DELTA GREEN

AGENT'S HANDBOOK

A Role-Playing Game of Lovecraftian Horror and Conspiracy

WELCOME TO THE APOCALYPSE

Born of the U.S. government's 1928 raid on the degenerate coastal town of Innsmouth, Massachusetts, the covert agency known as Delta Green opposes the forces of darkness with honor but without glory. Delta Green agents fight to save humanity from unnatural horrors—often at a shattering personal cost.

In **DELTA GREEN: THE ROLE-PLAYING GAME**, you are one of those agents. You fight to keep terrors from beyond space and time from infecting the world and claiming human lives and sanity.

The **AGENT'S HANDBOOK** is a players-only rulebook for **DELTA GREEN: THE ROLE-PLAYING GAME**. This incarnation of the legendary **DELTA GREEN** game line includes:

- » Rules for creating agents of all types.
- » Rules for tense, fluid investigations. Players who use their agents' skills in clever ways have the best chance to succeed—and survive.
- » Nerve-wracking rules for combat, where random disasters can undo the most careful planning.
- » Mind-melting Sanity rules that see agents gradually deteriorate—and sometimes snap.
- » Rules for "home" scenes where players see what their agents are fighting for.
- » Quick, intuitive rules to determine equipment and assets.
- » Dossiers on the federal agencies most likely to be featured in play.

Further terrors can be found in this book's companion volume, the **HANDLER'S GUIDE**. Together, both books comprise the award-winning **DELTA GREEN: THE ROLE-PLAYING GAME**.

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DELTA GREEN

// Agent's Handbook //

A Role-Playing Game of Lovecraftian Horror and Conspiracy

ARC DREAM PUBLISHING PRESENTS *DELTA GREEN: AGENT'S HANDBOOK*
BY DENNIS DETWILLER, CHRISTOPHER GUNNING, SHANE IVEY & GREG STOLZE

DEVELOPERS & EDITORS DENNIS DETWILLER & SHANE IVEY **ART DIRECTOR & ILLUSTRATOR** DENNIS DETWILLER **GRAPHIC DESIGNER** SIMEON COGSWELL **COPY EDITOR** LISA PADOL **ADDITIONAL MATERIAL** HANS-CHRISTIAN VORTISCH **ADVICE & ASSISTANCE** ADAM CROSSINGHAM, STEVE DEMPSEY, MYRA JEAN QUALLS ELDER, JASON FRITZ, LYS GALATI, ADAM SCOTT GLANCY, CHRIS GRUBB, DANIEL HARMS, GILES HILL, KENNETH HITE, CHRIS HUTH, RACHEL IVEY, GRAEME PRICE, KENNETH SCROGGINS, GIL TREVIZO, JONATHAN TURNER, JOHN SCOTT TYNES, KRIS VEZNER, RAY WINNINGER & JASON WRIGHT

DELTA GREEN CREATED BY DENNIS DETWILLER, ADAM SCOTT GLANCY & JOHN SCOTT TYNES

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// Overview //

Dear Cind

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"Mysteries of the Worm"!
Syria, 13th C.
Immortality via demon possession
"Unspeakable violations"

von Junzt —
Unaussprechlichen Kulten
Vietnam, 19th C.
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Dear Cind,

I fucked up. What can I possibly write? How do I get it across? I should've told you everything when it happened.

I should have said--what? Fuck. I don't know. This?

Hey Cind! how are you? A bunch of guys put these worms in themselves. They're not normal worms. They're from somewhere outside. Okay, got it?

And these guys were robbing banks, and I was trying to find them. It was great. We had a map and everything. Phone records. Names. We followed them and photographed them and got ready for the raid.

And then one day-- Cind, you won't believe this. One day I woke up naked, covered in Vaseline, bleeding and sprawled at the bottom of an empty pool in an abandoned YWCA in Detroit. Remember the night of the twenty voicemails? That's where I was. I wasn't dead, shot on some raid. I wasn't cheating. I didn't tell you then. I'm sorry. I lied.

So, here I am coming clean. These worms, they start out small. They crawl in your gut and grow, and they shit the Philosopher's Stone, and you live forever. Sounds great, right? Only it's not. I've seen what's left of a body when these things are done with it. They breed in you and you explode like a party favor filled with rotting guts and flailing worms.

I've SEEN this happen.

There's a worm inside me now.

I'm not going to wait around. And I see now, I can't write anything to you about it. I'm sorry, Cind. I'm very sorry.

I still love you.

Players come to Delta Green for all kinds of reasons. They're eager to solve a mystery, kill a villain, or destroy a monster. These outcomes are never simple. Sometimes even seeing the threat in a *Delta Green* operation is enough to annihilate a group of Agents.

So consider this overview a warning.

Delta Green is about fear.

It may seem to be about other things from time to time. About manipulation. About power. About control. It has all these things, but that's not what it's about.

It *lies*.

Delta Green is about an agent, alone and off the record, breaking into an old woman's house in Brooklyn because, for a split-second, she cast the shadow of a hunched, monstrous thing with jaws like a jackal.

Delta Green is about two women who pulled off the heist of the Mayan Codex from the American Museum of Natural History—an operation six months in the planning—only to burn it in a pyre of gasoline and wood in an abandoned field, mourning their lost teammates who it drove to madness.

Delta Green is about watching from the Blackhawk jumpseat as something bigger than the forest snatches your strike team's helicopters from the air like flies.

Delta Green is not about guns.

Delta Green is not about a bug hunt.

Delta Green is not about understanding.

Delta Green is about the end.

The end of everything. Your family, everyone you know, your country, all life on Earth. It's about the end of everything and your place in it. Because you'll end, too. That's what the fear is about. That's what the game is about.

It's not about winning and it's not about advancement and it's not about the best weapon or the most clever plan. *Delta Green* is about the end of everything—and how much of it you'll live to see.

Welcome.

The World of Delta Green

Delta Green is a covert group inside the United States federal government. Its mission is to investigate, contain, and conceal unnatural events, because the unnatural is *real* and it *kills*. The world of Delta Green is like our own, but beyond the edges of reality are powers that outstrip the human mind's capacity for understanding. Sometimes those powers bleed through into our world and destroy everything they touch.

Agents of Delta Green have limited knowledge of these forces. If you're an Agent, it is likely you have experienced the unnatural at least once. This inciting event is probably what brought you to the attention of Delta Green in the first place. A few know more. They suffer that knowledge like a cancer of the mind.

Sometimes it's better to know just enough to get the job done, and nothing more. That's the first rule of Delta Green.

"Agent" or "agent"?

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

The Unnatural in the Modern Era

In a world of smartphones and instantaneous communication, how can the secret of the unnatural ever be kept? The answer is simple. Often, it keeps itself secret.

First, the *genuinely* unnatural is rare, and unnatural events that destroy more than a few human lives at a time are *extremely rare*.

Second, the unnatural tends to consume those that are exposed to it, removing the vector in the process.

Third, humanity is jaded and full of distrust. Science has effectively destroyed any belief in things beyond physics. "Proof" of the supernatural is met with mockery.

Finally, a handful of government agencies around the world are aware of these threats and actively suppress knowledge of them.

Taken together, these add up to the illusion of order that covers our haunted world.

What Is Delta Green?

Ask any two Delta Green agents "What is Delta Green?" and you'll get two very different answers. It is an enigma. Its mission requires concealing itself from the public, from the rest of the U.S. government, and even, sometimes, from its own agents.

It is likely that even a veteran agent has met fewer than five Delta Green operatives. That's it. There are no cubicles. No secret bases. No newsletters or human resources intranets. No badges or letterhead. Every team is spread out, coming together only when a mission demands it.

Details about the leadership are off-limits. If there is a headquarters, you've never seen it. If you do know more, you know to keep it to yourself. Such knowledge could get people arrested or killed. The group is more like a secret society than an agency of the federal government.

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

How does Delta Green operate? How are new agents recruited? The details vary from game to game. Delta Green itself changes and evolves, often without telling its agents. We can give you a version that is common, but your experience may be very different.

Potential Recruits

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

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

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

Operational Briefing

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

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

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

On the Ground

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

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

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

Retirement

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

The Fundamentals

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

Investigation and Uncertainty

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

Suspense and Horror

Approaching the unnatural—forces that defy physics and human comprehension—is never comfortable, especially if you've faced it before. You never get used to it. It can't be understood in the conventional sense. The anticipation of uncovering the rotten core of an operation is both a lure and a poison. The horrors that surround the unnatural are beyond even the most hardened agents. Yet someone must confront them. Physical threats are only half the equation of a Delta Green op. The mental toll of confronting the impossible is real and crippling. Few agents last long.

Violence and Moral Choices

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

Sanity and Comprehension

Human existence is a struggle for understanding. The unnatural is that which the human brain cannot understand. The unnatural in all its forms is an abyss that consumes people whole, drawing them over the edge into insanity. It's a trap that will never stop attracting us. Wise agents quickly learn to let understanding go, except for the few facts required to survive.

Keeping Secrets

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

Personal and Professional Consequences

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

How The Game Is Played

Delta Green is a tabletop roleplaying game, composed of players creating and taking the roles of Agents investigating an unnatural mystery. The game uses polyhedral dice, four-sided, six-sided, eight-sided, ten-sided, twelve-sided and twenty-sided: "1D8" means one eight-sided die, "2D4" means two four-sided dice, and so on. "Percentile dice" and "1D100" mean roll two ten-sided dice and designate one as the tens digit and the other as the ones digit to show a number between 01 and 00 (meaning 100).

Your Agent In the Game

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

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

When things harm your Agent, we measure it in derived attributes: Hit Points, Willpower Points, and Sanity Points.

We also measure the strength of your Agent's relationships with the most important people in his or her life with Bonds, which keep your Agent sane, but deteriorate as your Agent suffers trauma.

See **AGENTS** on page 12 for details on statistics, skills, attributes, and Bonds.

See **THE GAME** on page 40 for details on using statistics, skills and Willpower Points in an operation.

See **COMBAT** on page 48 for details on violence and how it affects Agents.

See **SANITY** on page 64 for details on Sanity Points and Bonds.

The Handler

One player does not play an Agent but takes the role of the Handler who controls the game. The Handler creates the mystery that the Agents investigate. The Handler takes the role of everyone in the game the Agents meet (called non-player characters or NPCs), describes the situations they find themselves in, and determines if dice are rolled, which dice are rolled, and why. The Handler is the narrator, director, and referee; he or she shapes the world and how the rules work so the players can explore and experience it.

As a player, you describe your Agent's decisions, choices, and reactions to the fictional world. The Handler is responsible for bringing that world to life, creating the secrets you're trying to uncover, and ensuring the game's mood and suspense through a thousand factors that you can't know or control. In these rules, you'll often see things like "The Handler decides." The Handler's word is law. His or her decisions are final.

That requires a lot of trust between the players and their Handler. The *Handler's Guide* is devoted to helping the Handler construct, build, and maintain that trust. The player's job is just as challenging: to bring a Delta Green Agent to life in a world full of unnatural mysteries.

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

How to Play an Agent

As a player, you speak in your Agent's voice and work with your friends at the table to make sure it's a game that everyone enjoys.

Describe Your Agent's Actions

First and foremost, listen to the Handler and react to what he or she says. The Handler is your window into your Agent's world. Ask questions. Describe how your Agent reacts. The Handler says what happens next.

Sometimes you want your Agent to do things that may not succeed. This is likely in a crisis or emergency when events spiral out of control. The Handler may ask you to roll dice. Roll well, and achieve what you wanted. Fail, and you don't. Either way, the Handler takes that into account to describe what happens next.

Respond Quickly

Don't let the game bog down while you decide the best way out of a bad situation. Act on your Agent's instincts. Keep the game moving.

Speak for Your Agent

One way to immerse yourself in a game like *Delta Green* is to speak in your Agent's voice. Think like your Agent, take on mannerisms you've invented for your Agent, and imagine the horrors of the game from your Agent's point of view. If things get too intense, take a break. But remember that you and the other players are here for a horror game.

Respect the Mood

Mood is everything! Enjoy the bleak humor that often comes from seeing the trouble that Agents fall into, but don't let your eagerness to get a laugh ruin the chilling suspense of confronting cosmic terrors.

Work With the Other Players

As a role-playing game, Delta Green is social. How you behave at the table affects how everyone enjoys the game. The same social rules apply here as in any conversation.

Don't talk over other players and don't try to keep all the attention. Offer ideas and suggestions, but don't tell people they're doing it wrong.

Avoid arguments. If you disagree with another player's decision or the Handler's interpretation of the rules, let it slide. If you think it's critical, talk to the Handler about it.

Trust the Handler

You're both here for the same reason: a suspenseful, horrifying game of Delta Green.

RESTRICTED

PROJECT // ORCON // SPECIAL ACCESS
REQUIRED-DELTA GREEN

// Agents //

In the Back Seat

When the new agent dies, there isn't much to it. He curls in the back seat with his legs almost up to his chest, and he stops moving. We keep driving. There's nothing else to do. Everything smells of blood and then, after, everything smells like shit.

The smell reminds me of my son's birth, and why I have to do these things.

O'Hara weeps, though she didn't know him. No one did, really. Twenty hours earlier, the agent had been pecking away at a keyboard, safe as a cyberterror security advisor at some forgettable think-tank in Maryland. Then he was on the op.

Now, he is the mission.

We stop at the culvert off Long Lake and I step from the car. I look around. The rest area is off season. Beneath the purple light of sodium arc lamps, snowflakes filter down. The gravel is covered in ice and the lake is a black line at the edge of the trees.

I sat with my wife here in 1989 and roasted hot dogs and listened to the radio. We slept here and looked at the stars before I knew the world was bullshit. Back when I was happy. Before I knew the stars looked back.

Tonight, I saw something like a dog made of swirling mirrors leap through the agent from a point in space that seemed somehow further than the edges of the room we were in. The agent staggered out with us when the freon fire-suppression system engaged, and we made it clear of the building before he sagged into my arms, covering me in blood from a thousand tiny holes.

I can't remember his name. It seems important now, at Long Lake, that I know his name. What his real name was, not the pseudonym we called him. But it won't come. This is not like me, and it disturbs me almost more than the body in the back seat.

It's not my first body.

I step to the trunk. Inside are two body bags, some garbage bags, chains, a hacksaw, an icepick, and four cinder blocks. I get to work.

My son is nine years old. I dreaded every day leading up to his arrival. I could say nothing to my wife. What could I say? How could I tell her? And then he arrived. Pure biological imperative in seven pounds, four ounces.

Adam. My unreasoning hope.

I open the back of the rental car and pull the agent out by an arm. The body slides out like a stillborn fetus and flops to the ground with a thud. In the cold air the stench of blood and shit fills my nostrils.

I think of Adam, and I know I have to get on with it. Until it's someone else's turn.

Once, Delta Green investigated the return of a lost child. It was not a happy reunion. Michael Lumsden had died of leukemia at Philadelphia Children's Hospital ten years before. Now he had miraculously returned, no older and with no sign of illness.

The agents were clever. If Michael Lumsden was home after all these years, what was buried in his coffin? Answer: the rotted remains of a ten-year-old boy. So, what was the thing that looked and acted like Michael Lumsden?

Should the team put the child-thing down like a rabid dog? Could they? Then there was the rest of the family. Were they infected by whatever influence pretended to bring Michael Lumsden back to life?

What power haunted the Lumsden home?

Nobody looked for guidance from their superiors. Everyone knew the orders would be: "Take care of it." How could they live with themselves if they made the wrong call, or even the right one?

What kind of a person joins a group that has to make those kinds of decisions?

You.

What Makes an Agent

All Delta Green Agents are composed of five elements:

STATISTICS (STATS): Core capabilities for every Agent.
DERIVED ATTRIBUTES: Ratings that indicate physical and mental resilience, derived from stats.
PROFESSION: What your Agent does for a living, which informs how many skill points and Bonds he or she has.
SKILLS: What training and education your Agent gained from, school, work, or life in general.
BONDS: The people your Agent fights to protect.

When, Where, Why

Talk with your Handler about the particulars of the game. It might be set in the 1980s, or even the 1950s. These high-level game choices are strictly the purview of the Handler, so get the details before you create your Agent. Sometimes, a game is limited to a single profession ("you're all pilots") or a particular agency ("you all work for the DEA"). Ask your Handler.

After rolling an Agent up, decide his or her background and motivations. **WHAT IS DELTA GREEN?** on page 7 will help you decide what made your Agent sign up. And unless the Handler says otherwise, talk to the other players. Work together to create Agents that might form an interesting team.

Agent Creation

Follow these steps to create a new Agent, or see **HOW TO CREATE AN AGENT** on page 16 for a quick reference.

STEP 1: Determine Statistics

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

You can create stats in two ways: rolling them or assigning points. Pick a method.

1. **ROLL STATS:** For each stat roll 4D6, drop the lowest of the four dice, and add up the other three. Place the six rolls in whichever stats you like.

2. **ASSIGN STATS:** Divide 72 points among the six stats however you like, or pick one of the sets from page 19 and assign each score to one stat.

STEP 2: Calculate Derived Attributes

Hit Points, Willpower Points, Sanity Points, and Breaking Point are derived from stats. They represent physical and mental resilience. When your Agent is hurt, exercises mental fortitude, or is traumatized, those scores can drop. (See **DETAILED DESCRIPTION: DERIVED ATTRIBUTES** on page 18.)

STEP 3: Select Profession and Skills

What does your Agent do for a living? Profession dictates what skills your Agent has and the number of Bonds he or she possesses. Skills require special training, and come from schooling, experience, or personal interest. Skills are measured from 0% (no training) to 99% (foremost expert in the world). (See **DETAILED DESCRIPTION: PROFESSION** on page 20 and **DETAILED DESCRIPTION: SKILLS** on page 28.)

STEP 4: Define Bonds

Bonds indicate the strength of relationships with the most important people in your Agent's life, like a spouse, children, a partner, or a mentor. Bonds help Agents resist mental trauma—but as your Agent's life falls apart under the stress of Delta Green, Bonds deteriorate. Each Bond has a value that starts equal to your Agent's Charisma (CHA). (See **DETAILED DESCRIPTION: BONDS** on page 36.)

STEP 5: Add the Final Details

Start filling in the details that make your Agent interesting. (See **DETAILED DESCRIPTION: FINISHING UP** on page 37.)

How old is your Agent? What does he or she look like? What's his or her nationality?

What's your Agent's name? What are your Agent's job and personal life like?

Why does Delta Green trust your Agent to help with its deadly and secretive mission?

And why, despite all the terrifying dangers, does your Agent answer the call?

How to Create an Agent

Stats & Derived Attributes

- Roll **STATISTIC** scores (see page 14) or divide 72 points between the six stats. See page 19 for suggested sets.
- Calculate **DERIVED ATTRIBUTES** (see page 18).
  - **HP** = (STR + CON) / 2, rounded up.
  - **WP** = POW.
  - **SAN** = POW × 5.
  - **BP** = SAN – POW.
- High and low stat scores can tell something about your Agent's physical description. (See **DISTINGUISHING FEATURES** on page 18.)

Profession, Skills & Bonds

- Choose a **PROFESSION** from the lists starting on page 20 or from **FEDERAL AGENCIES** starting on page 104.
- Write down the **PROFESSIONAL SKILLS** for your Agent's profession.
- Your Agent also gets **BONUS SKILL POINTS** (page 20). Pick eight skills (except Unnatural) and increase each of them by 20 points.
  - You can pick a **BONUS SKILL POINT PACKAGE** (page 27) to save time choosing bonus skills.
  - No skill can start higher than 80%
- Define your Agent's **BONDS** (see page 36).
  - The Agent's profession determines how many Bonds he or she has.
  - Each Bond begins with a score equal to your Agent's Charisma stat.

Final Details

- Choose **NAME**, **AGE**, and **NATIONALITY**.
- As you play, describe up to five **MOTIVATIONS** that are not Bonds (see page 38).
- When your Agent develops a **MENTAL DISORDER**, it replaces a motivation.
- Some Agents begin play with mental disorders (see page 38).
- Some Agents begin play **ADAPTED** to Violence or Helplessness (see page 38).

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL		2. PROFESSION (RANK IF APPLICABLE)
3. EMPLOYER		4. NATIONALITY
5. SEX ☐ F ☐ M ☐ _____	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)			
Constitution (CON)			
Dexterity (DEX)			
Intelligence (INT)			
Power (POW)			
Charisma (CHA)			

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	(STR + CON)/2	
Willpower Points (WP)	POW	
Sanity Points (SAN)	99 – Unnatural	
Breaking Point (BP)	N/A	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
☐	
☐	
☐	
☐	
☐	

Check a damaged Bond's box until the next Home scene ends.

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)		☐ First Aid (10%)		☐ Ride (10%)	
☐ Alertness (20%)		☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)			
☐ 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%)		☐ Survival (10%)	
☐ Bureaucracy (10%)		☐ Melee Weapons (30%)		☐ Swim (20%)	
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)		Foreign Languages and Other Skills:	
☐ Criminology (10%)		☐ Occult (10%)		☐	
☐ Demolitions (0%)		☐ Persuade (20%)		☐	
☐ Disguise (10%)		☐ Pharmacy (0%)		☐	
☐ Dodge (30%)		☐ Pilot (0%):		☐	
☐ Drive (20%)				☐	
☐ Firearms (20%)		☐ Psychotherapy (10%)		☐	

Check a box when you attempt to use a skill and fail. After the session, add 1D4 to each checked skill and erase all checks.

RESTRICTED
TOP SECRET / ORCON / SPECIAL ACCESS
DELTA GREEN
THIS IS A WORK OF FICTION

Detailed Description: Statistics

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

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

Distinguishing Features

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

EXAMPLE: *Louis creates a Delta Green Agent. He prefers randomness, so he rolls the stats. On 4D6 he gets 6, 4, 2, and 1. He drops the lowest (1) and adds 6+4+2 for 12. He does this five more times and gets 14, 12, 7, 14 and 10. He sets his stats as STR 7, CON 14, DEX 12, INT 14, POW 12, and CHA 10. Louis' Agent is out of shape (STR 7), but sturdy (CON 14), and particularly smart (INT 14). Already a picture is beginning to emerge.*

Detailed Description: Derived Attributes

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

HIT POINTS (HP): Hit Points represent how much damage your Agent can sustain. When the Agent is injured, subtract the damage from HP. At 2 HP, your Agent falls unconscious. At 0 HP, your Agent dies. Hit Points are regained through rest and medical attention.

Hit Points equal STR plus CON, divided by two and rounded up.

WILLPOWER POINTS (WP): Willpower Points represent mental fortitude. They fall when your Agent attempts to suppress the symptoms of mental illness (see **RESISTING INSANITY** on page 73), becomes exhausted (see **EXHAUSTION** on page 47), attempts to resist persuasion (see **INTERROGATION** on page 168), suffers emotional burnout (see **FUMBLE** on page 44), or tries to fuel unnatural phenomena. At 2 WP, your Agent has a temporary emotional collapse. At 0 WP, your Agent falls unconscious. Willpower Points are regained with rest. (See **WILLPOWER POINTS** on page 47.)

Willpower Points equal POW.

SANITY POINTS (SAN): Sanity Points represent mental health: how much mental trauma, or exposure to the unnatural your Agent can endure before going insane. In moments of mental trauma your Agent must make a Sanity test by rolling SAN or lower on 1D100. If that fails, your Agent loses SAN. (See **SANITY** on page 64.) Sanity Points are regained through psychiatric care or by overcoming unnatural threats. At 0 Sanity Points, your Agent goes irretrievably insane and becomes an NPC permanently under the control of the Handler.

Sanity Points equal POW×5.

BREAKING POINT: The Breaking Point is the point at which loss of SAN triggers a long-term mental disorder. (See **INSANITY AND DISORDERS** on page 68.)

