AND OCCUPATIONAL HISTORY
Medical school; Ph.D. in microbiology

STATISTICAL DATA

8. STATISTICS

STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	9	45%	
Constitution (CON)	12	60%	
Dexterity (DEX)	8	40%	Clumsy
Intelligence (INT)	17	85%	Brilliant
Power (POW)	17	85%	Indomitable will
Charisma (CHA)	9	45%	

9. DERIVED ATTRIBUTES

DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11	
Willpower Points (WP)	17	
Sanity Points (SAN)	99	80
Breaking Point (BP)		68

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS

BONDS	SCORE
Ailing mother	9
Colleagues back home	7
Ex-spouse	7
Choose one teammate	5
Choose another teammate	5

12. MOTIVATIONS AND MENTAL DISORDERS

Motivation: Understanding new facets of biology.
Motivation: Saving lives.
Motivation: The accolades of your peers.
Motivation: Studying things beyond human science.
Motivation: Getting the next marriage right.

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

Skill	%	Skill	%	Skill	%
☐ Accounting (10%)		☐ First Aid (10%)	50%	☐ Ride (10%)	
☐ Alertness (20%)	30%	☐ Forensics (0%)		☐ Science (0%):	80%
☐ Anthropology (0%)		☐ Heavy Machinery (10%)		Biology	
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ Search (20%)	
☐ Art (0%):		☐ History (10%)		☐ SIGINT (0%)	
		☐ HUMINT (10%)		☐ Stealth (10%)	
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)		☐ Medicine (0%)	40%	☐ Survival (10%)	
☐ Bureaucracy (10%)	40%	☐ Melee Weapons (30%)		☐ Swim (20%)	
☐ Computer Science (0%)	40%	☐ Military Science (0%):		☐ Unarmed Combat (40%)	
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)		Foreign Languages and Other Skills:	
☐ Criminology (10%)		☐ Occult (10%)	20%	☐ Language: Arabic	40%
☐ Demolitions (0%)		☐ Persuade (20%)		☐ Language: Greek	40%
☐ Disguise (10%)		☐ Pharmacy (0%)	40%	☐ Language: Latin	40%
☐ Dodge (30%)		☐ Pilot (0%):		☐ Science (Botany)	50%
☐ Drive (20%)				☐ Science (Geology)	40%
☐ Firearms (20%)	40%	☐ Psychotherapy (10%)		☐ Science (Microbiology)	70%

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES

14. WOUNDS AND AILMENTS

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

EQUIPMENT

15. ARMOR AND GEAR

Tactical body armor and helmet (Armor 6) with red-filtered flashlight attached. Encrypted radio, binoculars, compass, plastic handcuffs.

Day-sack with GPS, smoke grenades, mini-flares, Gerber multitool, night vision goggles, eye protection, earplugs.

Rucksack with sleeping bag, poncho, first aid kit with morphine, 6 liters water, 2 days rations, kit for sample collection and field analysis.

Medium pistol (Colt M9, 9mm) with four extra magazines.

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	40%		1D4–1				
(b)	M9 pistol	40%	15 m.	1D10				15
(c)								
(d)								
(e)								
(f)								
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

You signed on with the secret program called Delta Green many years ago. A friend of a friend came to you for help understanding a tissue sample found at a crime scene and it turned out to be...unnatural. At first you thought you'd get a major journal article out of it, but then the sample mutated and grew overnight. Exposure to it left two of your colleagues transformed hideously. That friend of a friend kept it from claiming you next. The rest of that investigation you'd rather forget, but it left you certain that some things are so toxic that even attempting to study them is inevitably destructive. You helped Delta Green a few times, not frequently. And then the group asked you to come overseas. It was supposedly on a contract to study biohazard threats, but you've been stuck in Afghanistan for years going from one crisis to the next. Maybe your skills can at least save a few lives in the meantime.

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19.	SPECIAL TRAINING	SKILL OR STAT USED

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

DD UNITED STATES FORM **315**

TOP SECRET//ORCON//SPECIAL ACCESS REQUIRED·DELTA GREEN
AGENT DOCUMENTATION SHEET

112382

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
Stafford	Staff Sergeant

3. EMPLOYER	4. NATIONALITY
U.S. Army	U.S.

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☐ M ☐ ____	25	High school diploma; U.S. Army Information Assurance certification

STATISTICAL DATA

8. STATISTICS	SCORE	x5	DISTINGUISHING FEATURES
Strength (STR)	10	50%	
Constitution (CON)	14	70%	Marathon runner
Dexterity (DEX)	12	60%	
Intelligence (INT)	14	70%	Smart
Power (POW)	13	65%	Cool-headed
Charisma (CHA)	9	45%	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	12	
Willpower Points (WP)	13	
Sanity Points (SAN)	99	60
Breaking Point (BP)		52

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
Mom	9
Off-and-on significant other	9
Best friend back home	9

12. MOTIVATIONS AND MENTAL DISORDERS

Motivation: Digging up secrets.
Motivation: Finding a family.
Motivation: Protecting loved ones.
Motivation: Doing a good job.
Motivation: Proving you can stand up to pressure.