An Agent's Breaking Point equals starting SAN minus POW.

The instant the Agent's SAN reaches the Breaking Point, he or she gains a disorder. Reset the Breaking Point to equal the new SAN score minus POW.

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

>> Statistics

Statistic	Abbreviation	Description	Stat Test Examples
Strength	**STR**	Physical power, size, and musculature.	Drag a witness to safety. Break down a locked door. Hold a struggling victim down.
Constitution	**CON**	Health and physical resilience.	Resist illness, exhaustion, or pain. Hold your breath a long time. Keep running longer than everyone else.
Dexterity	**DEX**	Agility, coordination, and nimbleness.	Keep balance. React quickly.
Intelligence	**INT**	How well an Agent notices, remembers, and connects things. Along with profession, it indicates education and overall brilliance.	Recall a detail. Piece together disparate data.
Power	**POW**	Force of personality, motivation, and psychic resilience.	Keep your head in a crisis. Stand up to pressure.
Charisma	**CHA**	Charm, leadership, and personal appeal. May indicate physical attractiveness.	Make a good impression. Talk your way into a private club. Look like you belong.

>> Assignable Sets of Statistics

Description	Stat 1	Stat 2	Stat 3	Stat 4	Stat 5	Stat 6
Well-rounded	13	13	12	12	11	11
Focused	15	14	12	11	10	10
Highly Focused	17	14	12	10	10	9

>> Sample Distinguishing Features

Statistic	3–4	5–8	9–12	13–16	17–18
Strength	Feeble	Weak	(Average)	Muscular	Huge
Dexterity	Barely mobile	Clumsy	(Average)	Nimble	Acrobatic
Constitution	Bedridden	Sickly	(Average)	Perfect health	Indefatigable
Intelligence	Imbecilic	Slow	(Average)	Perceptive	Brilliant
Power	Spineless	Nervous	(Average)	Strong-willed	Indomitable
Charisma	Unbearable	Awkward	(Average)	Charming	Magnetic

NOFORN

Detailed Description: Profession

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

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

PROFESSIONAL SKILLS: Each profession has a predefined kit of skills with scores that replace the default skill ratings. This represents the baseline training and education for that profession. See **DETAILED DESCRIPTION: SKILLS** on page 28 for their uses.

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

BONUS SKILL POINTS: Pick any eight skills and add 20 points to each. If it's not a professional skill, add the 20 to its base rating. If it's a professional skill, add to its current score. This allows your Agent to specialize in certain professional skills or to learn a little about skills not included in his or her profession. You can even boost a single skill more than once, adding +20 each time. Unless the Handler says otherwise, you can't raise a skill higher than 80% during Agent creation. You must assign all bonus points to skills before play.

List of Professions

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

The following professions are those most often found in Delta Green teams. More can be found in **ADDITIONAL PROFESSIONS** on page 23 and **FEDERAL AGENCIES** on page 104.

Anthropologist or Historian

You study humanity. You're concerned with the patterns that emerge over time, across land masses, cultures, and language groups. You might be a number-cruncher, a field worker trudging through the jungle, a consultant in a war zone, or a think-tank analyst sifting myth from history in studies of the Tcho-Tcho peoples.

RECOMMENDED STATS: INT

PROFESSIONAL SKILLS:

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

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

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

BONDS: 4

Computer Scientist or Engineer

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

RECOMMENDED STATS: INT

PROFESSIONAL SKILLS:

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

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

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

BONDS: 3

EXAMPLE: *Louis decides his Agent is a computer scientist by profession. His skills are: Computer Science 60%, Craft (Electrician) 30%, Craft (Mechanic) 30%, Craft (Microelectronics) 40%, Science (Mathematics) 40%, and SIGINT 40%. From the "choose four" list he picks Craft (Locksmithing) 40%, saying he was fascinated with locks in his cracking days; Foreign Language (Arabic) 40%; Foreign Language (Russian) 40%; and Science (Physics) 40%.*

Federal Agent

Many Delta Green Agents are federal law enforcement officers, mostly from the FBI. Delta Green decided long ago that federal agents have the optimum balance of skills and mental stability needed to confront the unnatural. For other versions of this profession see **FEDERAL AGENCIES** on page 104.

RECOMMENDED STATS: CON, POW, CHA

PROFESSIONAL SKILLS:

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

Choose one of these:

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

BONDS: 3

Physician

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

RECOMMENDED STATS: INT, POW, DEX

PROFESSIONAL SKILLS:

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

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

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

BONDS: 3

Scientist

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

RECOMMENDED STATS: INT

PROFESSIONAL SKILLS:

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

Choose any three of these:

- » Accounting 50%
- » Craft (choose one) 40%
- » Foreign Language (choose one) 40%
- » Forensics 40%
- » Law 40%
- » Pharmacy 40%

BONDS: 4

Special Operator

As part of a force like the U.S. Army Rangers, you volunteered for a more difficult path than other soldiers. You've spent years in the most grueling training on the planet, and now serve on the most dangerous missions around. For other versions of this profession (U.S. Army Special Forces, SEALs, USMC Raiders, FBI Hostage Rescue Team, CIA Special Operations Group, and so on), see **FEDERAL AGENCIES** on page 104.

RECOMMENDED STATS: STR, CON, POW

PROFESSIONAL SKILLS:

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

BONDS: 2

Additional Professions

Here are playable options and rules for creating new professions of your own. Ask the Handler if one of these is appropriate to your campaign. None of them represents a typical Delta Green recruit, so there shouldn't be more than one or two on a team.

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

Criminal

So much is illegal that there are broad economies of crime. This profile fits a hardened militant or a traditional "black collar" criminal: pimp, burglar, extortionist, or thug. If you want a white-collar criminal, choose Computer Scientist or Business Executive and make very risky decisions.

RECOMMENDED STATS: STR, DEX

PROFESSIONAL SKILLS:

» Alertness 50%
» Athletics 50%
» Criminology 60%
» Dodge 40%
» Drive 50%
» Firearms 40%
» Law 20%
» Melee Weapons 40%
» Persuade 50%
» Stealth 50%
» Unarmed Combat 50%

Choose two from:

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

BONDS: 4

Firefighter

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

RECOMMENDED STATS: STR, DEX, CON

PROFESSIONAL SKILLS:

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

BONDS: 3

Foreign Service Officer

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

RECOMMENDED STATS: INT, CHA

PROFESSIONAL SKILLS:

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

BONDS: 3

Intelligence Analyst

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

RECOMMENDED STATS: INT

PROFESSIONAL SKILLS:

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

BONDS: 3

Intelligence Case Officer

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

RECOMMENDED STATS: INT, POW, CHA

PROFESSIONAL SKILLS:

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

BONDS: 2

Lawyer or Business Executive

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

RECOMMENDED STATS: INT, CHA

PROFESSIONAL SKILLS:

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

Choose four from:

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

BONDS: 4

Media Specialist

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

RECOMMENDED STATS: INT, CHA

PROFESSIONAL SKILLS:

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

Choose five from:

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

BONDS: 4

Nurse or Paramedic

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

RECOMMENDED STATS: INT, POW, CHA

Professional Skills

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

Choose two from:

- » Drive 60%
- » Forensics 40%
- » Navigate 50%
- » Psychotherapy 50%
- » Search 60%

BONDS: 4

Pilot or Sailor

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

RECOMMENDED STATS: DEX, INT

PROFESSIONAL SKILLS:

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

Choose two from:

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

BONDS: 3

Police Officer

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

RECOMMENDED STATS: STR, CON, POW

PROFESSIONAL SKILLS:

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

Choose one from

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

BONDS: 3

Program Manager

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

RECOMMENDED STATS: INT, CHA

PROFESSIONAL SKILLS:

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

Choose one from:

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

BONDS: 4

Soldier or Marine

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

RECOMMENDED STATS: STR, CON

PROFESSIONAL SKILLS:

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

Choose three from:

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

BONDS: 4

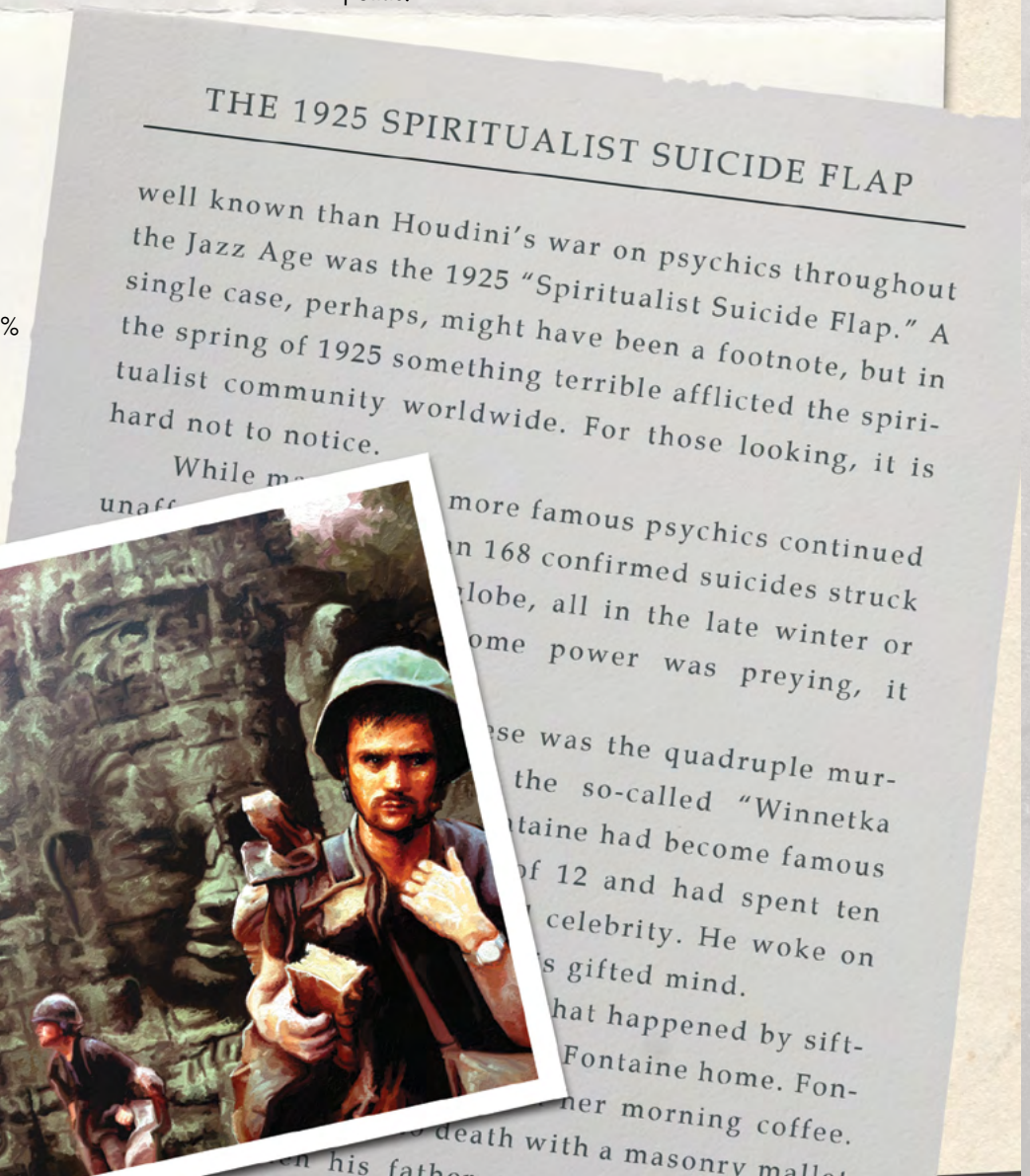
Building a New Profession

If none of the professions suit your Agent, use these guidelines to build a new one.

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

BONDS: 3

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



THE 1925 SPIRITUALIST SUICIDE FLAP

well known than Houdini's war on psychics throughout the Jazz Age was the 1925 "Spiritualist Suicide Flap." A single case, perhaps, might have been a footnote, but in the spring of 1925 something terrible afflicted the spiritualist community worldwide. For those looking, it is hard not to notice.

While m

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more famous psychics continued

n 168 confirmed suicides struck

lobe, all in the late winter or

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Optional Bonus Skill Point Packages

What did your Agent do *before* his or her current profession? If you like, grab a package to quickly choose the eight skills for your Agent's bonus skill points (see **DETAILED DESCRIPTION: PROFESSION** on page 20).

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

EXAMPLE: *To save time in choosing bonus skill points, Louis picks "Computer Enthusiast or Hacker" because he wants to go all-in with his computer skills. That gives him +20% each in Computer Science, which brings that skill to 80%; Craft (Microelectronics), bringing that to 60%; Science (Mathematics), bringing it to 60%; and SIGINT, bringing it to 50%. It also lets him choose any four skills to get +20% each. He picks Alertness, bringing it to 40%, and Firearms, bringing it to 40%. He wants a much better Stealth skill so he boosts it twice, adding +40 to bring it to 50%.*

Detailed Description: Skills

A skill represents expertise gained with intensive training or study. Roll your Agent's skill or lower on 1D100 to use the skill under dire circumstances. Making a skill roll means doing something that would leave untrained people lost. Anyone can attempt a DEX×5 test to keep from falling over in a out-of-control aircraft; only someone who's been trained in the Pilot skill can fly the airplane away from the grasping, howling *thing* tearing at its hull.

Base Rating

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

Rating	What The Rating Represents
01% to 19%	Dabbler.
20% to 29%	A dedicated hobbyist; with a foreign language you can have rudimentary conversations.
30% to 39%	College minor or basic training.
40% to 59%	College major or years of experience; with 50% in a foreign language you have native fluency.
60% to 79%	Decades of experience, or a graduate or doctoral degree.
80% to 99%	A lifetime's pursuit or multiple doctorates.

How Skills Work

For details, see **SKILL DESCRIPTIONS** on page 30. When your Agent uses a skill, sometimes you roll dice and sometimes you don't.

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

>> Skills and Base Ratings

Skill	Base Rating
Accounting	10%
Alertness	20%
Anthropology	0%
Archeology	0%
Art (Type)	0%
Artillery	0%
Athletics	30%
Bureaucracy	10%
Computer Science	0%
Craft (Type)	0%
Criminology	10%
Demolitions	0%
Disguise	10%
Dodge	30%
Drive	20%
Firearms	20%
First Aid	10%
Foreign Language (Type)	0%
Forensics	0%
Heavy Machinery	10%
Heavy Weapons	0%
History	10%

Skill	Base Rating
HUMINT	10%
Law	0%
Medicine	0%
Melee Weapons	30%
Military Science (Type)	0%
Navigate	10%
Occult	10%
Persuade	20%
Pharmacy	0%
Pilot (Type)	0%
Psychotherapy	10%
Ride	10%
Science (Type)	0%
Search	20%
SIGINT	0%
Stealth	10%
Surgery	0%
Survival	10%
Swim	20%
Unarmed Combat	40%
Unnatural	0%

USING A SKILL WITH A ROLL: Roll skill dice when the outcome is in doubt. That usually means there's a crisis, the circumstances are not under your Agent's control, or your Agent is not expert enough to succeed without a roll. For details, see **USING SKILLS** on page 42.

Common Knowledge

Most Agents took a few science classes in school. Any Agent can sing badly or draw a crooked sketch. Skills represents deep, specialized training or education. Calling on common knowledge, whether it's common to everyone or just everyone in the Agent's occupation, may require an INT×5 test or having a certain level of INT. Charming someone with unskilled art is usually a CHA or DEX test. Other efforts use other stats. The Handler decides whether a task requires the general ability of a stat or the specialization of a skill.

Using Libraries

There's no designated skill for library use. Whether your Agent is sifting through microfilm or a database, look to the particular skill that's involved in the research: History, Science, Medicine, etc. Some research may not need a skill (combing recent news archives, for instance), only a certain amount of INT and time.

Improving Skills

We learn from failure. If your Agent has at least 1% in a skill (any except Unnatural), it can improve when your Agents attempts to use it and *fails*.

On the character sheet, next to every skill except Unnatural, there is a check box. When your Agent tries to use a skill and fails, mark that skill's box. At the end of each session, add 1D4 percentage points to every skill that has a check next to it. Then erase the check.

Gaining an entirely new skill requires extensive training (see **HOME** on page 76 for details).

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

Special Training

Some specialized knowledge requires extensive training but not a dedicated skill rating. This often means at least 10 to 20 hours of instruction and practice. With special training, your Agent can use an existing stat or skill in a new way. It may allow use of one function of a skill without mastering the skill itself.

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

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

Examples of Special Training

- Parachuting *(Athletics* or *DEX)*
- Skiing *(Athletics)*
- SCUBA gear *(Swim)*
- Space suit operation *(INT)*
- An exotic hand weapon *(Melee Weapons)*
- An exotic pistol or rifle *(Firearms)*
- Hand grenades *(Athletics)*
- Deep knowledge of a subculture *(INT)*
- Another country's criminal codes *(Law)*
- Lockpicks *(DEX)*
- Electronic security systems *(INT)*
- Inside knowledge of a conspiracy *(Criminology)*
- Fluency in a rare dialect *(Foreign Language)*
- Black markets *(Criminology* or *CHA)*

Skill (Types)

Art, Craft, Foreign Language, Military Science, Pilot, and Science skills are named with types. The skills are deliberately vague and are not meant to be restrictive. If a skill type seems close to what's required, we encourage the Handler to let it apply.

Skill Descriptions

Accounting

Base Rating: 10%

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

Alertness

Base Rating: 20%

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

Anthropology

Base Rating: 0%

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

Archeology

Base Rating: 0%

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

Art (Type)

Base Rating: 0%

Expertise at creating or performing a work that sways emotions and opinions. It also encompasses knowledge of techniques and trends in your field, and the ability to tell a particular creator's real work from a fake. Anyone can draw a rough sketch; the Art skill

reflects knowledge, practice, and talent. Each type of Art is a separate skill: Acting, Creative Writing, Dance, Flute, Forgery, Guitar, Painting, Poetry, Scriptwriting, Sculpture, Singing, Violin, etc.

Artillery

Base Rating: 0%

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

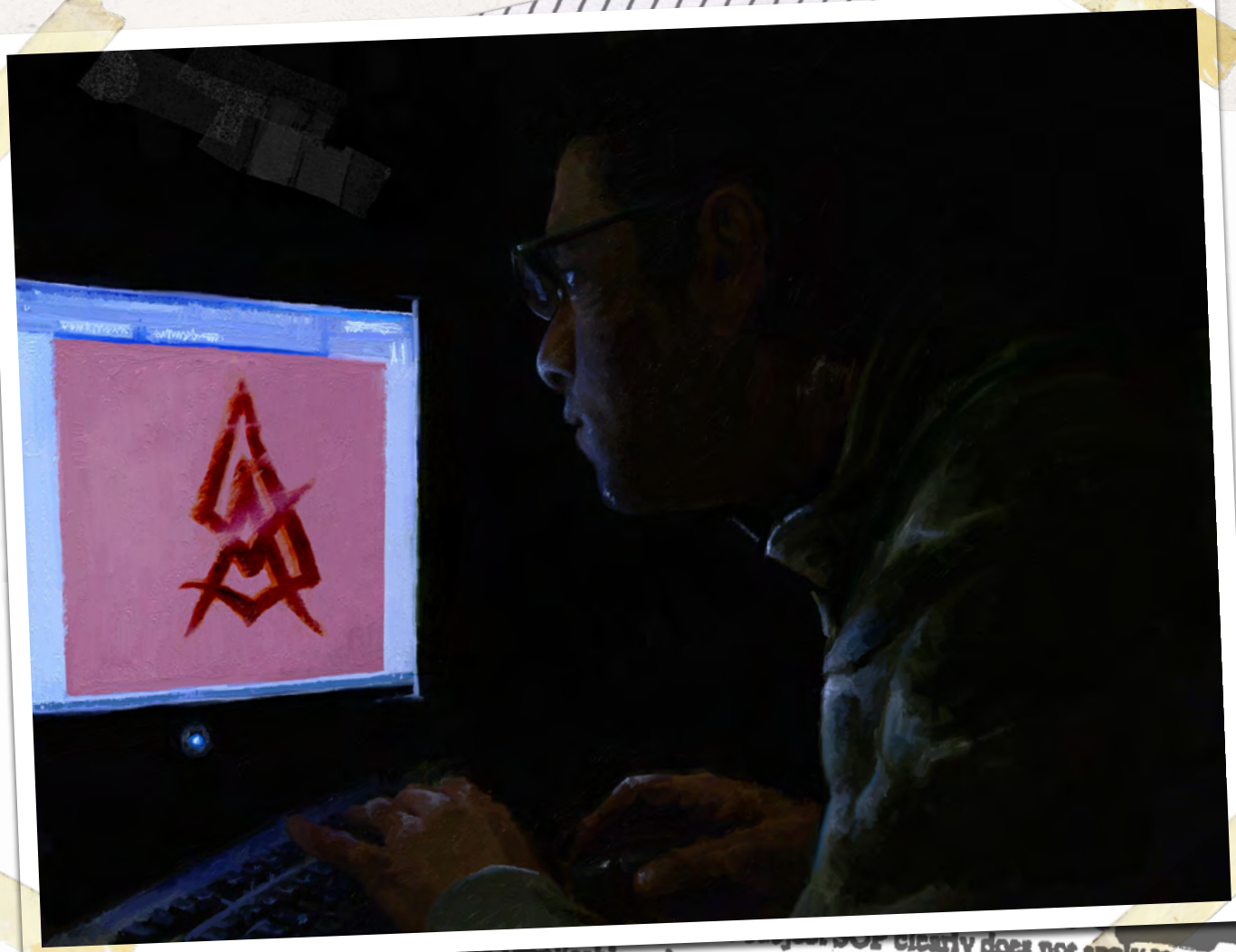
Athletics

Base Rating: 30%

Your Agent trains to get the most out of his or her strength and agility. Strength and Dexterity cover raw physical power and manual dexterity; the Athletics skill represents long practice doing things like running, jumping, climbing, and throwing.

Use Athletics to:

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



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[redacted] clearly does not apply to
[redacted] (applicable only to military and civilian interrogators assigned
to JTF-GTMO), LEA in conjunction with the FBI's Behavioral Analysis Unit want to provide
you the following general observations on [redacted]

2. General Observations: Both the military and LEA share the identical mission of obtaining
intelligence in order to prevent future [redacted]

Bureaucracy
Base Rating: 10%
Manipulating the rules and personalities that govern an organization. Use it to locate and borrow supplies, convince an official to provide information or resources, gain credentials for access to a restricted area, or keep the hospital from delving too deeply into the source of your injuries.

Computer Science
Base Rating: 0%
Deep knowledge of computers, computer systems, and the programs that run them. Use it to recover erased or encrypted data, protect documents from easy access, implant software to hijack a computer system, clone a phone's SIM card, identify flaws in a security system, impersonate users, or falsify data. It is often complemented SIGINT and by Craft skills like Electrician and Microelectronics.

Craft (Type)
Base Rating: 0%
Making and repairing sophisticated tools and structures. A job that most people could figure out does not require the Craft skill, only an INT or DEX test. Use Craft for specialized work that needs training: Craft (Electrician) to rewire a house, hotwire a vehicle in a hurry, tap a phone or data line, or spot signs of electrical sabotage; Craft (Mechanic) to jury-rig a machine or get a broken engine working—or to sabotage one beyond repair; Craft (Locksmith) to open a lock without a key; Craft (Gunsmith) to repair a broken firearm. The Handler decides whether a task requires Craft. Each Craft type is a separate skill: Architect, Carpenter, Electrician, Gunsmith, Locksmith, Mechanic, Microelectronics, Plumber, etc.

Criminology
Base Rating: 10%
Knowledge of criminal and conspiratorial behavior. Use it to identify and predict criminal behavior, deduce relationships between members of a conspiracy, analyze criminal activity, examine witness statements, or know whom to talk to in the criminal underground.

Demolitions
Base Rating: 0%
Safe handling of explosives in a crisis. Use it to disarm a bomb, set a charge to destroy a target remotely, jury-rig an explosive from supplies at the hardware store, or analyze a blast to determine exactly what caused it. Failure when handling a bomb means your Agent needs more time. If it's a crisis that requires a roll, a fumble means an accidental explosion.

Disguise
Base Rating: 10%
Alter your Agent's appearance, voice, posture, body language, and mannerisms to avoid recognition without drawing attention.

Dodge
Base Rating: 30%
Evading danger and attacks through instinct and reflexes. Against firearms and explosives, Dodge can get an Agent to cover before bullets and shrapnel fly (see **DODGING RANGED ATTACKS** on page 54).

Drive
Base Rating: 20%
Handling an automobile or a motorcycle safely in a crisis. Unless the Handler says otherwise, every Agent has a driver's license and can drive a car safely in normal conditions. Use this skill to keep a vehicle safe in a high-speed pursuit or on dangerous terrain.

Firearms
Base Rating: 20%
Safe and accurate shooting with small arms in combat. Use it to hit a target despite the adrenaline, panic, and shock of violence interfering with hand-eye coordination.

First Aid
Base Rating: 10%
The initial treatment and stabilization of of injuries. Use it to help a character recover lost Hit Points. By comparison, Surgery corrects a severe wound and Medicine ensures long-term recovery. (See **HEALING** on page 55.)

Foreign Language (Type)

Base Rating: 0%

Fluency in another language. Each foreign language is a distinct skill. Having 20% allows halting conversations; at 50% your Agent speaks and reads like a native. The greater the skill, the greater the complexity of the information your Agent comprehends and the less time it takes. You don't need to roll unless the Handler says the situation is exceptionally difficult. At the Handler's discretion, special training may allow use of the same skill with a closely related language.

Forensics

Base Rating: 0%

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

Heavy Machinery

Base Rating: 10%

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

Heavy Weapons

Base Rating: 0%

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

History

Base Rating: 10%

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

HUMINT

Base Rating: 10%

Human intelligence. This obtains information about a subject—especially information the subject would rather conceal—through observation, conversation, or examining patterns of behavior and relationships. Use HUMINT to recognize signs of dishonesty from verbal cues and body language, gauge attitude and intentions, cultivate sources of information about a subject, determine what it would take to get a subject to cooperate, or recognize clues of what a subject wants to conceal. HUMINT can notice signs of mental illness, but Psychotherapy would be needed to diagnose and treat a specific malady. If your Agent also has Criminology, HUMINT can be used to compile a psychological profile to help find a subject. A subject who deliberately tries to deceive your Agent can attempt a Persuade test to oppose your Agent's HUMINT (see **OPPOSED TESTS** on page 45).

Law

Base Rating: 0%

Using laws and courts to your Agent's advantage. Use it to get your Agent's way in court, to determine the correct procedures for handling evidence in a prosecution or a civil case (and how to undermine them), to bullshit your Agent's way out of legal trouble, or to minimize legal risks. The Law skill applies to your Agent's native country; using it with another country's laws requires special training (see page 30).

Medicine

Base Rating: 0%

The study and treatment of injury and illness. Use it to diagnose the cause of an injury, disease, or poisoning, identify abnormalities such as toxins or diseases, identify the cause and approximate time of death, identify the type of weapon used to kill a victim, identify a dead person's last meal, or prescribe proper long-term care. By comparison, First Aid keeps a patient alive until surgery is possible and Surgery corrects a severe wound. (See **HEALING** on page 55).

Melee Weapons
Base Rating: 30%
Lethal use of melee weapons in combat. Use it to hurt or kill an opponent with a knife, axe, club, or other weapon.

Military Science (Type)
Base Rating: 0%
Knowledge of military culture, techniques, and regulations. Use it to identify threats in a battlefield, find accurate ranges, recognize weaknesses in a fortification, deduce the training level of a soldier or unit, reconstruct the events of a battle, or deploy forces advantageously in combat. Each type of Military Science is its own skill. The usual types are Land, Air, and Sea.

Navigate
Base Rating: 10%
Finding your way quickly with maps, charts and tables, orienteering, instruments, or dead reckoning.

Occult
Base Rating: 10%
The study of the supernatural as understood by human traditions, including things like conspiracy theories, traditional occultism, fringe science, and cryptozoology. Use Occult to examine and deduce the intent of a ritual or to identify occult traditions, groups, grimoires, tools, symbols, or legends. Occult can never tell the genuinely unnatural from superstition or mythology. That's the province of the Unnatural skill.

Persuade
Base Rating: 20%
Changing another's deeply-held decision or desire. Use Persuade to get your Agent's way when the subject is so stubborn, what your Agent wants is so valuable, or the deception is so flagrant that Charisma isn't enough. With Persuade, your Agent might convince a witness that what she saw was innocuous and not unnatural, talk a detective into helping you cover up evidence for the greater good, or draw useful intelligence out of an unwilling subject. This skill also allows your Agent to resist persuasion and interrogation in opposed Persuade rolls (see **OPPOSED TESTS** on page 45).

Pharmacy
Base Rating: 0%
Knowledge of drugs, from their ingredients and creation, to their effects, uses, and misuses. Use it to identify and produce medicines and antidotes—as well as poisons. Identifying a drug requires at least 20% skill. Preparing a particularly powerful drug safely, such as one with psychoactive effects, requires at least 40% skill or a successful roll. Misusing Pharmacy is a quick way to kill a patient (see **POISON AND DISEASE** on page 60).

Pilot (Type)
Base Rating: 0%
Piloting, navigating, and captaining waterborne, airborne, or aerospace vehicles. Use it to keep a vessel safe in a crisis, such as through a storm or in a dangerous pursuit. Each vessel type is a separate skill: Airplane, Drone, Helicopter, Small Boat, Ship, Space Shuttle, etc. At the Handler's discretion, skill with one craft may allow piloting a related kind of craft.

Psychotherapy
Base Rating: 10%
The diagnosis and treatment of mental illness. Use it to identify a mental disorder, help a patient recover, talk someone down when a disorder begins to take over, and treat mental illness in the long term. You cannot use Psychotherapy on yourself. Using Psychotherapy to aid someone who suffered exposure to Unnatural forces might cost the therapist SAN; see **THREATS TO SAN** on page 67.

Ride
Base Rating: 10%
Handling, training, and riding horses, donkeys, camels, and other beasts. Exotic mounts may need special training (see page 30). Use Ride to stay on a mount in a crisis and to keep animals calm and healthy.

Science (Type)
Base Rating: 0%
The deep study of the processes of the world. This is more than common schooling; anyone can attempt an INT test to remember something from a high-school

science class. Science is used to find a key insight about the way the universe works—or at least, the way it's supposed to work. Each Science is a separate skill: Astronomy, Biology, Botany, Chemistry, Engineering, Genetics, Geology, Mathematics, Meteorology, Physics, Planetology, Zoology, etc.

Search

Base Rating: 20%

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

SIGINT

Base Rating: 0%

Signals intelligence. It encompasses encryption, communications intelligence, electronic intelligence, electronic security systems, surveillance of radio and digital communications, and the making and breaking of codes. Use it to install bugs and wiretaps or to find and disable them, to communicate in Morse code, to operate surveillance equipment, and so on.

Stealth

Base Rating: 10%

Concealing your presence or activities. Use it to hide a pistol, camouflage a position, conceal a microphone, leave an envelope at a dead drop unobserved, pick a pocket, move silently, follow without being seen, or blend into a crowd. An Agent attempting Stealth can be detected only by an opposing Alertness or Search skill (see **OPPOSED TESTS** on page 45).

Surgery

Base Rating: 0%

The treatment of an injury or abnormality by invasive means. By comparison, First Aid keeps a patient alive until surgery is possible and Medicine ensures long-term recovery. (See **HEALING** on page 55.)

Survival

Base Rating: 10%

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

Swim

Base Rating: 20%

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

Unarmed Combat

Base Rating: 40%

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

Unnatural

Base Rating: 0%

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

Detailed Description: Bonds

Bonds measure your Agent's relationships with the vital people in his or her life: loved ones, family members and close friends. A Bond can protect your Agent from SAN loss (see **PROJECTING ONTO A BOND** on page 74) or offer a chance to repress the effects of a disorder or temporary insanity (see **REPRESSING INSANITY** on page 75).

Bonds are not merely motivations or things your Agent likes. They are your Agent's connection to humanity. An Agent with no Bonds is more susceptible to psychological trauma than one who has people waiting back home.

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

Each Bond begins with a score equal to your Agent's CHA. Bonds' scores often deteriorate because of your Agent's involvement in Delta Green. A Bond increases if it is cultivated between operations (see **HOME** on page 76). A Bond can never have a score higher than your Agent's CHA. Any time CHA drops, each Bond drops by the same amount.

Defining Bonds

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

Bonds With Groups or Individuals

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

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

Sample Bonds

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

Broken Bonds

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

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

When damage to a Bond reduces it to 0, the relationship is damaged beyond repair. Cross it off the sheet. The only way to regain a Bond with that character or group is to build it from scratch as if it had never existed (see **HOME** on page 76 for details on creating new Bonds).

When you cross a Bond off, don't erase it. After all, there's no forgetting a vital relationship that went bad.

EXAMPLE: *As a computer scientist, Louis' Agent has three Bonds. They are his fiancée, a young son that he had in a prior relationship, and a small group of crackers and programmers that have remained extremely close since childhood. His CHA is 10, so each Bond starts at 10.*

A Special Bond: Delta Green

Powerful Bonds form between people who have to look out for each other to survive. Only fellow veterans understand what you've suffered. Sooner or later your Agents comes to rely on each other more than family.

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

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

After the crisis, when things are calm, your Agent must make a SAN test. There's no effect if it succeeds. If it fails, your Agent gains a new Bond with each Delta Green teammate (up to five) present for that disaster, and increases any Bonds that were already there.

For each teammate with whom your Agent doesn't already have a Bond, the failed SAN test adds a new individual Bond. Write the character's name and a note indicating "Delta Green" next to it. Its value is half your Agent's CHA. Your Agent immediately loses 1D4 points from one other (non-Delta Green) Bond of your choice (if you have any left).

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

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

Detailed Description: Finishing Up

Don't try to make the perfect Agent. Engaging with your Agent as a *character*, not as a tool to "win" the game, is what makes the terrifying catastrophes of *Delta Green* matter.

To flesh out some details and make the Agent engaging, write the following notes on the character sheet:

» The Agent's name.
» A detail or two about the Agent's age and appearance.
» Most Delta Green Agents have college or advanced degrees. Where did your Agent go to school and what did he or she study?
» A detail or two about the Agent's personality, beliefs, hobbies, obsessions, and motivations. (See **OTHER MOTIVATIONS** on page 38.)
» Something you admire about the Agent.
» Something you dislike about the Agent.
» Why does Delta Green trust your Agent to confront unnatural threats and keep them secret?
» Why does your Agent agree to help Delta Green and keep its secrets?

EXAMPLE: *Louis's Agent's name is Yusuf Massim. Looking at his stats, Louis says Massim is out of shape but has an iron stomach and never gets sick. Louis decides Yusuf went into the army for four years, right out of high school, then got a computer science degree, and has had five years of experience since, so he's 31 years old. He works in the U.S. Computer Emergency Readiness Team in the Department of Homeland Security as a computer specialist (his profession). After some thought, Louis decides he dislikes Massim's disconnection from his parents; he decides the Agent cast his family aside for his career. Thinking up something he might admire, Louis says Massim is willing to stand up to any threat to protect his country.*

Damaged Veterans

If your character is not yet part of Delta Green, you're done. But if you're playing a Delta Green Agent, some past experience with unnatural forces brought you to the group's attention, and made you willing to join them. You don't need to describe exactly what happened—save that for when you share terrible stories with your fellow Agents—but you need a sense of that past investigation or encounter. Choose from one of four options and work with the Handler to build details around it. For more experienced characters, the Handler may ask you do this more than once.

Extreme Violence

Add +10% to your Agent's Occult skill. Reduce SAN by 5. Subtract 3 from your Agent's CHA and each Bond. Your Agent is adapted to violence (see page 73).

Captivity or Imprisonment

Add +10% to your Agent's Occult skill. Reduce SAN by 5. Subtract 3 from your Agent's POW. Your Agent is adapted to helplessness (see page 73).

Hard Experience

Add +10% to your Agent's Occult and +10% to any five skills other than Unnatural. This can bring no skill higher than 90%. Reduce your Agent's SAN by 5. Remove one Bond.

Things Man Was Not Meant to Know

Your Agent gains 10% in the Unnatural skill and adds +20% to Occult. Reduce your Agent's SAN by his or her POW. Your Agent gains a new disorder caused by the Unnatural (see page 72). Reset your Agent's Breaking Point to his or her new SAN minus POW.

EXAMPLE: *Louis doesn't want to reduce Yusuf's POW or his individual Bond scores, so he decides Yusuf's induction into Delta Green happened after an extensive investigation that gained him hard experience. He adds +10% to Occult, making it 20%, and picks Alertness, Computer Science, Craft (Electrician), Craft (Locksmithing), and Stealth to increase by 10% each, making them 50%, 90%, 40%, 50%, and 60% respectively. He drops his Bond with his fellow hackers, saying the operation resulted in one of them getting busted and now they won't have anything to do with him. He also reduces his starting SAN from 60 to 55.*

Other Motivations

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

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

DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL
Massim, Yusuf **("Agent Daryl")**

2. PROFESSION (RANK IF APPLICABLE)
Computer Scientist

3. EMPLOYER
DHS, U.S. Computer Emergency Readiness Team

4. NATIONALITY
U.S.

5. SEX
☐ F ■ M ☐ _____

6. AGE AND D.O.B.
31

7. EDUCATION AND OCCUPATIONAL HISTORY
Bachelor's degree, computer science. Ex-Army.

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)	7	35%	Out of shape
Constitution (CON)	14	70%	Never gets sick
Dexterity (DEX)	12	60%	
Intelligence (INT)	14	70%	Smart
Power (POW)	12	60%	
Charisma (CHA)	10	50%	

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	11 (STR + CON)/2	
Willpower Points (WP)	12 POW	
Sanity Points (SAN)	99 99 – Unnatural	55
Breaking Point (BP)	N/A	48

10. PHYSICAL DESCRIPTION
Black hair and mustache. Often disheveled.

PSYCHOLOGICAL DATA

11. BONDS	SCORE
☐ **Fiancée**	10
☐ **Young son**	10
☐ **(Former Bond: Fellow hackers)**	n/a
☐	
☐	

Check a damaged Bond's box until the next Home scene ends.

12. MOTIVATIONS AND MENTAL DISORDERS
Will stand up to any threat to protect his country.

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE
Violence ☐ ☐ ☐ *adapted* Helplessness ☐ ☐ ☐ *adapted*

APPLICABLE SKILL SETS

☐ Accounting (10%)		☐ First Aid (10%)		☐ Ride (10%)	
☐ Alertness (20%)	50%	☐ Forensics (0%)		☐ Science (0%): **Mathematics**	60%
☐ Anthropology (0%)		☐ Heavy Machinery (10%)		☐ Search (20%)	
☐ Archeology (0%)		☐ Heavy Weapons (0%)		☐ SIGINT (0%)	50%
☐ Art (0%):		☐ History (10%)		☐ Stealth (10%)	60%
☐ Artillery (0%)		☐ HUMINT (10%)		☐ Surgery (0%)	
☐ Athletics (30%)		☐ Law (0%)		☐ Survival (10%)	
☐ Bureaucracy (10%)		☐ Medicine (0%)		☐ Swim (20%)	
☐ Computer Science (0%)	90%	☐ Melee Weapons (30%)		☐ Unarmed Combat (40%)	
☐ Craft (0%): **Electrician**	40%	☐ Military Science (0%):		Unnatural (0%)	
☐ Criminology (10%)		☐ Navigate (10%)		Foreign Languages and Other Skills:	
☐ Demolitions (0%)		☐ Occult (10%)		☐ **Craft (Locksmithing)**	50%
☐ Disguise (10%)		☐ Persuade (20%)		☐ **Craft (Mechanic)**	30%
☐ Dodge (30%)		☐ Pharmacy (0%)		☐ **Craft (Microelectronics)**	60%
☐ Drive (20%)		☐ Pilot (0%):		☐ **Language (Arabic)**	40%
☐ Firearms (20%)	40%	☐ Psychotherapy (10%)		☐ **Language (Russian)**	40%
				☐ **Science (Physics)**	40%

Check a box when you attempt to use a skill and fail. After the session, add 1D4 to each checked skill and erase all checks.

THIS IS A WORK OF FICTION

// The Game //

Face Games

When we first started wearing the mask, it was a small thing. Something between friends, or, more than friends. Whatever. We loved each other. But it was a joke. Something funny. Put the mask on, stalk around the house not speaking to the other. Do the laundry in it.

Take a shower in it. Silent.

Where did the mask come from? I couldn't tell you. I didn't start asking until after. Why ask? When it showed up, it was fun. Not a big deal. Something to take the edge off.

We weren't supposed to be seeing each other, you see. A-cell knew, but we didn't care. Anyway, when it did go bad, it fell to shit very quickly. Why else would I be in here, right?

Lucky to be alive. Yup.

There was a time when she tied me up while wearing the mask. Tied me up and made me lie there on the floor while she paced, naked, with a knife. I'm not going to lie, I liked it. I thought it was great, until the first cut.

Three hundred and forty stitches and nine hours of surgery later, here I am. Alive. She's gone. They found the mask in a sewer pipe a mile from the house. That's good, right? Maybe I'll see her again. Maybe she's still near.

My face is almost there, they say. Soon. Soon it'll be close to normal.

But it'll never be as smooth as that mask.

AGITATION CHECKLIST

Name of Patient_____

Date of Birth____/____/____

Gender M_____ F_____

Race (Check all that Apply) Africa

Asian _____ Hispanic _____ Caucasian _____

Other (Please Specify) _____

Chemical Restraints

Indications for Restraint (Circle all that apply)

Confusion Suicidal Violent/Disruptive Demented Non-Verbal Alcohol / Substance Abuse Agitation

Other (Please State) _____

What medication, dose, and number of doses were used?

Medication	Dose	Number	Medication	Dose	Number
Haldol (Haloperidol)			Ativan (Lorezapam)		
Zyprexa (Zydis)			Other (Name)		
Valium (Diazepam)					

Physical Restraints

Was the patient also physically restrained? Yes or No

Discharge from the Emergency Department

Reason for Visit: _____ Time of Initial Restraint: ____ : ____ am / pm

Duration of Restraint: ____ Hours ____ Minutes

Chemical Restraint Complications: Yes or No

Circle all that

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

Welcome to the truth.

That's what the dice are for: to stand for an indifferent universe where fear, courage and hope matter less than an atom in an ocean of stars. Still, you fight. For your family, your friends, your way of life. You fight to live one more day.

Here's how the game works.

Using Skills

Delta Green's rules focus on *skills*. You decide what your Agent attempts to do; the Handler determines what skill to use. In a typical mission, Agents use many different skills.

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

Resolving a Test Without Dice

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

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

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

How Much Skill Does the Task Require?	
Only a little training; a hobbyist	20%
Basic training or a college minor	30%
Years of experience or a college major	40%
Decades of experience or graduate degrees	60%
A lifetime's mastery	80%

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

Resolving a Test With Dice

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

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

ROLL WHEN IT IS DIFFICULT: A skill test means the Agent is attempting something *difficult*. After all, even an expert in a skill might have only a 60% or 70% rating. A skill test is for a situation when an Agent lacks enough skill to succeed without a roll, or when even an expert might fail.

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

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

EXAMPLE: *Agent Daryl has followed clues in his colleague's computer to a dilapidated townhouse. He stakes the place out until he sees a suspicious man, possibly a resident, come and go. Daryl follows him. The Handler says that requires a roll because the outcome is unpredictable—there are so many variables on the street—and the target is wary. Agent Daryl's player must roll a Stealth test.*

If You Don't Have the Skill

If your Agent has a 0 in a skill, he or she can't even attempt to use it. It requires specialized training or education that your Agent lacks.

Using a Stat

If your Agent tries to do something that anyone ought to be able to do—something that's hard, but doesn't require specific training like a skill—then the Handler might look to one of your Agent's stats, for a stat test. A stat test is the relevant stat × 5. (So with STR 11, a STR test is 55%.)

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

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

How Much Stat Does the Task Require?	
Anyone could do it	3–4
Nearly anyone could do it	5–8
An average person could do it	9–12
Only an unusually gifted person could do it	13–16
Only a prodigy could do it	17–18

Bonuses and Penalties

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

If a bonus or penalty applies, it's usually +10%/–10%, +20%/–20% or (rarely) +40%/–40%.

Bonus or Penalty	Frequency	Description
+40%	Rare	You *almost* shouldn't even bother to roll.
+20%	Uncommon	Circumstances are distinctly in your favor.
No modifier	Most circumstances	The action is difficult and unpredictable.
–20%	Uncommon	Circumstances are distinctly worse than usual.
–40%	Rare	You *almost* shouldn't even bother to roll.

Who Rolls?

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

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

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

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

EXAMPLE: *Agent Daryl has help from another Agent who's also shadowing the target. They're coordinating by earpiece microphones, making sure only one is in sight at a time. The Handler says that means they can use the higher of their Stealth skills. One roll tells whether the quarry notices them.*

Success and Failure

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

Critical Success

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

Success

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

Failure

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

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

Fumble

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

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

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

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

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

EXHAUSTION: Immediately become exhausted (see page 47).

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

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

The Luck Roll

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

Time Required

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

TURNS: It takes a few combat turns (see **THE TURN** on page 50) or, at most, sixty seconds. Combat, some skill tests, and most stat tests are resolved in turns.

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

HOURS: It takes hours. Your Agent can typically attempt two to four such tasks per day (four only if your Agent goes without rest; see **EXHAUSTION** on page 47).

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

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

Opposed Tests

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

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

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

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

EXAMPLE: *Agent Daryl follows a man who may have been involved in Agent Clara's brutal murder. The Handler says the streets are not crowded and the suspect is wary, so Daryl must succeed at Stealth to go unnoticed. The Stealth description on page 35 says it is opposed by the target's Alertness or Search skill; the best roll wins. In this case, the Handler says it's Alertness. Daryl's Stealth is 60% and he rolls 67, failing. His target has Alertness 40% and rolls 49, also failing. The suspect's failure was a lower roll than Daryl's failure, so the suspected cultist wins. He realizes he's being followed.*

Pursuit

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

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

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

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

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

SEEKING AN EDGE: Instead of the usual roll to catch up or get away, pursuer or quarry may attempt to gain some advantage by testing a skill that applies to the situation, such as Alertness, Navigate, Stealth, Survival, or Tactics. If this test wins the contest, neither side gains a "win" but it grants a +20% bonus to that character's next chase roll, or +40% with a critical success. Failure and fumbling have the usual effects.

>> Opposed Tests and Pursuits

Outcome	Opponent Succeeds	Opponent Fails
You succeed	A critical success beats a success. Otherwise, whoever rolled higher succeeds and the other fails.	Your action succeeds and the opposed action fails.
You fail	You fail to stop the opposed action.	Nobody succeeds; or whoever rolled lower succeeds and the other fails (Handler's choice).