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☐ ☐ ☐ *adapted*   Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

Skill	%		Skill	%		Skill	%
☐ Accounting (10%)			☐ First Aid (10%)	40%		☐ Ride (10%)	
☐ Alertness (20%)	50%		☐ Forensics (0%)			☐ Science (0%):	
☐ Anthropology (0%)			☐ Heavy Machinery (10%)				
☐ Archeology (0%)			☐ Heavy Weapons (0%)	20%		☐ Search (20%)	
☐ Art (0%):			☐ History (10%)			☐ SIGINT (0%)	60%
			☐ HUMINT (10%)			☐ Stealth (10%)	
☐ Artillery (0%)			☐ Law (0%)			☐ Surgery (0%)	
☐ Athletics (30%)	70%		☐ Medicine (0%)			☐ Survival (10%)	
☐ Bureaucracy (10%)	30%		☐ Melee Weapons (30%)			☐ Swim (20%)	
☐ Computer Science (0%)	70%		☐ Military Science (0%): Land	40%		☐ Unarmed Combat (40%)	50%
☐ Craft (0%): Microelectronics	60%					Unnatural (0%)	
			☐ Navigate (10%)	40%		Foreign Languages and Other Skills:	
☐ Criminology (10%)			☐ Occult (10%)	30%		☐ Language: Pashto	20%
☐ Demolitions (0%)			☐ Persuade (20%)	30%		☐ Language: Russian	20%
☐ Disguise (10%)			☐ Pharmacy (0%)			☐ Language: Urdu	20%
☐ Dodge (30%)	40%		☐ Pilot (0%):			☐	
☐ Drive (20%)	40%					☐	
☐ Firearms (20%)	40%		☐ Psychotherapy (10%)			☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

INJURIES

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

15. ARMOR AND GEAR

Tactical body armor and helmet (Armor 6) with red-filtered flashlight attached. Encrypted radio, binoculars, compass, plastic handcuffs.

Day-sack with GPS, smoke grenades, mini-flares, Gerber multitool, night vision goggles, eye protection, earplugs.

Rucksack with sleeping bag, poncho, first aid kit with morphine, 6 liters water, 2 days rations, computer with satellite modem.

M4A1 carbine, selective fire, with eight extra magazines and advanced combat optical gunsight (+20% to hit if you've taken do damage since your last action; double base range when you take the Aim action). Medium pistol (Beretta M9) with four extra magazines. Six M67 hand grenades. M9 bayonet.

EQUIPMENT

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	50%		1D4–1				
(b)	M4A1 carbine	40%	100 m.	1D12	3			30
(c)	—on full automatic	40%	100 m.		3	10%	1, 2, or 3 m.	30
(d)	M9 pistol (9mm)	40%	15 m.	1D12				15
(e)	M67 hand grenade	70%	20 m.			15%	10 m.	
(f)	M9 bayonet	30%		1D6	3			
(g)								

REMARKS

17. PERSONAL DETAILS AND NOTES

You joined the Army a little over a year after high school. You had already started hacking websites and corporate databases for fun but didn't have the contacts to turn that into a job. And you figured it would be a lark to see what military secrets you could discover. You got into cyber school, got assigned to intelligence in a battalion in Afghanistan, and started having a good time. Then you found a hard drive that some Special Forces types had tried and failed to destroy. You put it back together, decrypted it, and shared it with your platoon. It looked like footage from a raid but turned out to be—something else. Something supernatural. Word must have gotten out. Your platoon got reassigned to one of the worst parts of the country, got put on regular army jobs, and got chewed to pieces. They learned to hate you. Eventually someone new talked to you about it all, someone from a secret program called Delta Green. Delta Green recruited you, gave you a clearance, and started bringing you in on missions to dig up unnatural threats and put them down. Missions that you wouldn't want your worst enemy to learn about. Missions that matter. It's not a lark anymore.

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19.	SPECIAL TRAINING	SKILL OR STAT USED
	Hand grenades	Athletics

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

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DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL
Jordan, John

2. PROFESSION (RANK IF APPLICABLE)
Special Forces officer (Major)

3. EMPLOYER
U.S. Army

4. NATIONALITY

5. SEX
☐ F ☑ M ☐ _____

6. AGE AND D.O.B.
38

7. EDUCATION AND OCCUPATIONAL HISTORY
History degree; Ranger school; Special forces training

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	14	70%	Muscular
Constitution (CON)	13	65%	Healthy
Dexterity (DEX)	11	55%	
Intelligence (INT)	10	50%	
Power (POW)	12	60%	
Charisma (CHA)	9	45%	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	14	
Willpower Points (WP)	12	
Sanity Points (SAN)	99	55
Breaking Point (BP)		48

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
Choose one teammate	5
Choose another teammate	5

12. MOTIVATIONS AND MENTAL DISORDERS

Motivation: Protecting humanity.
Motivation: Finishing the mission.
Motivation: Converting enemies to allies.
Motivation: Helping victims fight for themselves.
Motivation: Doing the job right.