COMBAT DURING A CHASE: A passenger in a vehicle in a chase can shoot at the opposition before the pursuer and quarry roll to pursue and escape. Attacks use the **COMBAT** rules, beginning on page 48. Each contest in the chase is equivalent to one combat turn. If your Agent is the driver or is on foot, attacking instead of rolling to pursue or escape means the opponent's roll to pursue or escape automatically wins.

EXAMPLE: *Agent Daryl is following a cultist, but his quarry got on a motorcycle and raced away. Daryl got in an SUV in pursuit. Daryl's Drive is only 20%, but he is supported by another Agent in radio contact, in a second car. That grants a +20% bonus, bringing his chance to 40%. The cultist has Drive 40%, and his motorcycle is faster and more maneuverable than the pursuing vehicles, which grants a +20% bonus and brings his chance to 60%. The chase is in a sprawling industrial area with long streets and fair visibility. The Handler says one side or the other needs two wins to either get away or catch up.*

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

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

For the third set of chase tests, Daryl again seeks an edge with Alertness. He rolls 45, succeeding. But the cultist rolls 49, succeeding with a higher roll—and escapes.

Willpower Points

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

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

RUNNING OUT OF WILLPOWER POINTS: An Agent at 0 WP loses all control. This can look different for every Agent and every situation. The Agent might collapse in wracking sobs, or lash out wildly, or simply pass out. The Handler controls your Agent until WP returns to 1 or higher and describes the reaction. An Agent with 0 WP cannot succeed at *any* tests, including SAN tests. Sooner or later the Agent falls asleep, regardless of any disorders or stimulants, long enough to regain WP.

REGAINING WILLPOWER POINTS: When your Agent gets a full night's sleep (but no more than once in a 24-hour period), he or she regains 1D6 WP. If you play up one of your Agent's personal motivations (see **OTHER MOTIVATIONS** on page 38) in a way the Handler finds compelling, your Agent regains 1 WP.

Exhaustion

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

An exhausted Agent loses 1D6 WP and, at the Handler's discretion, may suffer a –10% or –20% penalty to all skills, stat tests, and SAN tests. The exhausted Agent loses another 1D6 WP after going another night without sleep or after working hard for too long. A full night's sleep cures exhaustion.

STIMULANTS: Taking stimulants or chain-smoking removes the exhaustion penalty for 1D6 hours. Harder, illegal drugs offset it for 2D6 hours. During this time, your Agent can't sleep. An Agent can take more stimulants to keep going, but every dose after the first costs 1D6 WP. Stimulants never restore WP.

If your Agent gains a new disorder while using stimulants, the Handler has good reason to say the disorder takes the form of addiction to them. (See **DISORDERS** on page 69.)

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

Sleeplessness

The first time your Agent tries to sleep after suffering temporary insanity or gaining a new disorder (see **TEMPORARY INSANITY** and **DISORDERS** on page 69), you must make a SAN test. If it fails, your Agent wakes in terror, losing the possibility of regaining any WP for 24 hours.

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

TOP SECRET

// Combat //

The Last Go Round

HE WAS SMILING WHEN I SHOT HIM IN THE FACE. A NEAT LITTLE BLACK GAP APPEARED JUST OVER HIS MOUTH BUT BENEATH HIS NOSE, LIKE A HOLE POKED THROUGH A MASK, AND HIS HEAD SPAT OUT A GOUT OF RED AND PINK ALL OVER THE WALL BEHIND HIM. IT SLID DOWN THE BRICKS LIKE A SLUG. THIS ALL SEEMED TO HAPPEN VERY, VERY SLOWLY.

HE SLID A LITTLE BIT TO THE SIDE, HEAD DROOPING, EYES OPEN BUT GLAZED, BUT HE DIDN'T FALL. IT WAS OVER.

I FELT THE MOVEMENT OF AIR AND TURNED TO FIND THE COFFEE HOUSE SUDDENLY EMPTY. THE PISTOL LOOKED HUGE, COMEDIC ALMOST, SMOKING IN MY HAND. I SPUN, WAVING IT AROUND, SHOUTING.

THE WOMAN BEHIND THE COUNTER HAD COVERED HER EARS, FINGERS LOST IN DREADLOCKS, AND THEN DROPPED OUT OF SIGHT. I SHOUTED THINGS I COULDN'T HEAR BECAUSE MY EARS WERE SHRIEKING. "DON'T MOVE," I THINK I SAID. "DON'T LOOK. DON'T."

I CROUCHED AND SNATCHED UP THE DOLL WHICH HAD DROPPED TO THE GROUND FROM HIS DEAD HAND. IT WAS ROUGH-MADE. STRAW WITH PIN-EYES AND A RAGGED JACKET. A STRAW WOMAN IN A SPORT COAT, AS MADE BY A POOR CHILD IN SOME THIRD-WORLD HELLHOLE. A LITTLE SPORT COAT MADE OF TAN SUEDE.

JUST LIKE THE PATCH I FOUND MISSING FROM MY TAN SUEDE JACKET LAST MONTH, WHEN THE DREAMS BEGAN.

HAVE YOU EVER DREAMED ABOUT KILLING, SKINNING, AND EATING YOUR CHILD? BECAUSE I HAVE. I'VE DREAMED IT EVERY DAY SINCE THAT BREAK-IN. I DREAM IT WHENEVER I CLOSE MY EYES.

I LIFTED THE BARREL AND SHOT HIM ONE MORE TIME, AND THE EMPTY MEAT JUMPED. THE BODY SLID OUT OF THE BOOTH, WIGGLING, AND FLOPPED TO THE GROUND.

"FUCK YOU," I YELLED, AND HEARD ONLY THE BASS IN MY HEAD OVER THE TINNY SHRIEK OF THE GUNFIRE.

I WIPED MY MOUTH WITH MY SLEEVE, SMELLING GUN SMOKE, AND WAS SUDDENLY STUNG BY SOMETHING SMALL AND HARD SPLATTERING MY FACE. A POCK-MARKED HOLE HAD APPEARED IN THE BRICK WALL KICKING UP DUST. THEN ANOTHER ONE. HIGHER, SMALL AND CIRCULAR, WITH THE CURLICUE OF A CLOUD OF DUST SWIRLING FROM IT.

THEN I HEARD CLAP CLAP CLAP. LITTLE FARAWAY SOUNDS.

THE COP LOOKED LIKE A POP-UP TARGET, HUNCHED IN THE DOOR, PISTOL OUT IN FRONT OF HIM SMOKING AND SPITTING A LICK OF FLAME WITH EACH SHOT.

I SHOT THE WINDOW ABOVE HIS HEAD AND IT EXPLODED AND THE FAT COP STUMBLED BACKWARDS OUT THE DOOR AND FELL TO THE GROUND OUTSIDE.

"I DON'T WANT TO KILL YOU!" I SCREAMED, AND THEN MOVED THROUGH THE BACK OF THE KITCHEN BEFORE A TERRIBLE THOUGHT STRUCK ME. I FROZE, GUN DANGLING, LOOKING AT SOME STUPID HIPPY SHIT IN THE SINK.

WHAT IF THE DREAMS DON'T STOP?

What if the dreams don't stop?

What if

What if what if

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

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

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

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

Delta Green fights on.

The Turn

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

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

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

Aim

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

Attack

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

The number of shots fired in a single firearm attack depends on the weapon used—a bolt-action rifle fires one bullet while a semi-automatic firearm might fire three quick shots—but it's always a single attack roll and a single damage roll. When in doubt, allow a Luck roll to see if the shooter has run out of ammo.

Attacking with unarmed combat or a melee weapon (but not with a ranged weapon) also means your Agent is parrying and blocking. See **DEFENSE ROLLS** on page 53 for details.

Called Shot

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

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

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

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

Making a called shot with unarmed combat or a melee weapon (but not with a ranged weapon) also means your Agent is parrying and blocking. See **DEFENSE ROLLS** on page 53 for details.

Disarm

An Unarmed Combat roll attempting to make a target drop an object. This is possible only if your Agent has both hands free and is in hand-to-hand range. Attempting to disarm also means your Agent is parrying and blocking. See **DEFENSE ROLLS** on page 53 for details.

Dodge

A Dodge skill test to get out of the way of an attack (or a disarm or pin). This opposed test pits your Agent's Dodge skill against the attack roll. If your roll overcomes the attack roll, your Agent avoids harm. See **DEFENSE ROLLS** on page 53 for details. If the Handler agrees, an Agent can dodge while jogging or running as described in the **MOVE** action on this page.

Escape

Roll either STR×5 or Unarmed Combat, whichever is better, to escape being pinned. It's opposed by the pinning character's attack roll against your Agent. If the pinning character is not attacking, the escape is opposed by either Unarmed Combat or STR×5 (whichever is better). If the escape roll succeeds, your Agent is no longer pinned and the escape roll acts as a defense roll against all attackers. See **DEFENSE ROLLS** on page 53 for details. If it fails, your Agent remains pinned and the escape roll does not defend against attacks.

Fight Back

If someone attacks your Agent with a melee weapon or unarmed combat (not a ranged attack or an explosive), your Agent can fight back with Unarmed Combat or Melee Weapons to block and counterattack. See **DEFENSE ROLLS** on page 53 for details.

Move

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

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

If there's cover at the end of your Agent's movement, getting behind it provides protection (see **PROTECTION IN COMBAT** on page 58). This can give your Agent armor against firearms and explosives—if the Agent is behind cover when the attack happens. That requires a Dodge roll if the attack happens in the same turn.

Pin

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

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

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

Attempting to pin a target also means your Agent is parrying and blocking. See **DEFENSE ROLLS** on page 53 for details.

Wait

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

Anything Else

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

One Action per Turn

An Agent can take only one action per turn. A weapon like a submachine gun or a rocket launcher might hit multiple targets, or one target multiple times, with a single roll (see **LETHALITY RATING** on page 57), but it's still just one action per turn. If this seems counterintuitive ("a good boxer can throw three jabs a second!") don't think of every roll as a single action but as a few seconds of fighting or moving.

Attack Rolls

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

Critical Hits and Fumbles

An attack roll that's a critical success (see page 44) is a *critical hit*. A critical hit inflicts double damage.

EXAMPLE: *Agent Daryl shoots the nearest cultist. He rolls 22: a critical success! Normally Daryl's pistol inflicts 1D10 damage, but a critical hit doubles it. He rolls a 4 and doubles it for 8 HP damage. The cultist collapses.*

An attack roll that *fumbles* (see page 44) is bad news. The exact outcome remains up to the Handler and can include:

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

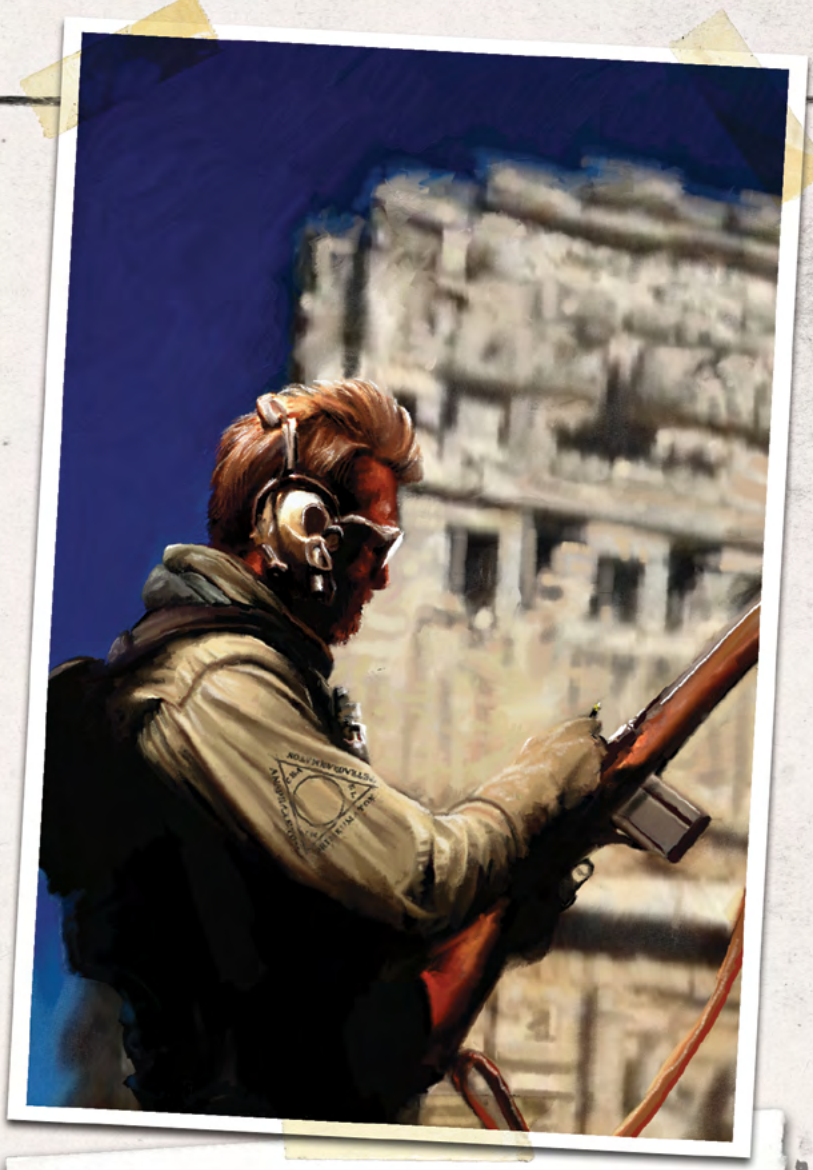
EXAMPLE: *Now it's the last cultist's turn to attack Agent Daryl. He attacks with his knife and rolls 55: a fumble! The Handler says the cultist stumbles over one of the bodies and falls prone.*

Attack Modifiers

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

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

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



Optional Rules: Other Called Shots

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

STUN (–20%): A hit stuns the target (see **STUN**, page 55).
FLESH WOUND (–40%): A hit inflicts half damage (round up).
HEAD SHOT (–40%): A hit is critical without matching dice.

Optional Rules: Other Critical Hits

If the Handler agrees, a critical hit can inflict normal damage (not double) and have some additional effect: **STUN** or **DISARM** the target; knock the target **PRONE**; make the hit a **CALLED SHOT**; or allow the attacker to immediately roll a **SECOND ATTACK**.

EYES ONLY

Thrown Weapons

Agents use the Athletics skill to attack with a thrown weapon such as a knife or grenade, but that may require special training (see page 30).

Surprise Attacks

If your Agent is out to kill someone who's unaware or helpless (and nobody is trying to stop you), that's hardly combat. You may not even need to make a roll.

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

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

Shooting Into a Crowd

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

Defense Rolls

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

Dodging and Fighting Back

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

A roll to Dodge opposes *all* hand-to-hand attacks that turn. It lets your Agent duck behind cover to evade all ranged attacks that turn if cover is near. Dodging never inflicts damage.

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

>> Combat Modifiers

Circumstance	+20% Bonus	–20% Penalty	–40% Penalty
Very Long or Very Short Range	Shooting at point-blank range (3 m or less)	Beyond base range (up to 2x)	Beyond 2x base range (up to 5x)
Unusual Target Concealment or Visibility	Using a laser sight	Terrible visibility due to smoke or darkness	Little to no visibility
Called Shot or Area Attack	Explosive weapon	Target about half covered or smaller than a human body	Target mostly covered or very small
Unusual Target Condition—Ranged Attack	Target standing totally still	Target prone or running	Target moving as fast as a speeding car
Unusual Target Condition—Melee Attack	Target pinned down or standing totally still	Target in a vehicle or running	Target moving as fast as a speeding car
Unusual Attacker Condition	Carefully aiming for a full turn	Suffering from pepper spray; shocked by a stun gun; exhausted	Suffering from tear gas; staggered by a stun grenade

In order to Dodge or fight back, your Agent must know an attack is coming and be physically able to block or evade it. If your Agent is pinned, if the attack occurs before he or she realizes it, or if your Agent can't see or hear the attacker, your Agent can't Dodge or fight back.

Dodging Ranged Attacks

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

Defending After Attacking

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

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

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

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

EXAMPLE: *Yusuf Massim, code-named "Agent Daryl," confronts a Seer of the New Light, member of a murderous cult, standing over the corpse of his mentor "Agent Clara." Daryl has his pistol drawn. His DEX is 12 and the cultists' DEX score is 13.*

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

In the next turn, the cultist attempts to pin Daryl again. He rolls 45, failing. Daryl shoots with the attack action. Daryl has 40% in Firearms and rolls 25. The shot hits. Daryl rolls high damage and the cultist collapses.

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

Damage

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

Optional Rule: Other Permanent Injuries

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

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

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

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

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

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

Damage Bonus from STR Score

1–4	5–8	9–12	13–16	17–18
–2	–1	+0	+1	+2

STUN: Stunning attacks such as tasers and pepper spray startle and impair. While stunned, your Agent can't act. When it's your Agent's turn, you may attempt a CON×5 test to recover and act normally next turn. If any single attack inflicts half of your Agent's *current* HP, the Agent is stunned.

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

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

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

Healing

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

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

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

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

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

Complications

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

Recovering Stat Points

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

>> Melee Weapons

Sample Weapons	Damage
Bare hands and feet	1D4–1
Brass knuckles or steel-toe boot	1D4
Taser	Stun
Ordinary knife or hatchet	1D4
Combat knife or nightstick	1D6
Tomahawk, machete, or baseball bat	1D8

>> Small Arms

Sample Weapons	Damage
Small-caliber pistol	1D8
Pistol	1D10
Carbine or very large pistol	1D12
Rifle	1D12+2
Shotgun blast, close range	2D8

>> Automatic and Heavy Weapons

Sample Weapons	Skill	Lethality	Kill Radius
Submachine gun, fully automatic	Firearms	10%	1–3 m
Assault rifle or carbine, fully automatic	Firearms	10%	1–3 m
Very heavy sniper rifle	Firearms	20%	none
Light machine gun	Heavy Weapons	10%	3 m
Heavy machine gun	Heavy Weapons	20%	3 m
Hand grenade	Athletics (requires special training; see page 30)	15%	10 m
Improvised explosive device	Demolitions	15%	10 m
Grenade launcher	Heavy Weapons	15%	10 m
Rocket-propelled grenade	Heavy Weapons	30%	10 m

>> Selective Fire

Type of Fire	Ammo Used	Lethality	Kill Radius
Short Burst	3	10%	None
Long Burst	5	10%	1 m
Short Spray	10	10%	2 m
Long Spray	20	10%	3 m

Lethality Rating

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

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

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

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

Kill Radius

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

Why Lethality Ratings?

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

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

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

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

MANY TARGETS: An attack with a Kill Radius usually affects everyone in the Kill Radius. If that makes no sense for the attack, the Handler can decide who gets hit or allow Luck rolls for escaping harm.

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

Suppression

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

Optional Rule: Suppression Without a Kill Radius

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

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

A character adapted to violence (see **ADAPTING TO SAN LOSS** on page 73) loses no SAN for braving suppressing fire. For NPCs, it's easiest to assume the average human goes to ground when suppressed. Only insane, hardened, or fanatical enemies stand up in the face of fire.

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

Selective Fire

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

A short burst fires three bullets in one trigger pull. It affects a single target. A long burst fires five shots with a Kill Radius of 1 meter. Short and long sprays empty the magazine faster but cover a larger Kill Radius (see page 56). Some firearms allow only single shots or short bursts ("three-round bursts"). See **EQUIPMENT AND VEHICLES** on page 82 for details about weapons.

Blowing Things Up

If your Agent wants to disable or destroy a vehicle or hardware, a heavy weapon with a Lethality rating is the way to do it. Small arms can do this, but it takes longer. Large objects have Hit Points as described in the **EQUIPMENT** chapter, and they are considered huge targets (see **HUGE**, page 60).

Protection in Combat

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

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

Fragile

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

Exposed

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

Armored

Being *Armored* reduces the damage of attacks. Armor has an Armor rating which reduces the HP damage of attacks. Armor 5 means reduce damage by 5.

Armor comes in two forms: *body armor* and *cover*. They both reduce the damage of ordinary attacks, but have different effects on Lethality attacks. If you have

>> Combat Protection Summary

Target Status	Effect of Normal Damage	Effect of Lethality Success	Effect of Lethality Failure
Fragile	Reduced to 0 HP	Reduced to 0 HP	Reduced to 0 HP
Exposed	Roll HP damage. If Armored, subtract the Armor value from the damage.	Reduced to 0 HP	Add up the Lethality dice to determine HP damage. If Armored, subtract the Armor value from the damage.
Behind cover	Roll HP damage. Subtract the cover's Armor value from the damage.	Add up the Lethality dice to determine HP damage. Subtract the cover's Armor value from the damage.	Add up the Lethality dice to determine HP damage. Subtract the cover's Armor value from the damage.
Huge	Roll HP damage. If Armored, subtract the Armor value from the damage.	Take the Lethality rating as HP damage. If Armored, subtract the Armor value from the damage.	Take the Lethality rating as HP damage. If Armored, subtract the Armor value from the damage.
Transcendent	No damage	No damage	No damage

Armor	Armor Rating
Kevlar helmet (adds damage reduction to other armor)	+1
Kevlar vest (concealable)	3
Reinforced Kevlar vest (typical for uniformed police)	4
Tactical body armor (typical for soldiers and SWAT teams), wall or thick door, makeshift vehicle cover	5
Bomb suit; thick wall, concrete, or moderate rock; light vehicle armor	10
Reinforced wall, big rock, or sandbag; medium vehicle armor	15
Heavy vehicle armor or light tank armor	20
Heavy tank armor	25

more than one source of armor (such as wearing body armor while behind a wall), add them all together.

Some weapons are armor piercing, which in turn reduces armor (see **ARMOR PIERCING WEAPONS**, page 60).

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

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

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

Being behind cover does not make Agents immune to suppression (see **SUPPRESSION** on page 57). If your Agent is suppressed, his or her next action must be to hide behind that cover instead of attacking.

EXAMPLE: *Agent Daryl exchanges fire with the guards of the Seers of the New Light. Both are hiding behind temple walls for cover, granting an Armor Rating of 5. The guard fires a burst and hits with a roll of 13. The guard rolls against the burst's 10% Lethality and gets a 10. Daryl has cover, so he's not subject to the Lethality success. Adding the dice together, the attack inflicts 11 damage. Daryl's player subtracts 5 for the wall and another 4 for his body armor, so he loses 2 HP. Being targeted by a Kill Radius means Daryl is suppressed again.*

The next turn, Agent Daryl grits his teeth and takes aim at the guard leaning around the corner. The guard has a wall for cover that blocks 5 damage, so Daryl tries a called shot. The Handler says it's a –20% penalty, reducing Daryl's 40% Firearms to 20%. The dice come up 09—a hit! Daryl rolls 1D10 damage and gets a 9. The guard drops.

Huge

A huge target loses Hit Points from ordinary weapon damage as usual. But Lethality ratings don't affect huge creatures in the same way they do a human sized target. Instead, the Lethality attack does flat HP damage equal to the Lethality rating.

Transcendent

Transcendent entities are immune to physical damage. This might mean they exist partly in dimensions we barely perceive, or are so organized that mere excesses of force and matter cannot harm them.

Nothing of this Earth is Transcendent. Only through the use of unnatural techniques, under extremely dangerous and limited situations, can humans become Transcendent.

Armor Piercing Weapons

An armor piercing weapon reduces the Armor value of a target by 5 points. Heavy armor-piercing weapons reduce armor by 10 points or more. See the weapon stats beginning on page 96 for which weapons are armor piercing.

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

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

Other Threats

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

Poison and Disease

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

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

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

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

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

DISEASES: Diseases inflict HP damage. If your Agent succeeds at a CON×5 test, he or she suffers half damage and recovers from the disease, or no damage with a critical success. On a failure, he or she suffers full damage and must make the CON×5 test again after another Speed interval. A fumbled CON test doubles the damage. While under the effects of a disease, the Agent cannot gain Hit Points back. Hospitalization grants a +20% bonus to the CON test. Serious diseases may come with a penalty to the CON test.

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>> Sample Poisons

Poison	Entry Route	Speed	Lethality	Symptoms	Antidote?
Spider venom	Bite	1D6 hours	5%	Pain, chills, nausea; possibly necrosis	Yes
A dangerous drug administered with failed Pharmacy skill	Varies	1D6 hours	5%	Usually pain, diarrhea, convulsions, or asphyxiation	Yes
Arsenic	Ingestion	1D6 hours	10%	Pain, diarrhea, cramping	No
Scorpion or rattlesnake venom	Bite or sting	1D6 hours	10%	Pain, weakness, hemorrhaging	Yes
Phosgene gas	Inhalation	2D6 hours	15%	Blistering, coughing blood, asphyxiation	No
Hydrogen cyanide gas	Inhalation	1D6 turns	20%	Asphyxiation	Yes
Sarin gas	Inhalation or absorbtion through skin	2D6 turns	20%	Muscle contractions, spasms, asphyxiation	Yes
Ricin	Injection or powder inhalation	2D6 hours	20%	Diarrhea, shock, seizures, circulatory failure	No

>> Sample Diseases

Disease	Route	Speed	Con Test Penalty	Damage	Symptoms	Cure
Bacterial meningitis	Airborne	1D6 days	–40	1D4	Stiff neck, nausea, confusion	Antibiotics
Bacterial pneumonia	Inhalation	1D6 days	None	1D6	Cough, fever, chills	Antibiotics
Gangrene	Dirty wounds	1D6 days	–20	1D4	Discoloration, oozing, numbness	Antibiotics, excision, or amputation
Plague	Flea bite (bubonic plague), inhalation (pneumonic plague)	1D6 days	None	1D6	Fever, chills, lymph node swelling, coughing (if pneumonic), shock	Antibiotics
HIV/AIDS	Injection or unprotected sex	1D6 months	None	1D6	Weight loss, fever, swelling of lymph glands, collapse of immune system	No cure; persistent; antivirals can keep it in check
Ebola virus	Contact with infected blood, bodies, or meat	1D6 days	–40	1D6	Fever, diarrhea, nausea, bleeding, shock	None

A persistent disease—such as HIV/AIDS—means succeeding at the CON test only buys time; the disease subsides and your Agent recovers lost HP. But every time the Agent is badly hurt (losing more than half his or her HP) or suffers from some other poison or disease, the Agent must make a CON×5 test to resist a resurgence.

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

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

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

Falling

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

Impact

Slamming into a barrier can be deadly. It has a Lethality rating of 10% for every 40 kph (25 mph) of speed. Double the Lethality rating if your Agent slams into a wall and there's nowhere to tumble. An Agent who survives an impact must make a CON×5 test or be stunned. For damage from a vehicular crash, see **VEHICLES** on page 95.

Suffocation

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

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

Armor does not protect against suffocation damage.

Fire

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

Intensity	Example	Damage
Minor	Candle	1/turn
Moderate	Flaming brand; momentary exposure to a larger fire	1D6/turn
Large	Campfire	2D6/turn
Major	Scalding steam; bonfire; blast furnace	Lethality (10%) each turn

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

Cold

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

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

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

The Aftermath

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

First, violence damages sanity. Unless your Agent is a hardened operator, getting into a deadly fight calls for a Sanity roll. So does getting hurt. So does killing someone. (See **THREATS TO SAN** on page 67.)

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

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

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

// Sanity //

The Worm That Walks

[redacted]

People walk around barefoot here because there's really nowhere to go. They keep it warm, or the desert does. Whatever. It's warm here and people don't wear shoes. God.

Why is everything so fucking hard all the time?

It's been nine days since I said the name out loud, which, all told, is pretty good. I'm impressed with myself. The last time Sebastian was here, he told me the group was paying attention and had someone on the inside. They were paying my way, after all. Someone was transcribing my therapy just as, a few days later, some other someones were reading it in Washington. A weekly play-by-play. Will the security risk crack? Tune in and find out.

Of course, there's always the chance this is all in my mind. The group. The op. The corpse sitting up on the table and talking. The screaming. Okay. My screaming.

Let's face it, it would be really nice if I were only losing my mind. I don't think that's what's happening. I just can't get behind that. That's not what's happening.

I think I saw a man controlled from the inside like a puppet. Something had squirmed inside him and inflated him, stretching his skin to splitting until it looked like naugahyde left out to burn beneath a supernova. Pale blue and white with horrible red cracks that ran like seams across his limbs.

"Yasmine?" The doctor looked at me like a mechanic looks at a faulty engine, disassembling me in his mind. Doctor Douchenozzle Gajar, puzzle man.

My face settled into Smile Number Six, a calm, recollection-filled smirk. In my mind, I saw the puppet thing shake twice and then split down the middle like a faulty shopping bag, spewing a web of undulating eels and liquid the color of antifreeze. Monty just sat there crying. For a bit. I mean, until it fell on him.

I burned down the L.A. County morgue. I can say that now. It's no exaggeration. I lit the autopsy room first. Shot at a deputy when he came in, and then walked from room to room, starting relatively awful fires with rubbing alcohol and embalming fluid. Didn't kill anyone. Well, no one real. Almost got a fire guy, though, but he got out.

All the fucking worms were harmed in the making of this program, though. Good, right?

"Do you have anything to add today?"

It just comes out.

"I didn't catch that." He takes his glasses off, holding the bridge of his nose.

I swat the glasses from his hands and stand up, laughing, my hand numb. He looks at his empty hand and sighs. This doesn't even phase him. I need to phase him.

"I WANT TO TALK ABOUT THE WORM!"

Doctor Gajar spins his finger in the air and the orderlies are in the room.

"FUCK YOU, FUCK! THE WORM THAT WALKS! THERE'S A WORM THAT

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

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

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

Rules of Thumb for SAN Loss

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

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

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

Explore the Loss

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

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

Optional Rule: Keep SAN Secret

For greater suspense, each player should keep his or her Agent's current SAN secret from the other players (of course, the Handler must also know all SAN scores). Knowing Mal has *precisely* 12 SAN feels very different from knowing that Mal "has never been the same since he saw that awful thing in the tunnels".

Another approach is for the Handler to keep the current SAN of all Agents a secret *even from the players*. You know your Agent has lost SAN and you'll know when your Agent goes insane, but you won't know the point totals, adding a welcome uncertainty to the game.

Threats to SAN

The three major threats to SAN are *violence*, *helplessness* and the *Unnatural*.

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

Violence

Killing other humans is inherently harmful to sanity. While wrestling and punching people is within biological norms, bludgeoning someone to death is not instinctive. The blasting noise and fire of modern violence overwhelm the human brain. Violence can drive you insane if you're not careful.

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

Suffering Violence	Loss
Ambushed by gunfire	0/1
Find a corpse or a mangled carcass	0/1
Find mutilated corpse of infant or loved one	0/1D4
Stabbed, strangled or shot	0/1D4
Suffer a permanent injury	0/1D6
Set on fire	0/1D6
Reduced to 2 HP or fewer	0/1D6
Tortured	0/1D8

Inflicting Violence	Loss
Incapacitate or cripple an innocent	0/1D4
Shove teammates' bodies into an incinerator to thwart an investigation	0/1D4
Kill in defense of oneself or another*	0/1D4
Kill a murderous enemy in cold blood*	0/1D6
Torture a victim	0/1D8
Accidentally kill an innocent	0/1D8
Kill an innocent in cold blood, even for a very good reason*	1/1D10

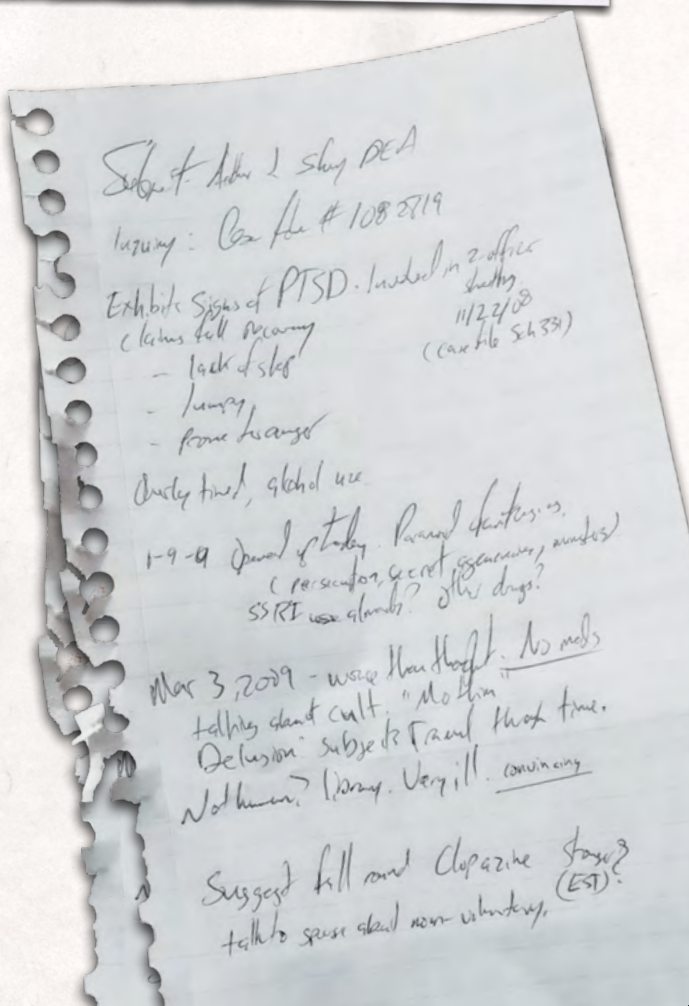
* For a failed roll, add 1 per victim beyond the first, up to the maximum possible roll: 4 for 1D4, 6 for 1D6, etc.

Helplessness

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

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

Helplessness	Loss
Being fired from one's job	0/1
Nearly get a Bond hurt or killed	0/1
Being informed of unexpected bankruptcy	0/1
A friend suffers permanent harm or gains a disorder	0/1
A Bond's score is reduced to 0	0/1D4
Sentenced to a prison term	0/1D4
Waking paralyzed or blind	0/1D4
Find a friend's remains	0/1D4
A Bond suffers permanent harm or gains a disorder	1/1D4
Flung into a pit of corpses	0/1D4
See or hear a friend gruesomely killed	0/1D6
Learn a Bond has been killed	1/1D6
See or hear a Bond gruesomely killed	1/1D8



The Unnatural

Finally there's the unnatural, the inhuman things that haunt the edges of existence. The unnatural troubles us because it is wholly outside of human experience. It wounds our sense of connection to the world by causing huge gaps in understanding. This is why the Unnatural skill limits maximum SAN. The more you know of our *actual* place in the cosmos, the harder it is to navigate the human world.

If an Agent faces the Unnatural and loses no SAN, it may mean the Agent has adapted to the Unnatural in some small way—or it may be denial, refusing to admit the experience was real. It's up to the player.

The Unnatural	Loss
Attempting Psychotherapy on a character who lost SAN to the Unnatural	0/1
Witnessing a supernatural effect that's apparently benign	0/1
Witnessing a violent supernatural effect	0/1D6
Seeing a corpse walk	0/1D6
Subjected to an overtly supernatural effect	0/1D6
Suffering a violent supernatural assault	1/1D8 or more

Insanity and Disorders

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

TEMPORARY INSANITY (PAGE 69): An Agent who loses 5 or more points of SAN in a *single roll* suffers *temporary insanity*.

DISORDER (PAGE 69): Every time your Agent's SAN is reduced to his or her Breaking Point (see **DETAILED DESCRIPTION: DERIVED ATTRIBUTES** on page 18), he or she gains a new *disorder*. Immediately reset your Agent's Breaking Point to your Agent's current SAN minus POW. Even if SAN rises back above the old Breaking Point, the disorder and the new Breaking Point remain.

Reaching the Breaking Point does not incur temporry insanity—unless the loss was of 5 SAN or more.

PERMANENT INSANITY (PAGE 73): An Agent that hits 0 SAN suffers *permanent insanity* and becomes the property of the Handler.

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

Finding his friend's remains cost 0/1D4 SAN. He succeeded at the Sanity roll, so he lost no points.

After the shootout with three knife-wielding cultists, the Handler said he'd lose 0/1D4 SAN. Daryl succeeded at the Sanity roll and lost no points.

After blowing up a roomful of cultists with a grenade, Daryl's SAN roll failed. The loss was 1D6 plus 1 per victim beyond the first, up to a maximum of 6. There were six victims so the failed roll cost Daryl 6 SAN. He went temporarily insane from the stress and trauma.

Then in the shootout with the guard, Daryl lost 1 SAN for standing up to suppressing fire. That brought his SAN down to 48, his Breaking Point. The player made a note that Daryl would soon develop a disorder. The player reset Daryl's Breaking Point to 36: the Agent's new SAN (48) minus his POW (12).

In the same shooting, Daryl faced a 0/1 loss for being shot and a 0/1D4 loss for killing the guard in self-defense. Daryl failed the first Sanity roll and lost 1 SAN. Then he failed the other and rolled 4 on the 1D4. That brought him to 43.

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

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

Temporary Insanity

In a moment of overwhelming stress—after losing 5 or more SAN in a single roll—your Agent loses self-control. We call it temporary insanity. For a short time you cannot control your Agent's actions. Your Agent's primitive brain switches to pure panic, with one of three possible responses: *Flee, Struggle,* or *Submit*.

Work with the Handler to determine which stance your Agent takes. Each is more likely in some circumstances than others.

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

Flee

Your Agent must move away from the SAN-affecting stimulus at top speed in any direction. Your Agent must do this for a number of turns equal to his or her CON, whereupon your Agent falls to the ground exhausted (see **EXHAUSTION** on page 47), or until your Agent feels "safe", whichever happens first. This is a common reaction against Unnatural and violence SAN threats.

Struggle

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

Submit

This is shutting down or passing out from shock. If conscious, your Agent is catatonic and paralyzed until the Handler decides he or she snaps out of it. When your Agent comes to, it's likely he or she has suppressed the trauma that caused his or her collapse. Remembering details requires an INT×5 test and is terribly stressful. This is a common reaction against Unnatural and helplessness SAN threats.

Optional Rule: Insane Insight

Sometimes Agents who face massive psychological damage from unnatural trauma come away with strange insights. If your Agent suffers temporary insanity due to an unnatural trauma, he or she might gain +1D6% to the Unnatural skill. Ask the Handler.

Disorders

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

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

A disorder takes the form of an irrational adaptation to the trauma that produced it. It may manifest a few hours after the trauma or it might take days, weeks, or months to appear. The player and the Handler negotiate the exact nature of an Agent's trauma so it makes sense. After seeing your partner die in a fire, developing *pyrophobia* makes more sense than developing, say, *erotomania* based on the feel of fur.

Acute Episodes

A disorder is a chronic, ongoing condition. It lurks under the surface, threatening to erupt when things get bad. Each disorder suggests triggers that bring on acute epsodes. Acute episodes last as long as your Agent is in the crisis or in the presence of the trigger and usually for at least a few hours afterward. In an acute episode, the Agent succumbs to the disorder's internal logic and must act accordingly. If your Agent suffers from more than one disorder, the Handler decides which comes to the fore.

REPRESSING AN EPISODE: When an acute episode begins, your Agent can attempt to repress it by projecting the stress and trauma onto a Bond. See **REPRESSING INSANITY** on page 75.

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

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

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

Sample Disorders From Violence

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

Addiction

Your Agent relies on a harmful habit or substance to get by. However much harm the addiction causes, your Agent needs the relief it offers. Losing 2+ SAN in any single roll triggers an acute episode, an overwhelming need. Feeding it usually imparts a –20% penalty to stats and skills for a few hours due to intoxication or distraction. And even in the best of times, going 24 hours without feeding the addiction costs 1D6 WP and prevents your Agent from recovering any WP. Every further 24 hours costs 1D6 WP. At 2 or fewer WP, your Agent does irrational, self-destructive things to feed the addiction.

Depression

Acute depression means total despair and a crushing inability to get anything done. It sometimes takes the shape of overwhelming guilt. An acute episode is triggered by reminders of past traumas your Agent suffered or inflicted, which can come in the most surprising forms and moments. During an acute episode, every skill or stat test costs 1D4 WP.

Psychoactive Sedatives

Taking a benzodiazepine like diazepam or clonazepam gives your Agent a +20% bonus to a SAN roll to repress an acute episode of a disorder (see **REPRESSING INSANITY** on page 75) at the cost of a –20% penalty to all skill and stat tests. Frequent use of such drugs makes addiction to them a likely result of your Agent's next disorder. If that happens, the drugs no longer confer any bonus to repress a disorder but still inflict the penalty.

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

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

Intermittent Explosive Disorder

Your Agent suffers from episodes of sudden, uncontrollable fury. Losing 2+ SAN in any single roll triggers an acute episode, in which your Agent explodes with irrational rage. Every outburst is out of proportion to whatever real or perceived threat provoked it. The heart races, the body sweats, the head fills with rage, and nothing is safe. Sometimes attacking whatever is in front of your Agent is a relief from his or her inner turmoil.

Ligyrophobia

Fear of loud noises. In modern conflicts, the roar of artillery, the rumble of armored vehicles, and the deafening din of explosions and gunshots are intense stimuli that provoke a phobic reaction. But loud noises even in everyday life can trigger the panic and overwhelming stress of an acute episode. In an acute episode, every SAN is at a a –20% penalty. This used to be called shell shock.

Paranoia

A state of extreme suspicion, in which a fear of invisible enemies pervades one's world-view. Losing 2+ SAN in any single roll triggers an acute episode. Unless your Agent finds a way to stifle his or her paranoia, he or she can't trust or rely on anyone. Every event, every disagreement or source of suspicion is a clue to a conspiracy against the Agent.

PTSD

Post-traumatic sress disorder is a psychiatric disorder that occurs following life-threatening events. A victim of PTSD relives the experience in nightmares and flashbacks, has difficulty sleeping, is subject to depression, and can be overcome by anxiety in similar situations. An acute episode is triggered by reminders of past traumas your Agent suffered or inflicted.

In an acute episode, the Handler chooses one effect: your Agent either reacts violently to threats only the Agent perceives, or suffers an acute depressive episode. (See **DEPRESSION** on page 70 for details.)

Sleep Disorder

Every time your Agent tries to sleep, make a SAN test. If it fails, your Agent wakes repeatedly in terror and cannot rest or regain any Willpower Points for 24 hours. (See **EXHAUSTION** on page 47 for the details.)

Totemic Compulsion

Your Agent fixates on an object present during the trauma and credits it with his or her "salvation." This is often a weapon or a piece of protective gear. Losing the item or just thinking it's lost, giving it to someone else, letting it be taken or destroyed, or going without it for more than an hour all trigger acute episodes. Your Agent suffers a –10% penalty to every skill test, stat test, and SAN roll until he or she recovers the totem or the Handler decides the Agent has fixated on a new one.

Sample Disorders From Helplessness

Disorders arising from hopelessness, confinement, or inability to change an intolerable situation often revolve around control or perception. These are typical.

Addiction

See the description on page 70.

Anxiety Disorder

Your Agent is seized by worry, fatigue, restlessness, headaches, and savage panic attacks. Losing 2+ SAN in any single roll triggers an acute episode, in which all skill and stat tests and SAN rolls are at –20%.

Conversion Disorder

Choose one form of this disorder: blindness, deafness, or paralysis. Suffering temporary insanity or reaching the Breaking Point triggers an acute episode, which leaves your Agent blind, deaf, or paralyzed with numbness and tremors until the stress subsides.

Dissociative Identity Disorder

Most of the time, your Agent seems fine. Suffering temporary insanity or reaching the Breaking Point triggers an acute episode, in which your Agent takes on an alternate identity with its own personality and memories. Over time, more identities may surface. The Handler decides when and whether you keep control of your Agent's behavior.

Depression
See the description on page 70.

Enclosure-Related Phobia
Both *agoraphobia* (fear of open spaces) and *claustrophobia* (fear of enclosed spaces) are frequent reactions to helplessness. The first arises because the open area is too big to control, the second because the enclosure is too small to escape. Entering a distinctly open (or enclosed) space triggers an acute episode, during which all SAN tests are at a –20% penalty.

Obsession
Your Agent becomes fixated on some person, place, event, act, or idea. Losing 2+ SAN in any single roll triggers an acute episode, which lasts days. In that time, any long-term action or skill use—anything taking more than a few hours—is at –20% because your Agent's mind is so often wrapped around its obsession.

Obsessive/Compulsive Disorder
If the only thing you can control in prison is the arrangement of belongings on a windowsill, you are likely to become very focused on them. An Agent with obsessive-compulsive disorder suffers a constant need to arrange everything perfectly. Losing 2+ SAN in any single roll triggers an acute episode. That incurs a –20% penalty to every skill test, stat test, and SAN roll until your Agent brings things into order.

Sample Disorders From the Unnatural
How does the mind—an organ designed to figure things out—handle horrors that can never be understood? Not well. Here are typical responses.

Amnesia
This is a common disorder from encounters with the unnatural. Losing 2+ SAN in any single roll triggers an acute episode, which erases all memory of the episode until your Agent finds a way to bring it back.

Depersonalization Disorder
Losing 2+ SAN in any single roll triggers an acute episode in which your Agent suffers detachment, feeling helplessly disconnected from his or her own body, thoughts, and emotions. That numb detachment incurs a –20% penalty to every skill and stat test.

Depression
See the description on page 70.

Dissociative Identity Disorder
See the description on page 71.

Fugues
Suffering temporary insanity or reaching the Breaking Point causes your Agent to shut down into catatonia or wander off in an unconnected daze.

Megalomania
What does it mean to look upon the face of a dead god and live? Some see themselves as messiahs, or as exempt from ordinary morality. Losing 2+ SAN in any single roll triggers an acute episode, in which every hint of doubt about your Agent's superiority fills him or her with indignation. That causes every use of a stat or skill to get help or make a good impression to fail.

Paranoia
See the description on page 71.

Sleep Disorder
See the description on page 71.

Permanent Insanity

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

It remains up to the Handler to determine when the Agent is "removed" from play. Sometimes it is instant; after the SAN loss, the Agent collapses weeping and refuses to re-engage with reality.

Sometimes it's more subtle. Many dangerous psychopaths get by for months or years without detection. A player who enjoys this kind of challenge may work in tandem with the Handler to keep playing a character with 0 SAN as if things were normal. If you keep all SAN totals secret (see **OPTIONAL RULE: KEEP SAN SECRET** on page 66), this should not be difficult.

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

Catatonia

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

Delusions

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

not dead which
can eternal be

Psychopathy

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

Resisting Insanity

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

Adapting to SAN Loss

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

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

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

ADAPTING TO HELPLESSNESS: Being adapted to helplessness means your Agent's personal drive suffers. As soon as your Agent becomes adapted to helplessness, he or she permanently loses 1D6 POW.

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

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

Projecting Onto a Bond

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

If your Agent still has at least 1 WP, reduce the SAN loss by the amount of WP spent—the amount you rolled—to a minimum of zero.

Now reduce a Bond's score by the same amount.

The next time your Agent interacts with the subject of the Bond, decide what shape the projection takes. Does the Agent grow hostile and angry, irrationally blaming his or her loved one for imagined wrongs? Does the Agent abandon the loved one in favor of relationships with less importance and meaning? The stresses faced by Delta Green Agents often wreck the families and friendships that give them strength.