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

Violence ☑ ☑ ☑ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

Skill		Skill		Skill	
☐ Accounting (10%)		☐ First Aid (10%)	30%	☐ Ride (10%)	
☐ Alertness (20%)	60%	☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)			
☐ Archeology (0%)		☐ Heavy Weapons (0%)	50%	☐ Search (20%)	
☐ Art (0%):		☐ History (10%)	30%	☐ SIGINT (0%)	
		☐ HUMINT (10%)	30%	☐ Stealth (10%)	50%
☐ Artillery (0%)		☐ Law (0%)		☐ Surgery (0%)	
☐ Athletics (30%)	80%	☐ Medicine (0%)		☐ Survival (10%)	50%
☐ Bureaucracy (10%)	30%	☐ Melee Weapons (30%)	70%	☐ Swim (20%)	50%
☐ Computer Science (0%)		☐ Military Science (0%):	60%	☐ Unarmed Combat (40%)	60%
☐ Craft (0%):		Land		Unnatural (0%)	
		☐ Navigate (10%)	50%	Foreign Languages and Other Skills:	
☐ Criminology (10%)		☐ Occult (10%)	20%	☐ Language: Pashto	30%
☐ Demolitions (0%)	40%	☐ Persuade (20%)		☐ Language: Persian	20%
☐ Disguise (10%)		☐ Pharmacy (0%)		☐ Language: Urdu	20%
☐ Dodge (30%)	50%	☐ Pilot (0%):		☐	
☐ Drive (20%)				☐	
☐ Firearms (20%)	60%	☐ Psychotherapy (10%)		☐	

Check a box when you attempt to use a skill and fail. After the session, add 1 to each checked skill and erase all checks.

14. WOUNDS AND AILMENTS

INJURIES

Has First Aid been attempted since the last injury? ☐ yes: only Medicine, Surgery, or long-term rest can help further

15. ARMOR AND GEAR

EQUIPMENT

Tactical body armor and helmet (Armor 6) with red-filtered flashlight attached. Encrypted radio, binoculars, compass, plastic handcuffs.

Day-sack with GPS, smoke grenades, mini-flares, Gerber multitool, night vision goggles, eye protection, earplugs.

Rucksack with sleeping bag, poncho, first aid kit with morphine, 6 liters water, 2 days rations.

M4A1 carbine, selective fire, with eight extra magazines and advanced combat optical gunsight (+20% to hit if you've taken no damage since your last action; double base range when you take the Aim action). Medium pistol (Beretta M9, 9mm) with four extra magazines. Six M67 hand grenades. M9 bayonet.

Body armor reduces the damage of all attacks except Called Shots and successfull Kill Damage.

16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	Unarmed	60%		1D4				
(b)	M4A1 Carbine	60%	100 m.	1D12	3			30
(c)	—on full automatic	60%	100 m.		3	10%	1, 2, or 3 m.	30
(d)	M9 pistol (9mm)	60%	15 m.	1D10				15
(e)	M67 hand grenade	80%	20 m.			15%	10 m.	
(f)	M9 bayonet	70%		1D6+1				
(g)								

17. PERSONAL DETAILS AND NOTES

REMARKS

You got your history degree and signed up as an Army officer just in time for the War on Terror. You joined the Rangers and then the Special Forces. You've spent your career on foreign soil training allied fighters, fighting insurgents and dedicated foes, and sometimes fighting the very allies you trained. It's been a long and dispiriting war with no real changes to show for it. But things are different with Delta Green. You joined that secret program years ago. You were on the periphery of a Delta Green operation and they needed your skills. After seeing the bizarre, unnatural things they were up against you signed on to help them some more. Once or twice a year the program has you temporarily reassigned to some ad-hoc task force or other in order to confront some supernatural threat and save others from being exposed. It doesn't feel like you're making any more of a change in humanity now than before; but now you're saving humanity from things worse than itself.

18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19.	SPECIAL TRAINING	SKILL OR STAT USED
	Hand grenades	Athletics
	Parachuting	DEX
	SCUBA gear	Swim

Please indicate why this agent was recruited and why the agent agreed to be recruited.

20. AUTHORIZING OFFICER	21. AGENT SIGNATURE

DD UNITED STATES FORM 315   TOP SECRET//ORCON//SPECIAL ACCESS REQUIRED·DELTA GREEN AGENT DOCUMENTATION SHEET   112382

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