EXAMPLE: *After nearly dying, Agent Daryl loses 5 SAN, which brings him past his Breaking Point. Desperate to stave off a new disorder, he projects some of that loss onto his 8-point Bond with his young son. He rolls 1D4 and it comes*

up 3. He subtracts 3 from the SAN loss, losing only 2 SAN. But he must reduce the Bond by 3. The player decides this will manifest as distance growing between them as Daryl struggles to cope with his trauma.

Repressing Insanity

Sometimes it's easier to cope with mental trauma if you pull strength and motivation from the relationships that give life meaning. You may attempt to repress the blind panic of temporary insanity or an acute episode of a disorder by spending Willpower Points. The amount is always 1D4: roll the die and reduce your WP by that much.

If your Agent has at least 1 WP after spending the 1D4, describe how a Bond might help your Agent keep it together. Reduce the Bond by the same amount. Make a note to describe later how the Bond becomes strained as your Agent takes too much support from it.

Now attempt a Sanity roll. If it succeeds, your Agent suppresses the insanity or disorder and behaves normally.

EXAMPLE: *Agent Daryl gained a disorder and the player and Handler decided it's alcoholism. A contact insists on meeting at a bar. It has been a couple of days since Daryl had a serious drink, so the Handler reminds Agent Daryl's player that a nice, soothing Scotch (or five) would smooth things out. This triggers an acute episode of Daryl's disorder. That could be a disaster, so Daryl attempts to repress the episode. He has a Bond with his fiancée with a score of 7. He focuses on his promise to her to quit drinking. His player spends 1D4 Willpower Points and rolls a 1, so Daryl loses 1 WP. He loses the same amount from the Bond, bringing it to 6. That lets the player roll a SAN test. If it succeeds, Daryl stifles his urge to drink, despite the temptation. If it fails, his alcoholism kicks in. What shape the damage to the Bond takes is up to Daryl's player. It might mean a humiliating drunken phone call where his fiancée realizes he's off the wagon again.*

Recovery

There are only a few ways to restore mental health.

Therapy or Home Life

After the mission your Agent can attempt to recuperate with professional help or by focusing on his or her Bonds; the things that give your Agent strength (see **HOME** on page 76).

Destroying the Unnatural

The Unnatural in *Delta Green* represents such an affront to the human mind that gaining *any* control over it is a sort of victory. At the Handler's discretion, any destruction of the unnatural by an Agent can restore hope—and in the process, SAN.

Destroying an unnatural creature or an object known to contain otherworldly power restores an amount of SAN equivalent to the lowest amount that could be lost for encountering it.

If the SAN loss is 1/1D6, for example, destroying it restores 1 SAN. If the SAN loss is 1D6/1D20, your Agent gains 1D6 SAN for destroying it.

This can mean your Agent gains more SAN from overcoming the threat than he or she actually lost from facing it. But it can never bring SAN higher than its maximum possible score: 99 minus your Agent's rating in the Unnatural skill.

Each Agent who was directly involved in putting the threat down gains this SAN.

EXAMPLE: *Remember when Agent Daryl was ambushed by the monstrosity in the Temple of the New Light? He's still drinking to forget it. After he scrambled away from its claws, Daryl had one chance to drop a grenade into the hole where the monstrosity lurked. He didn't have much hope, with an Athletics skill of only 30%. But he rolled 01! The creature exploded in a spray of glowing, blue-green chunks. The SAN loss for facing the creature was 1D4/1D10. Daryl, laughing and screaming, regained 1D4 SAN. The player rolled 3, so Daryl's SAN rose by 3 points.*

// Home //

Emily Sleeps

Date	Description		
3/16/12	Late Fee (charged because full payment not received by 3/15/2012)	$160.00	$1,669.71
3/17/12	Payment Received – Thank you		
3/19/12	Property Inspection Fee	$250.00	

Past Payments Breakdown

	Paid Last Month	Paid Year to Date

SERVICE	READ STATUS	PRESENT READING	PREVIOUS READING	CONSUMPTION	AMOUNT
Metered Electric	Normal	61257	59285	1972	215.62
Sales Tax 7.0%					15.09
Water Investment Charge					0.46
Sales Tax 9.75%					0.04
Storm Water Service Charge					3.00
Sewer					8.50
Metered Water	Normal	324	320	4	9.70
Sales Tax 9.75%					0.95
TOTAL CURRENT BALANCE					
BUDGET BILLING Y-T-D DIFFERENCE Minus sign indicates a credit on your behalf					

AMOUNT FROM PREVIOUS BILL	LATE CHARGES ADDED	PAYMENTS
348.06		

Where will it end? Some say the universe will keep expanding, every particle pulled faster and faster until nothing is left but entropy. Heat death, the ultimate black, endless…until quantum sparks light another Big Bang. A timeless, forgetful silence before new fires erupt.

I like that.

Emily sleeps. For a few silent hours there's nothing between us but space. Down the hall, the twins rest in the secret peace of exhausted children. In this moment, they're safe from what I've concealed. Right now, this instant, they're alive.

Sharon died shrieking as black growths wormed into her. She had kept singing to shut the gate before the rest of the thing could come through, even as it ruined her. When the door was shut, she called me a stupid cunt and said it was my fault. She kept pulling the barrel of my gun towards her with shaking, black-stained hands. I had enough time to say goodbye before I shot her and set fire to what was left. You learn to be grateful for the little things.

The gate's shut and Sharon is gone, and Em and the twins can never know. I lie. I lie to the twins. I lie to my coworkers, to my therapist, to what's left of my team. I lie when it matters and when it doesn't, just to stay in practice. Everything I say is a lie but "I love you," the truth that matters least. Love won't make up for the things I have done.

Emily sleeps, and every night we drift farther apart. She doesn't know what's behind the lies, but she knows something is not being said. There's some life I won't share. She knows it eats at us, and she knows I won't stop. Soon she and the twins will be gone, forever beyond my reach. They'll leave only memories in the empty darkness where countless doors strain to open. They'll never know to be grateful.

Delta Green features occasional scenes that focus on Agents' everyday lives. These short vignettes should last no more than a few minutes. They are a chance to explore the most important things in an Agent's life—and to see whether those things are deteriorating thanks to Delta Green.

Typically, "home" scenes occur between missions and reflect months or even years of time, but the Handler decides when and whether one is appropriate. A long break between missions could mean playing through two vignettes. Or the Handler could leave it at a single vignette and say that time gets away from the Agents as they settle into their normal lives.

What Changed

In a home vignette, take stock of what changed for your Agent in the last operation.

BONDS DAMAGED OR BROKEN: Describe how each relationship has deteriorated.

PERMANENT INJURIES: Describe what they look like.

DISORDERS GAINED: Did your Agent hit the Breaking Point during the operation? Now's the time for the Handler to decide what disorder the Agent gains.

WORK: If your Agent misused his or her contacts, authority, or resources from his or her day job, describe how actions during the operation may have impacted your Agent's career. See **GETTING FIRED** on page 80.

PROSECUTION: Did your Agent get arrested? See **PROSECUTION** on page 80 and describe the details.

Personal Pursuits

For the vignette, the player chooses one of the following pursuits. Describe how your Agent is pursuing it and roll the appropriate stat, skill, or SAN test.

Some pursuits damage Bonds. Describe what that Bond damage looks like. How is your Agent's life changing? What family or work obligations have you failed to support? Damage that accrues only to a non-Delta Green Bond does not apply at all if an Agent has no Bonds outside of Delta Green.

Choose from the following pursuits.

Fulfill Responsibilities

If your Agent focuses on ordinary obligations and relationships, describe something the Agent is doing at work or at home to support one Bond (other than a Bond for Delta Green). Roll a SAN test. Success improves the Bond by 1D6 (up to your Agent's CHA). A critical success also adds 1 SAN (up to your POW×5). Failure adds 1 to the Bond. A fumble means some disastrous conflict—probably related to your Agent's involvement with Delta Green—reduces the Bond by 1D4 and your SAN by 1.

Back to Nature

Your Agent can spend time in seclusion, minimizing stress, distractions, and obligations. This isn't a vacation with the family. It's extended time alone, or mostly alone, in an environment that's physically active but places few other demands on the Agent. This reduces one Bond (other than a Bond for Delta Green) by 1 as you let other responsibilities lapse. Roll a SAN test. Success adds 1D4 SAN, or 4 for a critical (up to your Agent's POW×5). Failure adds 1 SAN. A fumble costs 1D4 SAN. Describe the impact of this time alone.

Establish a New Bond

Your Agent attempts to create a new Bond. This means that character or group is developing into an essential, important part of your Agent's life. Attempt a CHA×5 test. Success establishes a new Bond with a score equal to half your Agent's CHA (round up). Unfortunately, the attention required to successfully establish a new Bond reduces the value of one other Bond (other than a Bond for Delta Green) by 1.

Go to Therapy

Therapy is a systematic deconstruction of mental trauma. It is an ongoing process requiring honesty and commitment. Going to therapy reduces a Bond (other than one for Delta Green) by 1 as you let responsibilities lapse. Therapy requires a Luck roll or a roll of the therapist's Psychotherapy skill.

Your Agent must decide whether to truthfully tell the therapist what caused the SAN loss. If your Agent tells the truth, there are risks. If the SAN loss came

from confronting the unnatural, the Handler decides whether the therapist believes what your Agent says. The therapist may in turn lose SAN from the Agent's stories. If the therapist thinks the Agent's stories are lies or delusions, make the Luck roll at –20%. If the Luck roll fails, your Agent gains 1 SAN, or loses 1 with a fumble. If the Luck roll succeeds, your Agent gains 1D6 SAN (or 6 with a critical success). If your Agent describes illegal violence and it sounds like further violence is imminent, the Handler may decide the therapist reports it to the authorities.

If your Agent does not tell the therapist the truth, healing is limited. If the Luck roll fails, your Agent gains no SAN, and loses 1 on a fumble. If it succeeds, your Agent gains 1D4 SAN (or 4 for a critical success).

If your Agent suffers from a disorder, a critical success with therapy's Luck roll cures it (whether your Agent told the truth or not). Your Agent develops a Bond with the therapist equal to half your Agent's CHA (or add 1D4 to it if your Agent already has that Bond), and loses 1D4 from one other Bond of your choice. Write "cured" next to the disorder on the character sheet—but do not erase it. The next time you gain a disorder, you must roll another SAN test. If that fails, the "cured" disorder returns in full force alongside the new one.

Therapy cannot increase SAN beyond the Agent's POW×5.

Improve Skills or Stats

By training or studying extensively, your Agent can try to boost any two separate skills or stats, or one stat and one skill. Describe what your Agent is doing to improve the stat or skill: taking night classes for INT or a skill, lifting weights for STR, meditating to strengthen self-discipline for POW, socializing or taking leadership courses for CHA, going to physical therapy to regain stat points permanently lost from an injury, etc. Attempt a test of the stat × 5 or of the skill. If the test fails, add 3D6 percentage points to the skill (to a maximum of 99%), or one point to the stat (to a maximum of 18). Each increase to a stat or skill reduces one Bond (other than a Bond for Delta Green) by 1 as you let other responsibilities lapse.

Personal Motivation

Your Agent indulges in the things that he or she finds meaningful (see **OTHER MOTIVATIONS** on page 38). Roll a SAN test. Success adds 1 SAN, or 1D4 for a critical (up to your Agent's POW×5), and reduces one Bond (other than a Bond for Delta Green) by 1 as you let other responsibilities lapse. A fumble costs 1 SAN.

Special Training

Your Agent can study and practice to gain special training (see page 30). This reduces one Bond (other than a Bond for Delta Green) by 1 as you let other responsibilities lapse.

Stay On the Case

Your Agent can spend nights and weekends poring over an old operation's evidence and case files. This reduces one Bond (other than a Bond for Delta Green) by 1 as you let other responsibilities lapse. The Handler secretly rolls Criminology or Occult for your Agent. Success means you uncover some pertinent clue of the Handler's devising, an especially valuable one with a critical. Failure means you find nothing. A fumble means you think you find a valuable clue but it will turn out to be dangerously wrong. Either way, your Agent gains 1D6–3 SAN in coming to terms with what happened—or in obsessing over it self-destructively if the roll means a loss of SAN.

Study the Unnatural

Your Agent can spend the vignette studying a forbidden tome, a decrypted flash drive full of shocking data, case reports from a prior Delta Green op, or some other source of unnatural knowledge. This raises your Agent's Unnatural skill. The Handler describes the results of the study. You must choose one Bond which loses 1D4 points as your Agent spends more and more time on awful things.

EXAMPLE: *Between operations, Yusuf Massim ("Agent Daryl") goes to therapy to try to recover SAN. The player says Daryl lies to the therapist about the trauma for the sake of operational security, knowing that will reduce the amount of SAN Daryl can regain. He succeeds at the SAN test and recovers 1 SAN. But focusing so much on therapy lets other responsibilities lapse, and that damages one of his non-Delta Green Bonds. The player says it affects Agent Daryl's Bond with his fiancée. The Handler says Daryl's fiancée is fed up with signs that he's been drinking again while away on missions, and all the time he's spending in therapy isn't making things better between them. Agent Daryl's Bond with his fiancée drops by a point.*

Getting Fired

Delta Green often requires Agents to leave their jobs behind at short notice, to flash their badges under flimsy pretexts, to misuse agency funds, and to return to work injured or shaken from PTSD. Describe that kind of blowback in a "Home" vignette between operations.

If your Agent has pushed his or her luck once too often, the Handler might say your Agent's job is on the line. It might require a CHA test to get back into a supervisor's good graces. If things have really gone wrong and it looks like there's little hope, it might need a Persuade or Bureaucracy test to suffer a mere suspension or disciplinary action. If the CHA or skill test fails, your Agent gets fired.

Getting fired costs 0/1 SAN from helplessness. You must make a CHA test for each Bond (including Delta Green Bonds) or lose 1D4 points from it. The test is at –20% if the Bond is a colleague from the job.

Getting fired from one's day job doesn't have much impact on being in Delta Green. Your Agent may have less access to official resources, but will still get the call and be expected to join the next operation. The mission is everything.

Prosecution

Delta Green Agents routinely violate major laws. Sometimes they get caught, and sometimes Delta Green can't cover it up.

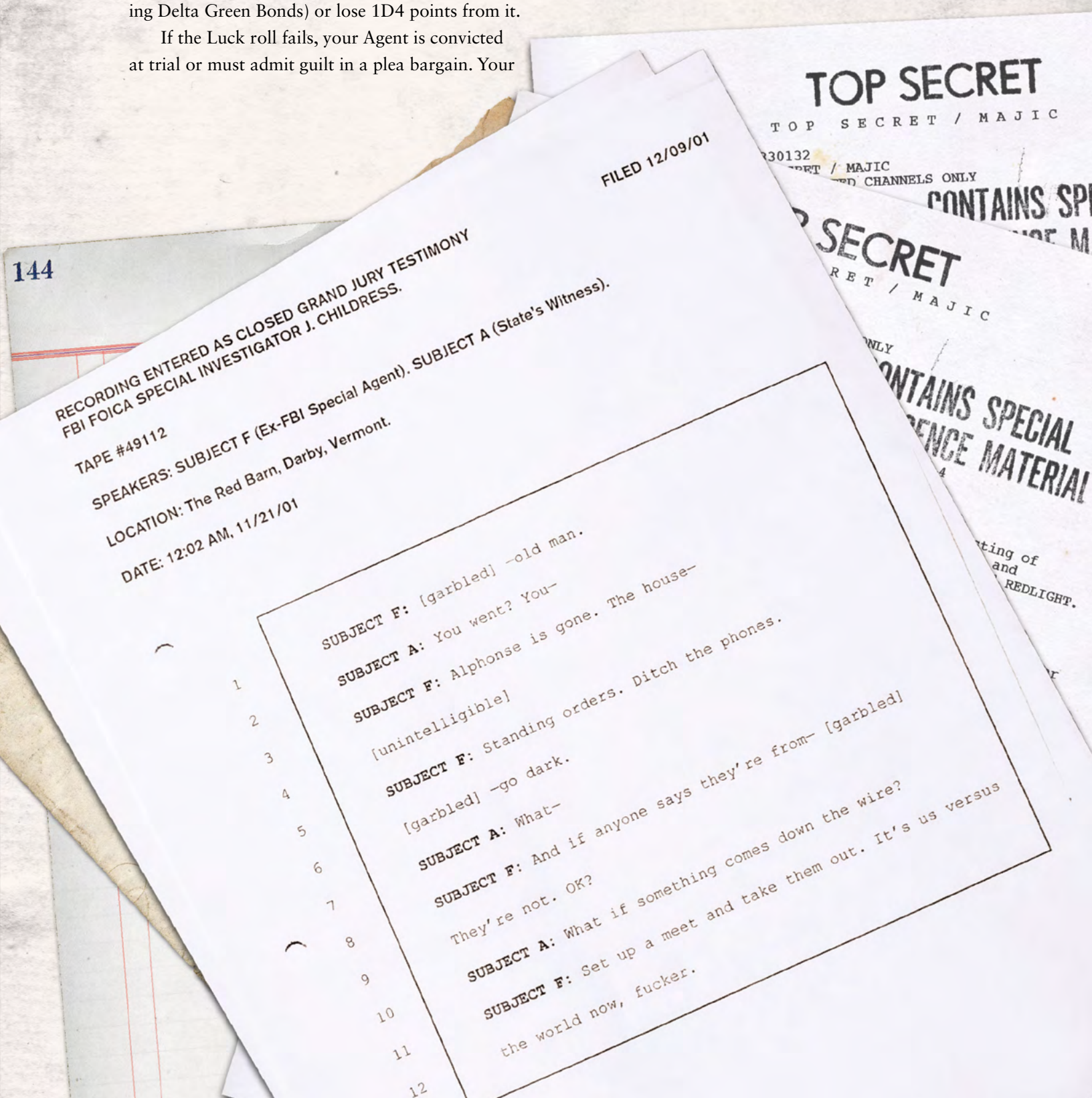
If your Agent is prosecuted for crimes, the result is determined in a between-missions "Home" vignette. An ambitious Handler might have other Agents brought in as witnesses and play out a few minutes of questioning.

Make a Luck roll. If the Handler thinks the case against your Agent is especially strong, the roll is at a –20% penalty. If the case is especially weak, or if the Handler decides Delta Green is quietly pulling strings on your Agent's behalf, it's at a +20% bonus.

Before making the Luck roll, you can attempt a Law roll to work the system. Success adds a +20% bonus, or +40% with a critical; failure backfires and incurs a –20% penalty, or –40% with a fumble.

If the Luck roll succeeds, your Agent is acquitted or the case is dropped. But the stress of it can be terrible. You must make a CHA test for each Bond (including Delta Green Bonds) or lose 1D4 points from it.

If the Luck roll fails, your Agent is convicted at trial or must admit guilt in a plea bargain. Your Agent automatically loses his or her job and loses 0/1D4 SAN from helplessness. And you must make a CHA test for each Bond, including Delta Green Bonds. Success means the Bond drops by one point. Failure means it drops by 1D6. Whether your Agent winds up in prison, on probation, and/or hit with catastrophic fines is up to the Handler.



// Equipment & Vehicles //

Anne's Way

[redacted]

Keeping all your secrets in a public storage locker is the next best thing to tradecraft.

It's on someone else's property, and who knows when some new manager might get confused and open the wrong door by mistake. Or get bored and go rooting around just for something to do. Or hand over the keys fast to the first cops that come around without a warrant, or the first Storage Wars producer to bat an eyelash. It's just a roll of the dice.

But in the old days, it was all we had. We were underground. We didn't have any black sites that we could pretend were for the War on Terror. We didn't have any secure sections of Air Force bases all to ourselves. We sure couldn't keep everything at our homes. We'd set up a storage unit, prepay for as many years as we could afford, hide the keys somewhere safe, and pray.

So here we are. Uncle Tim's Spare Attic, unit 73, climate controlled, just one in a long corridor of roll-top doors under a sheet-metal ceiling. Only this door isn't snugly closed and padlocked; it's splayed out like someone punched through tinfoil. There's a heavy footlocker inside, or what's left of it, shattered in a thousand pieces like it held a bomb that ticked one second too long. I guess it did. For some reason, the manager called our contact number instead of the cops.

And they say prayer never works.

The last time I was here, that locker held only dust, grey and oily and noxious, the remains of a scaly thing that killed half my team. Killed them? It spent a week eating them alive. Then, the other two of us caught up and recited the words that undid it. Anne Novik was with me then. The group called her Agent Katherine. We didn't dare scatter that dust to the winds, dump it in the ocean, or bury it in the earth. We didn't know what to do. So we locked it up and tried to cover up the deaths. The cover-up is what got Anne arrested. Anne was good. She was tough. She knew better than to risk prison. She went out hard, on her own terms, and didn't give away a thing. I miss her.

You can see the old wooden Army crates stacked at the far end. Open those and you'll find submachine guns with built-in suppressors, three antique hunting rifles, a pile of pistols, two shotguns, a few hundred kilos of ammunition, a bag of hand grenades, and a bazooka left over from the Korean war with two 3.5-inch rockets. You're welcome to any of it. Maybe it'll help when we run into whoever put that pile of dust back together.

But if that scaly thing finds us before we're ready, it'll be too late to fight. Guns, grenades, rockets, it'll all be good for only one thing. It'll let you go clean. If my time's up and that thing has me, I hope I have the strength to take Anne's way out. And I pray that the next team will get it right.

[redacted]

Man is a tool-using animal. There is a huge selection of gear available to Agents, and while not all is useful in Delta Green operations, much will still be employed simply because humans tend to fall back on the tools that they have at hand.

Expense Categories

These rules don't track every dollar in an Agent's pocket. In fact, most day-to-day expenses don't get tracked at all. But if an Agent wants an expensive piece of equipment or especially difficult assistance, that may require the bureaucratic footwork of official requisition, or else risk money the Agent can't afford.

This system breaks each item down by cost—or the bureaucratic difficulty of getting it—into a few broad categories. If an item's expense category isn't obvious, the Handler decides.

▲ Incidental Expense (Up to $150)

Most day-to-day transactions don't need tracking at all. A meal, a taxi across town, a rental car for a few days, firearm ammunition, shovels and tarps, a burner phone—any Delta Green Agent can handle those costs. Whether it's the Agent's personal money, cash socked away from an earlier operation, or an official expense account is up to the player and the Handler. Assume the Agent has it and move on.

▲ Standard Expense ($200 to $800)

These substantial expenses might prove challenging: a pistol or rifle, a same-day plane ticket to a major hub, multiple days' worth of a car rental, or a week at a modest hotel or a short-term apartment.

▲ Unusual Expense ($1,000 to $5,000)

Most Agents can't afford to make Unusual purchases out of their own pockets without trouble. This includes anything that costs up to a few thousand dollars: a good-condition rifle with starlight scope, a working but ugly car bought with cash, a powerful computer, a same day ticket to an out-of-the-way location, a week at a fine hotel, a forged passport from a developing nation.

▲ Major Expense ($6,000 to $30,000)

A big-ticket item such as a heavy weapon, a professional-level forgery, or a new vehicle is an option only in a high-priority mission or for very wealthy Agents. This is also the level of expense for exceptional or rare items like a stay in a private villa for a week, or access to an exclusive charity event.

▲ Extreme Expense ($36,000 and Higher)

Beyond that are levels of spending only open to the truly wealthy—highly unlikely for an Agent—and to black budgets with astonishingly little oversight. The availability of anything this expensive is entirely up to the Handler.

Operational Gear

When an operation begins, the Agents usually have a supply of gear. Unless the Handler says otherwise, you don't need to specify precisely what they have. Just assume that they have a few heavy duffel bags and footlockers packed with useful equipment.

Eventually the question comes up: Do they have a particular item? That's when you decide. Players can make the case for having an item, but the Handler makes the call.

Do They Have It?

Common sense and a little research on the Internet usually make it obvious whether the Agents have the item that they want or can easily get it. The Handler can just say "yes" or "no" and that's it.

Consider the Operation

First, look at the nature of the cover operation, if there is one. Having a set of HAZMAT suits in the kit is more likely when investigating an environmental crime than investigating a violent or white-collar crime.

Consider the Agents

Next, look at the skills and backgrounds of the Agents. An Agent with high Heavy Weapons skill and a history of buying explosives on the black market is more

Tools of the Trade

What standard-issue equipment can a Delta Green Agent be expected to carry? Here are a few examples.

FEDERAL AGENT: Agency badge and identification card, medium pistol in a belt holster, two spare magazines in a belt pouch, tactical light, handcuffs in a belt pouch, Kevlar vest, windbreaker jacket printed with the name of the agency, encrypted smartphone, police-band radio with earpiece and throat microphone, small evidence-collection kit. Maybe a light pistol in an ankle or small-of-the-back holster for backup. Additional equipment usually carried in the agency car includes a light carbine with holographic sight and two spare magazines, or a pump-action shotgun with 40 spare rounds in boxes (half of them slugs), tactical body armor, Kevlar helmet, encrypted laptop with access to agency networks, first aid kit, and a portable fire extinguisher.

SWAT TEAM: Agency badge and identification card, assault rifle or carbine with laser sight and underslung flashlight, six spare magazines in a chest rig, semi-automatic shotgun with six spare shells in a receiver mount, medium pistol, two spare magazines in a chest rig, tactical knife, flash-bang and tear-gas grenades, CED pistol, pepper spray cannister, battering ram, Halligan forcible-entry tool, ballistic shield, tactical radio, earpiece, throat microphone, flexible cuffs, tactical body armor, vest with agency identification, knee and elbow pads, gloves, helmet, fire-retardant balaclava, tinted goggles, assault webbing for magazines and grenades, hydration system (such as a camelback), binoculars, high-power flashlight, and rappelling harnesses and equipment.

SPECIAL OPERATOR: Dog tags, assault carbine with holographic sight, targeting laser and sound suppressor, six spare magazines in a chest rig, medium pistol in a holster, two spare magazines in a chest rig, two fragmentation hand grenades, two smoke grenades, two "flash-bang" stun grenades, combat knife, flexible cuffs, tactical body armor, Kevlar helmet, tactical light, goggles or sunglasses, night vision goggles, military-band radio with earpiece and throat microphone, multi-tool, compass, field dressing, and GPS.

POLICE OFFICER: Badge and identification card, reinforced Kevlar vest, duty belt, medium pistol with two spare magazines in a belt pouch, pepper spray and/or CED pistol, collapsible baton, folding knife, hand cuffs with cuff key, flashlight, handheld radio, pen, and pocket notebook. Some departments require officers to wear body cameras and audio recorders. Many officers carry a light backup pistol in an ankle or under-shirt holster, extra pistol magazines, leather gloves, multi-tool, hemostatic gel, and emergency bandages or self-applying tourniquet. A patrol car usually carries a police radio, a rack with a carbine with holographic sight or a shotgun, boxes of spare ammunition, riot helmet and riot baton, spike strips, flares, reflective vest to wear in traffic, evidence bags, traffic cones, blood-borne pathogen kit, fire extinguisher, mounted laptop computer, driver's-license scanner, a stuffed animal or blanket to comfort a child, towels, crowbar, various tools and bad-weather gear, clipboard, forms and paperwork, map books and reference books (drug identification, HAZMAT codes, terrorism response), bottled water, energy bars, and antibacterial gel.

A TYPICAL COP'S GO-BAG: First aid kit, self-applying tourniquet, hemostatic gel, clothes, boxes of ammunition, extra pistol and/or carbine magazines, flashlight, folding knife, basic tools, doorstops, chalk, bottled water, energy bars, batteries, sunscreen, and antibacterial gel.

likely to have secured a grenade launcher than an accountant or an EPA analyst. An Agent coming from a law enforcement agency is more likely to have personal restraints or a tactical vest than a diplomat from the State Department.

Consider the Item

Finally, look at the item itself. Is it unusually expensive or restricted? If the Agents don't have deep official funding and don't have a large source of unofficial funds, a Major-expense or Extreme-expense item is unlikely. If an item is clearly inappropriate for the Agents' kit, they don't have it even if it's Incidental.

If It's Not Obvious, Roll

If it's not obvious, then one of the Agents can roll an INT×5 test or Luck roll to have obtained the item before the operation began. A Major-expense item incurs a –20% penalty; an Extreme item incurs a –40% penalty. The Agent who makes the test is either the one who wants it or the one whose skills and background best match the piece of equipment, whichever makes sense to the Handler.

Limits

Unless the Handler says the operation is exceptionally well-funded, Agents typically start with no more than one or two Unusual-expense items each, no more than one or two Major-expense items between them, and no Extreme-expense items at all.

Obtaining Gear During the Operation

Agents can get more gear or aid during an operation. There are three typical ways:

- Asking for it in an official requisition (see **OFFICIAL REQUISITION** on this page).
- Paying for it with their own funds (see **SPENDING YOUR OWN MONEY** on page 89).
- Or paying for it with a secret stash of illicit money (see **USING ILLICIT CASH** on page 91).

Official Requisition

Many Delta Green operations take place under the cover of official, on-the-books government investigations. (See **TRADECRAFT** on page 165 for guidelines on setting one up.) That allows for requisitioning equipment during an operation. Requisition requires a Bureaucracy roll unless the Handler says it's obvious that the Agents can or cannot get what they want.

It can be risky. An official investigation means oversight and a paper trail. In the best-case scenario, the cover investigation itself is highly classified, and its details and funding sources are beyond the reach of ordinary auditors. But whether that's the case is always up to the Handler. Oversight can lead to questions the Agents don't want to answer.

Requisitioned equipment is on loan to the Agent. It must be returned at the end of the operation.

Operational Priority

The higher the priority of the cover investigation, the more equipment the team can obtain. If the Handler thinks a roll is required, obtaining gear requires the Bureaucracy skill, or Military Science for military requisition. A Major-expense item incurs a –20% penalty; an Extreme item incurs a –40% penalty. An Incidental item doesn't require a roll unless the Handler says so.

LOW PRIORITY: Low-priority operations do not include time-sensitive goals and do not involve loss of life or immediate danger. They involve things like the disappearance of a (non-famous) person, the destruction of high-value material, or following up on leads for another investigation. *Low-priority requisition rolls are at –20%.*

NORMAL PRIORITY: Normal-priority operations involve pressing issues where a team must react within hours or days. Examples include a case involving a murder, multiple deaths, or a manhunt; a case involving credible threats to national security, such as reacting to a terrorist threat or threat to physical security or infrastructure; or preparing for a natural disaster.

HIGH PRIORITY: High-priority operations are urgent and require the team to deploy quickly. They involve high-profile death or the imminent threat of

high-profile death: hostage rescues, terrorist attacks, emergency response to natural disasters, and manhunts for deadly criminals. High-priority operations come with a great deal of media attention and scrutiny from high in the government. That makes secrecy and cover-ups extraordinarily unlikely. *High-priority requisition rolls are at +20%.*

Complications

Requisitioning items often means delay and risk.

ACCESS: An Agent needs a good reason to access classified, rare, or dangerous materials and support—and the Agent needs to occupy a position where asking for it is reasonable. The request is very likely to trigger official review. Location is also key. Whatever the player rolls, the military are unlikely to launch a drone-borne Hellfire missile attack on U.S. soil. That request on the front lines in Afghanistan may be more feasible.

TIMING AND RISK: Standard-expense assets are usually available within a day or two. Unusual-expense assets require more paperwork and take a few days to arrive. An Agent can attempt to speed up delivery by badgering officials, so a Standard-expense item takes only a few hours or an Unusual-expense item takes only one or two days. Badgering officials to speed up delivery requires a CHA×5 test to avoid drawing official review. Requesting restricted or classified items always draws official review.

Major-expense assets usually take at least two weeks. Requests for them always prompt official review. Delivery may be reduced to a few days for an urgent need in a high-priority operation.

Extreme-expense assets usually take weeks or months to deliver. The request always prompts review, possibly a formal inquiry by agency lawyers and security personnel. When the media are involved or senior officials believe national security is threatened, delivery time may be reduced to a few days.

High-priority operations often trigger official review even without expensive requisitions. The more attention the Agents draw and the more evidence of crimes they leave behind, the more likely and more severe it will be. The details are up to the Handler.

OFFICIAL REVIEW: Official review typically takes place after the operation, perhaps during a Home scene before the next operation begins (see **HOME** on page 76). The details are up to the Handler based on how the Agent responds. Smoothing things over typically calls for a test of Accounting, Bureaucracy, Law, Military Science, or Persuade—or Criminology if the Agent must cover up egregious actions. Since the Agent has time to prepare and work connections, the test is a +20% bonus, or +40% if circumstances are especially in the Agent's favor. But if circumstances are especially damning, the test is unmodified or may even suffer a penalty. Failing the test means the Agent is found to have misused or wrongfully requested the asset.

>> Requisition Summary

Requisition Expense	Modifier	Time (Normal)	Time (Accelerated)	Review	Repercussions For Wrongful Use
▲ Standard	+0%	A day or two	A few hours*	If restricted; or if accelerated and a CHA×5 test fails	Reprimand
▲ Unusual	+0%	A few days	A day or two*	If restricted; or if accelerated and a CHA×5 test fails	Reprimand
▲ Major	–20%	A few weeks	A few days**	Always	Suspension and/or transfer
▲ Extreme	–40%	A few months	A few days**	Always	Firing and/or prosecution

* Standard or Unusual delivery can be accelerated by badgering officials.
** Major or Extreme delivery can be accelerated for a high-priority operation.

An Agent who misused or wrongfully requested a Standard-expense or Unusual-expense asset faces mild disciplinary action such as an official reprimand.

An Agent who misused or wrongfully requested a Major-expense asset faces severe disciplinary action, including unpaid leave, fines, and/or transfer to a position of lesser importance.

An Agent who misused or wrongfully requested an Extreme-expense asset faces firing and criminal prosecution (see **GETTING FIRED** and **PROSECUTION** on page 80).

An Agent who comes under review due to trouble in a high-priority operation risks anything from reprimand to prosecution, depending on the circumstances.

Avoiding Scrutiny

Sometimes, Delta Green Agents must co-opt and misuse their employers' resources and authority. Acquiring funds, vehicles, or manpower usually requires a request to the home office and approval from supervisors and budget specialists. That requires the Agent to be working under the organization's official mandate or to establish a convincing pretext, either of which may require the Law skill or Military Science. If the Agent lacks enough skill or has put in one request too many, not only will the request be denied but the Agent may also come under investigation. Dodging those inquiries might require Law and/or Bureaucracy rolls.

SUPERVISORY AGENTS: An Agent in a supervisory or budgetary position often can rely on reputation and personal relationships at headquarters to smooth over strange requests. That typically means a +20% bonus to Accounting, Law, Bureaucracy or Military Science for requisitions and cover-ups. A supervisory agent is more likely to manage and assist a team from behind the scenes than to work as a field operative.

LOCAL SUPPORT: An Agent may leverage his or her agency's name and influence to get help from local authorities as part of a cover investigation. This usually means a simple CHA test. There are two key risks. First and most important, bringing local officers in on the fringes of a Delta Green operation means exposing them to the very dangers that Delta Green struggles to contain. Second, after too many requests, the local authorities are likely to seek official justification from the Agent's office. That may result in unwanted inquiries from headquarters.

Asking Delta Green

Can't the Agents skip all the red tape and get Delta Green to provide what they need? That's up to the Handler. The Agents might have a control officer who can use her Bureaucracy skill on their behalf and deal with official review. Or perhaps they get the bonuses of a high-priority operation. But every resource that Delta Green brings to bear must be justified by some pretext to the department that's responsible for it. That often risks exposing more people to the horrors that the Agents are trying to cover up. And that's why Delta Green already deployed its most important asset: the Agents themselves.

Covering the Trail

Requisitioning assets leaves a record of your Agent's activities: what your Agent requested, the reason, where your Agent took possession, and when your Agent returned it. Sometimes those records are classified. But a determined investigator, given time, may be able to obtain the records through cooperation with the local inspector general, FOIA requests, or bribery.

If simply classifying the acquisition isn't secret enough, your Agent can attempt to obscure the trail by falsifying data or changing records. That requires an Accounting roll. If it fumbles, your Agent gets caught trying to change the records. The repercussions are up to the Handler. It could cost your Agent's job or land him or her in jail (see **GETTING FIRED** and **PROSECUTION** on page 80).

Calling In a Favor

Instead of putting in the requisition form personally, your Agent might know someone who can get it. If your Agent has a Bond with someone in a position of authority, your Agent can ask him or her to obtain the equipment. But that often looks shady and it has potentially ugly consequences, including damage to the Bond.

Getting Firepower

Weapons are easy to obtain for professions that regularly use them, such as most law enforcement officers, special agents, and combat professions in the military.

Each law enforcement officer is assigned a particular sidearm, and many officers and agents are required to always have their sidearms handy. Patrol officers often carry carbines or shotguns in their cars. Otherwise, such heavier weapons require a checkout process at a field office's armory. Checking out these weapons is usually done only in advance of an especially risky operation or for training. Losing a checked-out weapon or returning it late can carry significant consequences including docked pay, demotion, or the loss of professional privileges.

The checkout process is largely the same for the military. Combat units can request weapons but must sign for them. A military Agent on deployment enjoys minimal oversight and often can keep the weapon on hand for weeks at a time, though the Agent must eventually return it to the armory or account for it during an inventory review.

Whether your Agent gets the item or not, his or her friend is likely to question why he or she wants it—especially if the roll to request the favor fumbles. Lying about it may harm the Bond further. Telling the truth may open up a whole world of unwanted consequences. The details are up to the Handler.

▲ **STANDARD EXPENSE:** Roll CHA×5. If the roll succeeds, your Agent's friend acquires the item without any problem. If it fails, your Agent's friend refuses and the Bond is reduced by 1.

△ **UNUSUAL EXPENSE:** Roll CHA×5. If the roll succeeds, your Agent's friend acquires the item. Either way, the stress reduces the Bond by 1.

▲ **MAJOR EXPENSE:** Roll CHA×5. If the roll succeeds, your Agent gets the item but the Bond is reduced by 1. If it fails, your Agent doesn't get the item and the Bond is reduced by 1D4.

▲ **EXTREME EXPENSE:** Roll CHA×5 at –20%. If the roll succeeds, your Agent gets the item but the Bond is reduced by 1D4. If it fails, your Agent doesn't get the item and the Bond is reduced by 1D6.

Spending Your Own Money

Many professionals, including law enforcement officers and soldiers, use their own money to buy additional kit. Even those who are issued weapons and vehicles sometimes need gear that's not on the books.

Most Delta Green Agents are full-time members of federal law enforcement, the special forces, or academia. They're usually not rich. Paying for anything more than Incidental expenses can be tricky.

Coming from a particularly wealthy occupation such as physician, high-priced lawyer, or business executive, or coming from a rich family, allows more flexibility: treat each expense as one category lower. Whether an Agent is that rich is up to the Handler.

▲ **PAYING FOR A STANDARD EXPENSE:** Make an INT×5 or Accounting test (your choice) to see if your Agent has enough free cash or credit available. If your Agent is in a wealthy occupation, take a +20% bonus to the test. If it fails, the Agent can still make the purchase but must reduce one non-Delta Green Bond by 1 from the stress of his or her spending. (The spending doesn't stress Delta Green Bonds—your Agent is helping the team!)

△ **PAYING FOR AN UNUSUAL EXPENSE:** The stress of spending reduces one non-Delta Green Bond by 1. If your Agent is in a wealthy occupation, he or she can make an INT×5 or Accounting test (your choice) to have enough money to avoid the Bond damage.

▲ **PAYING FOR A MAJOR EXPENSE:** Your Agent can afford it only by taking on heavy debt. Your Agent must make an INT×5 or Accounting test (your choice). If it succeeds, the stress reduces each of your Agent's non-Delta Green Bonds by 1. If it fails, it reduces one non-Delta Green Bond of the Handler's choice by 1D4 and the others by 1. An Agent in a particularly wealthy occupation gains a +20% bonus to the test.

▲ **PAYING FOR AN EXTREME EXPENSE:** Your Agent can't afford it. If your Agent doesn't want to let that stop him or her, then the stress of going so heavily into debt and burning through so much money reduces each of your Agent's non-Delta Green Bonds by 1D4.

Program Managers

A U.S. government program typically has a budget of at least a few hundred thousand dollars. Programs that involve national security, the military, or policy priorities (like interdicting drug smugglers or preparing for pandemic diseases) can command budgets of hundreds of millions of dollars. Program managers determine how those budgets are spent. Very large budgets involve multiple program managers.

To manage a budget, a program manager must be specially trained in contracting and grant-making, which certifies one to receive and handle U.S. government funds. Capable program managers are in high demand in the government and civilian contracting sectors. A grants or contracting authority specifies how much money a program manager is permitted to handle. Many experienced program managers have contracting authorities that permit them to handle up to $100 million. Program managers have considerable leeway in how budgets are spent and which organizations or individuals are awarded contracts.

An Agent who is a program manager (see **PROGRAM MANAGER** on page 25) is in a particularly useful position to bend official resources to the needs of an operation. Program managers in Delta Green more often work behind the scenes, facilitating operations, than as Agents in the field.

The trick is making the expenditure look like a proper use of the program's budget. Securing an expense beyond an Incidental Expense requires an Accounting roll. Success means the Agent secures the funds.

If an attempt fails, each further attempt during the same operation is at a –20% penalty. Other effects of failure depend on the amount the Agent attempted to misappropriate. It may also draw hard questioning from a superior or budget specialist and removal from the project. Losing trust like that incurs an ongoing –20% penalty to future work-related rolls. If the worst happens, see **GETTING FIRED** and **PROSECUTION** on page 80.

A program manager can appropriate Standard Expenses from a projects by using any device with an Internet connection. An Unusual or Major Expense can be gained only by accessing software and databases on computers owned by their agency or organization. Headquarters, field offices, and branch facilities are often the best places to find these computers.

Expense	Accounting Roll Failure	Accounting Roll Fumble
▲ Standard	The money is not available. Or the Agent can get the money anyway but then the budget dries up for the rest of the operation. Either way, the Agent can cover his or her tracks enough to avoid trouble.	The budget dries up for the rest of the operation. The Agent can cover his or her tracks enough to avoid trouble.
▲ Unusual	The budget dries up for the rest of the operation, but the Agent can cover his or her tracks enough to avoid trouble.	As with failure, and a superior or budget specialist notices the irregularity. The Agent risks being fired.
▲ Major	The budget dries up for the rest of the operation and a superior or budget specialist notices the irregularity. The Agent risks being fired.	As with failure, and the Agent faces prosecution.
▲ Extreme	The budget dries up for the rest of the operation and a superior or budget specialist notices the irregularity. The Agent risks being fired and faces prosecution.	As with failure, but the Agent is automatically fired and faces prosecution.

Limitations

Many assets can be gained only through official requisition, not by paying for them out of pocket. Some can be acquired on the black market (see **RESTRICTED ITEMS** on this page). But no Agent can put tactical support from an FBI SWAT team on a credit card. When it's not obvious, the Handler decides whether an item is available.

Using Illicit Cash

Your Agent may have a stack of cash or disposable debit cards provided by Delta Green, stolen in an earlier operation, or embezzled from an employer. That allows for one or more Standard purchases as described in **SPENDING YOUR OWN MONEY** (page 89). Exactly how many is up to the Handler. An Unusual purchase counts as five Standard purchases. A Major purchase counts as 25 Standard purchases. Illicit cash cannot buy assets that could only be gained as part of an official operation.

Restricted Items

In the U.S., many weapons are available on the open market with negligible licensing. But some equipment is tightly enough restricted that it can be requisitioned only with a great deal of paperwork and scrutiny, or purchased only after time-consuming and expensive registrations and licensing—or by shopping on the black market. In the equipment tables, such items are labeled **RESTRICTED**.

Submachine guns, assault rifles, and automatic rifles that can fire on full automatic are restricted. But one can be bought legally if it fires only on semi-automatic, and can be converted to full automatic with inexpensive tools, an hour or two of work, and a Craft (Gunsmithing) roll. Fumbling the roll ruins the weapon.

Certain electronics, particularly advanced encryption programs, are also restricted and/or monitored in the U.S.

Many materials, machinery, and electronics used in the creation of explosives are either outright illegal, restricted, or are monitored by various government agencies. Obtaining them may prompt unwanted inquiries.

Military-grade night vision goggles are closely tracked by the Department of Defense.

Optional Home Pursuit: Raising Illicit Cash

As a Home pursuit between operations, if the Handler agrees, an Agent can gather funds through misappropriation, embezzling, theft, black-market sales, or some other crime. The stress and distraction reduce each non-Delta Green Bond by 1. Roll for Accounting, Bureaucracy, or Criminology, whichever is most appropriate. If it succeeds, the Agent gains enough funds for 3D6 Standard purchases, doubled for a critical success. If it fumbles, the misdeed is detected and the Agent faces firing. If the Agent is fired, he or she faces prosecution. (See **GETTING FIRED** and **PROSECUTION** on page 80.)

Optional Home Pursuit: Squandering Illicit Cash

As a Home pursuit between operations, if the Handler agrees, an Agent can spend Delta Green money on behalf of friends and family. The player decides whether to spend the equivalent of a Major expense or an Extreme expense. (Spending less than that has no effect.) Make an Accounting roll or a Luck roll, player's choice, at a –20% penalty for an Extreme expense. Success improves one non-Delta Green Bond by 1D4 for a Major expense; or it improves each non-Delta Green Bond by 1D4 for an Extreme expense.

If the roll fails, no Bonds benefit and someone detects the lie behind the apparent bonus or windfall. That stress reduces one Bond by 1D6. If the roll fumbles, the authorities catch on and the Agent faces prosecution (see page 80).

Whether Delta Green learns of the theft, and how they respond, is up to the Handler.

The Black Market

Practically everything can be had on the black market, including machine guns and explosives. Buying a restricted item on the black market requires either a Criminology roll to find a street dealer or a Computer Science roll to hide your Agent's tracks on a Dark Web market. If your Agent has extensive contact with special restricted communities, you might have access to a particular kind of black market as special training using Criminology or CHA (see **SPECIAL TRAINING** on page 30): gun clubs and veterans for firearms, for example, or the drug industries for restricted medicines. Failure with the skill or stat means your Agent can't get the item without getting caught. The cops, the Office of Personnel Management, the FBI, and the ATF would all love a crack at federal agents buying illegal goods.

A fumble means your Agent gets caught trying to make the buy. If he or she is caught, the Handler can create the details of the ensuing investigation. It may mean police checking into your Agent's mission or a prosecution that might derail your Agent's career (see **PROSECUTION** on page 80).

Costs on the black market are typically high. Make a Luck roll. If it fails, the item is one expense level greater than usual.

EXAMPLE: *Delta Green has called Agent Daryl in for a new operation. His player asks if Daryl can have a set of military-grade night-vision goggles. Those are a Major expense and restricted. The Handler says Daryl might have secured a set for the operation but it's not a sure thing, so Daryl can make an INT test. It's at –20% because they're a Major expense. Daryl has a 50% chance and rolls 52. No good.*

Daryl's player asks if he might have bought some on the black market with his own money. The Handler says he can make a Computer Science roll to scour the Dark Web, with the risk that a fumble means legal trouble. The player takes the risk. Daryl's Computer Science is 90% and the player rolls 26. Success!

Crafting It Yourself

With affordable parts and tools your Agent can test an appropriate Craft skill to manufacture a piece of equipment or a weapon at one price category lower—as an Incidental expense instead of Standard, Standard instead of Unusual, or Unusual instead of Major. (An item that's pricier than that is beyond what Agents can cobble together in the workshop.) That could mean a set of lockpicks with Craft (Locksmithing), a working firearm with Craft (Gunsmithing), a surveillance kit with Craft (Electronics), and so on. Usually this takes a day or two, or longer if it's especially intricate.

Now there's the matter of price. Daryl must make a Luck roll or else the cost shoots up one category. The player rolls 34—success again! Daryl spends his own money to buy the goggles. A Major expense means heavy debt. The stress reduces each of Daryl's non-Delta Green Bonds by 1. But Daryl has his goggles.

Weapons

There's a staggering variety of personal firearms and weaponry. Their usefulness on Delta Green ops is limited, of course, depending on who or what the Agents face.

Concealment

Knives and pistols can be concealed under ordinary clothing. Someone deliberately looking for a concealed weapon can attempt an Alertness test to spot it. A heavy pistol or especially big knife means a +20% Alertness bonus.

If your Agent is wearing an overcoat, he or she can attempt to conceal a bigger gun like a submachine gun or sawed-off shotgun, or a larger hand weapon like a hatchet or machete, and incur no Alertness bonus for a very large pistol.

There's no way to conceal a full-size rifle or a large melee weapon.

Junk

Some vehicles, weapons, and other pieces of equipment are damaged, poorly maintained, or just badly made. If your Agent is stuck with a bad piece of gear, it fumbles not just on a failed roll with matching numbers, but also on any roll higher than 95.

A thoroughly shoddy item may also incur a –20% penalty to every use of it.

Junky items are usually one step lower in expense. Whether the one your Agent buys fumbles more often or comes with a constant penalty, or both, is up to the Handler.

Hand-to-Hand Weapons

See page 96. Unarmed attacks, like punching, kicking, and strangling, use the Unarmed Combat skill. All melee weapons use the Melee Weapons skill.

Tear Gas and Pepper Spray

See page 96. These irritant chemicals make eyes tear, lungs seize, and exposed tissues sting like hell. If hit, the target must make a CON×5 test or be stunned and suffer a penalty to all actions for one hour. If the CON×5 roll succeeds, the target is not stunned and suffers half the usual penalty.

A tear gas grenade only needs to land near a target to have effect, so the attack roll has a bonus of +20%. A tear gas grenade's cloud lingers in the air only a minute or two.

Pepper spray is best used before combat begins, when no attack rolls are needed. If a pepper spray attack roll fails, the attacker partially sprays himself or herself. The attacker must make a CON×5 test at +20% to avoid being stunned and suffers a –20% penalty for one hour.

Wearing a gas mask protects against these effects but incurs a –20% penalty to Alertness and Search tests.

Stun Grenades

See page 96. A "flash-bang" is a grenade that makes a huge noise and bright flash which deafens, blinds and staggers everyone within a 10 meter radius (indoors) or 5 meters (outdoors).

Each target is stunned. After the stun wears off, the target suffers a –40% penalty to all actions for 1D6 turns. (Having eye or ear protection reduces the penalty to –20%.)

A stun grenade only needs to land near a target to have effect, so the attack roll has a bonus of +20%. If you're tossing it into a closed room with the benefit of surprise, it doesn't even require a roll.

Bright Lights

A bright flashlight in darkness can dazzle someone up to 10 meters away by shining it in the target's eyes. This is an action in combat. It requires a DEX×5 test, which is automatically opposed by the target's DEX×5 test. A dazzled target is at a –20% penalty to all actions for 1D6 turns.

Electroshock Weapons

See page 96. A conducted energy device (CED) or stun gun discharges a high-voltage electrical shock into the target, causing the target's muscles to spasm violently. The victim must roll a CON×5 test to resist being stunned. After the stun wears off, the victim suffers a –20% penalty to all actions for 1D20 turns.

Firearms

See page 97. In most U.S. agencies, a law enforcement officer wears a medium pistol at all times. One might carry a light pistol or a compact medium pistol with smaller ammo capacity as a backup gun or if operating undercover.

In the U.S., police officers typically have a carbine or a shotgun in the squad car. Soldiers and tactical teams usually carry carbines or assault rifles. All of those weapons are available in semiautomatic from gun shops.

Firearms can be heavily accessorized (see **WEAPON ACCESSORIES** on page 102). Popular add-ons are a tactical light, a sound suppressor, a holographic sight, a telescopic sight, a night sight, and/or a targeting laser. Many rifles can also be fitted with an underbarrel shotgun or grenade launcher.

Pistols

Lightweight pistols fire low-powered cartridges and are of limited use even against humans. Medium pistols are the standard sidearms in law enforcement and the military everywhere. They fire moderately powerful rounds. Most revolvers hold six shots, but modern models for seven or eight are available. Pocket revolvers sometimes take only five. There's a huge variety of ammunition capacities for semiautomatic pistol magazines, but 15 is typical, although 17 or even 20 is not uncommon. Large-caliber pistols often carry less. A typical figure for a heavy pistol is eight.

Shotguns

A typical pump-action shotgun holds five shots, although there are many with extended magazines for eight or more. Double-barrel shotguns hold one shot per barrel, and can fire both barrels at one target with one attack roll. Shotguns can fire shot (a spread of small projectiles), slugs (a single heavy bullet), or "less lethal" ammunition such as bean bag rounds, baton rounds, or rubber shot.

FIRING SHOT: Grants a +20% bonus to hit at all ranges: at point-blank due to the target being so close (see **ATTACK MODIFIERS** on page 52), and beyond that due to the spread of projectiles. If the target has an Armor rating due to armor or cover, double it.

FIRING BOTH BARRELS: You can fire both barrels of a double-barrel shotgun at one target with one attack roll. That inflicts an extra +1D8 damage at base range. It adds no damage beyond base range as the shot or the slugs separate.

OTHER GAUGES: These rules assume a 12-gauge shotgun firing buckshot. Modify the damage by +2 for a heavier blast or –2 for a lighter one.

Submachine Guns

Submachine guns fire full automatic bursts, but are often also capable of semiautomatic fire. When firing semiautomatic, the weapon inflicts ordinary damage. With automatic fire, it uses a Lethality rating (see **LETHALITY RATING** on page 57).

Rifles and Carbines

Powerful rifle cartridges mean better penetration, wounding, and range. Some military rifles can fire full-automatic bursts with Lethality ratings. Especially heavy rifles have Lethality ratings with single shots.

BOLT ACTION: Older rifles and many hunting rifles use a bolt action that must be manually worked before each shot, which delays aiming. An attack with one in the turn immediately after it's fired is at –20%. A bolt-action rifle gets no benefit from the Aim action in the turn immediately after it's fired.

Heavy Weapons, Demolitions and Artillery

See pages 97 and 98. Many unnatural things that Delta Green Agents face are inscrutable perversions of physics no more vulnerable to explosions than they are to crucifixes. This never stops Agents from trying.

The Base Range for each weapon reflects the fact that it needs to be accurate enough only to get a target within the Kill Radius. A machine gun fired without a bipod, tripod, or vehicle mount has half Base Range.

Many of these weapons actually fire in automatic bursts as well, which is subsumed under their Lethality ratings and Kill Radius. The Ammo Capacity of these weapons also varies widely, often depending on the vehicle on which they are mounted.

An explosive weapon gets a +20% bonus to hit due to its blast radius.

Throwing a grenade safely requires Heavy Weapons skill or special training in Athletics. With neither of those, any failed attack roll fumbles.

Only the lightest Heavy Weapons are commonly available even to military personnel, and most of the heavier ones are vehicle-mounted or allocated to support units not typically engaged in direct action.

Body Armor

See page 99. While modern construction and materials such as Kevlar and ceramics have come a long way, they cannot protect you against all threats, and usually also cover only a very small part of you. It's always better to stay behind cover and not get hit.

Unusual Ammunition

Most small-arms ammunition uses the standard, listed damage ratings. Special types are available.

ARMOR-PIERCING: Pistols, rifles, and submachine guns can fire bullets designed to pierce body armor. An armor piercing bullet reduces Armor by 5 (see **ARMOR PIERCING WEAPONS** on page 60; this replaces the weapon's usual Armor Piercing rating, if any), but it does –1 damage (to a minimum of 1 point).

HOLLOW POINT: Pistols, rifles, and submachine guns can fire expanding bullets that cause greater tissue trauma. A hollow-point round does +1 damage but armor is twice as effective against it.

Vehicles

See page 99. Vehicles have Hit Points and Armor, as well as Speed ratings that affect chases.

Hit Points and Armor

A vehicle counts as a huge target (see **HUGE**, page 60). It takes damage from unarmed attacks and small weapons such as knives and clubs only when the Handler thinks it makes sense.

A vehicle that loses half its Hit Points can't be operated without a Drive or Pilot test. If a Drive or Pilot test fumbles, the vehicle fails altogether until repaired.

A vehicle that loses all its HP is demolished. It will never function again.

Speed

There are two categories of vehicle speed: Surface and Air. Any vehicle with an Air Speed rating can automatically outrun a vehicle with a Surface Speed rating.

Within the same category, a "Fast" vehicle grants a +20% bonus to any Drive or Pilot test to pursue or escape. A "Slow" vehicle incurs a –20% penalty.

Jet planes have a speed rating of "Special." A jet automatically outruns any vehicle except another jet, and a fighter jet outruns any other kind of jet.

A vehicle that's notorious for poor handling or that's in bad shape counts as "junk" (see page 93).

Ramming

The Handler decides how deadly a collision ought to be. Here are a few suggestions for a vehicle's ramming damage.

» **AT LOW SPEED:** 1D6 or 2D6 damage.
» **AT MODERATE SPEED:** roll half the vehicle's maximum HP as a Lethality rating. A "Slow" vehicle cannot go faster than this.
» **AT HIGH SPEED:** roll the vehicle's maximum HP as a Lethality rating up to a maximum of 30%.

If the target is a huge creature or another vehicle, the ramming vehicle suffers half ramming damage based on the target's HP.

A vehicle's Armor rating acts as Armor Piercing for its ramming damage.

Every passenger in a ramming vehicle takes 1D6 damage. Every passenger in a rammed vehicle takes 2D6 damage. A worn seat belt or active air bag halves the damage. A passenger in a vehicle that rams a target less than *huge* size suffers no damage.

Other Gear and Services

Agents use all kinds of gear on their operations:

» Transportation (see page 100)
» Lodgings (see page 100)
» Covers and legends (see page 100)
» Storage (see page 100)
» Restraints (see page 100)
» Research (see page 100)
» Communications and computers (see page 100)
» Surveillance (see page 101)
» Lighting and vision (see page 101)
» Breaking and entering (see page 101)
» Emergency and survival gear (see page 101)
» Off-the-books medical care (see page 102)
» Weapon accessories (see page 102)
» Law enforcement requisitions (see page 103)
» Military requisitions (see page 103)
» Intelligence requisitions (see page 103)
» Public safety requisitions (see page 103)

>> Hand-to-Hand Weapons

Weapon	Skill	Damage	Armor Piercing	Expense
Unarmed attack	Unarmed Combat	1D4–1	N/A	None
Brass knuckles, heavy flashlight, or steel-toe boots	Unarmed Combat	1D4	N/A	Incidental ▲
Garotte *Works only from surprise. If it succeeds, the target is pinned and cannot make a sound, and the garrote does 1D6 damage per round until the target escapes or dies. A garotte made from Kevlar can cut through flexible cuffs.*	Unarmed Combat	special	N/A	Incidental ▲
Knife	Melee Weapons	1D4	3	Incidental ▲
Hatchet	Melee Weapons	1D4	N/A	Incidental ▲
Large knife or combat dagger	Melee Weapons	1D6	3	Incidental ▲
Club, nightstick, baton, or collapsible baton	Melee Weapons	1D6	N/A	Incidental ▲
Machete, tomahawk, or sword	Melee Weapons	1D8	N/A	Incidental ▲
Baseball bat or rifle butt	Melee Weapons	1D8	N/A	Incidental ▲
Spear or fixed bayonet	Melee Weapons	1D8	3	Incidental ▲
Wood axe	Melee Weapons	1D10	N/A	Incidental ▲
Large sword	Melee Weapons	1D10	N/A	Standard ▲
Two-handed sword *Requires special training.*	Melee Weapons	1D12	N/A	Standard ▲

>> Tear Gas and Pepper Spray

Weapon	Skill	Range	Uses	Radius	Victim's Penalty	Expense
Pepper spray keychain	DEX×5	1 m	1	1 target	–20% for 1 hr	Incidental ▲
Pepper spray can	DEX×5	3 m	12	2 targets	–20% for 1 hr	Incidental ▲
Tear gas grenade, thrown **RESTRICTED.** *Requires special training.*	Athletics	20 m	1	10 m	–40% for 1 hr	Incidental ▲
Tear gas grenade, launched **RESTRICTED.**	Heavy Weapons	50 m	1	10 m	–40% for 1 hr	Incidental ▲

>> Stun Grenades

Weapon	Skill	Range	Uses	Radius	Victim's Penalty	Expense
Flash-bang grenade, thrown **RESTRICTED.** *Requires special training. Radius halved outdoors. Victim's penalty lasts 1D6 turns.*	Athletics	20 m	1	10 m	–40%	Incidental ▲
Flash-bang grenade, launched **RESTRICTED.** *Radius halved outdoors. Victim's penalty lasts 1D6 turns.*	Heavy Weapons	50 m	1	10 m	–40%	Incidental ▲

>> Electroshock Weapons

Weapon	Skill	Range	Uses	Victim's Penalty	Expense
Stun gun	DEX×5	1 m	10	–20% for 1D20 turns	Incidental ▲
Shock baton	DEX×5	1 m	200	–20% for 1D20 turns	Incidental ▲
CED pistol *Requires special training.*	Firearms	4 m	4	–20% for 1D20 turns	Standard ▲

>> Firearms

Weapon	Skill	Base Range	Damage	Lethality	Ammo Capacity	Armor Piercing	Expense
Light pistol	Firearms	10 m	1D8	N/A	7	N/A	Standard ▲
Revolver capacity: 6. Examples: .22 LR, .32 ACP, .380 ACP, .38 Special: S&W Model 36 Chief's Special, Walther PPK.							
Medium pistol	Firearms	15 m	1D10	N/A	15	N/A	Standard ▲
Revolver capacity: 6. Examples: 9×19 mm, .357 Magnum, .40 S&W, .45 ACP: Beretta Mod 92FS (M9), Colt M1911A1, Glock 17, Glock 22.							
Heavy pistol	Firearms	20 m	1D12	N/A	10	N/A	Standard ▲
Revolver capacity: 6. Examples: 10×25mm Auto, .44 Magnum, .50 AE: Colt Delta Elite, Glock 20, S&W Model 13.							
Shotgun (firing shot)	Firearms	75 m	2D8*	N/A	5	N/A	Standard ▲
** Half damage beyond base range. Shotgun examples (12-gauge): Mossberg Model 500, Remington Model 870, Ruger Red Label.*							
Shotgun (firing slug)	Firearms	75 m	2D8*	N/A	5	N/A	Standard ▲
** Damage reduced to 2D6 beyond base range.*							
Shotgun (firing nonlethal)	Firearms	10 m	1D6 and Stunned	N/A	5	N/A	Standard ▲
Light rifle or carbine	Firearms	100 m	1D12	10%	10 or 30	3	Standard ▲
RESTRICTED IF CAPABLE OF FULLY AUTOMATIC FIRE. *Use the Lethality rating if firing bursts. Examples: 5.45 x 39mm, 5.56mm NATO: AR-15, Colt M4, FN SCAR-L. Heavier rounds such as 7.62x39mm (AK-47) and .30-30 Winchester inflict 1D12+1 damage.*							
Submachine gun (SMG)	Firearms	50 m	1D10	10%	30	N/A	Unusual ▲
RESTRICTED IF CAPABLE OF FULLY AUTOMATIC FIRE. *Use the Lethality rating if firing bursts. Examples: 5.7×28 mm, 9×19mm, .45 ACP: B&T MP9, FN P90, H&K MP5, IMI Uzi, KRISS Vector, MAC-Ingram M10.*							
Heavy rifle	Firearms	150 m	1D12+2	10%	10 or 20	5	Unusual ▲
RESTRICTED IF CAPABLE OF FULLY AUTOMATIC FIRE. *Use the Lethality rating if firing bursts. Examples: 7.62 mm NATO, 7.62x54mm, .30-06: H&K G3, FN FAL, Izhmash SVD, M1 Garand, Remington Model 700 (M24).*							
Very heavy rifle	Firearms	250 m	N/A	20%	10	5	Major ▲
Examples: .408 CheyTac, .50 Browning: Barrett Model 82A1, CheyTac M200.							

>> Heavy Weapons

Weapon	Skill	Base Range	Lethality	Kill Radius	Ammo Capacity	Armor Piercing	Expense
Hand grenade	Athletics	20 m	15%	10 m	N/A	N/A	Incidental ▲
RESTRICTED. *Examples: M67, RGO.*							
Rocket-propelled grenade launcher (RPG)	Heavy Weapons	200 m	30%	10 m	1	20	Standard ▲
RESTRICTED. *Examples: ATK M72 LAW, Bazalt RPG-7V, Bofors AT4 (M136).*							
Handheld flamethrower	Heavy Weapons	5 m	10%	1 m	20	N/A	Unusual ▲
Example: Ion XM42.							
Military flamethrower	Heavy Weapons	10 m	10%	2 m	5	N/A	Unusual ▲
RESTRICTED. *Example: AEC M9A1-7.*							
General-purpose machine gun (GPMP)	Heavy Weapons	300 m	15%	Per burst (page 56)	100	3	Major ▲
RESTRICTED. *Examples: FN MAG (M240), Kovrov PKM, Saco M60.*							
Grenade launcher (GL)	Heavy Weapons	150 m	15%	10 m	1	N/A	Major ▲
RESTRICTED. *Revolver capacity: 6. Examples: Colt M203, H&K M320, Milkor M32, Springfield M79.*							
Grenade machine gun (GMG)	Heavy Weapons	300 m	15%*	10 m	30	N/A	Major ▲
RESTRICTED. **If firing a burst (5 grenades), Lethality is 20%. Examples: H&K GMG, Saco MK 19 MOD 3, KBP AGS-17.*							

Continued on page 98

>> Heavy Weapons, Continued

Weapon	Skill	Base Range	Lethality	Kill Radius	Ammo Capacity	Armor Piercing	Expense
Heavy machine gun (HMG)	Heavy Weapons	400 m	20%	Per burst (page 56)	100	5	Major ▲
RESTRICTED. *Examples: Browning M2HB, Degtyaryov DShKM, Kovrov NSV.*							
Light machine gun (LMG)	Heavy Weapons	200 m	10%	Per burst (page 56)	100 or 200	3	Major ▲
RESTRICTED. *Examples: FN MINIMI (M249 SAW), Molot RPK.*							
Autocannon	Heavy Weapons	400 m	30%	3 m	100	5	Extreme ▲
RESTRICTED. *Examples: ATK M242 Bushmaster, KBP 2A70.*							
Minigun	Heavy Weapons	300 m	20%	3 m (long spray only)	4,000	5	Extreme ▲
RESTRICTED. *Examples: Dillon GAU-17/A, GE M134, KBP GShG-7.62.*							

>> Demolitions

Weapon	Skill	Base Range	Lethality	Kill Radius	Ammo Capacity	Armor Piercing	Expense
ANFO explosive	Demolitions	N/A	30%	20 m	N/A	N/A	Incidental ▲
Ammonium nitrate fuel oil—diesel fuel and fertilizer; requires Science (Chemistry) and Demolitions skills.							
C4 plastic explosive block, 570 g.	Demolitions	N/A	30%	2 m	N/A	N/A	Incidental ▲
RESTRICTED. *Example: M112.*							
Improvised explosive device (IED)	Demolitions	N/A	15%	10 m	N/A	N/A	Incidental ▲
RESTRICTED, *though the ingredients usually are not. Example: Pipe bomb. A larger one (a bomb vest) has 30% lethality and 20 m Kill Radius.*							
Large IED	Demolitions	N/A	60%	75 m	N/A	N/A	Standard ▲
RESTRICTED, *though the ingredients usually are not. Example: Car bomb.*							
Explosively-formed penetrator mine	Demolitions	N/A	25%	10 m	N/A	20	Standard ▲
RESTRICTED. *Example: M21.*							

>> Artillery

Weapon	Skill	Base Range	Lethality	Kill Radius	Ammo Capacity	Armor Piercing	Expense
General-purpose bomb	Artillery	Air-dropped	70%	100 m	N/A	10	Unusual ▲
RESTRICTED. *Requires special training. Examples: MK 82, FAB-250.*							
Heavy mortar	Artillery	4 km	35%	50 m	1	5	Major ▲
RESTRICTED. *Examples: M120, 2B11 Sani.*							
Light mortar	Artillery	2 km	20%	25 m	1	N/A	Major ▲
RESTRICTED. *Examples: M224, Hirtenberger M6.*							
Anti-tank guided missile (ATGM)	Artillery	4 km	45%	50 m	N/A	25	Extreme ▲
RESTRICTED. *Examples: AGM-114 Hellfire, 9M120 Ataka.*							
Artillery	Artillery	5 km	50%	100 m	1	10	Extreme ▲
RESTRICTED. *Examples: M109, M777, 2A65 Msta-B, 2S19 Msta-S.*							
Cruise missile	Artillery	100 km	80%	150 m	N/A	15	Extreme ▲
RESTRICTED. *Requires special training. Examples: BGM-109 Tomahawk, Kh-55SM.*							

>> Body Armor

Item	Armor Rating	Expense
Riot helmet *Adds its Armor Rating to any other armor. Effective only against melee weapons, thrown weapons, and unarmed attacks. Cannot be concealed.*	+1	Standard ▲
Kevlar helmet *Adds its Armor Rating to any other armor. Cannot be concealed.*	+1	Standard ▲
Kevlar vest *If worn below outer garments, noticing it requires an Alertness test.*	3	Standard ▲
Reinforced Kevlar vest *If worn below outer garments, noticing it requires an Alertness test at +20%.*	4	Unusual ▲
Tactical body armor *Cannot be concealed.*	5	Unusual ▲
Bomb suit *Already includes a helmet. Cannot be concealed.*	10	Extreme ▲

>> Ground Vehicles

Vehicle	HP	Armor	Surface Speed	Expense
Motorcycle	15 to 20	0	Fast	Major ▲
Sedan	25 to 30	3	Average	Major ▲
Pickup or SUV	30 to 35	3	Average	Major ▲
Armored SUV	35	10	Average	Extreme ▲
Humvee	40	3	Average	Extreme ▲
Armored Humvee	40	10	Slow	Extreme ▲
Semi truck	45	3	Slow	Extreme ▲
MRAP armored vehicle	60	20	Slow	Extreme ▲
Armored personnel carrier	80	20	Slow	Extreme ▲
Mid-20th century tank	90	20	Slow	Extreme ▲
Modern tank	100	25	Slow	Extreme ▲

>> Water Vehicles

Vehicle	HP	Armor	Surface Speed	Expense
Combat rubber raiding craft	10	0	Slow	Unusual ▲
Rigid-hulled inflatable boat	20	0	Slow	Major ▲
River patrol boat	30	0	Slow	Extreme ▲
Speed boat	25	0	Average	Extreme ▲

>> Air Vehicles

Vehicle	HP	Armor	Air Speed	Expense
Civilian helicopter	20	0	Average	Extreme ▲
Commuter plane	25	0	Average	Extreme ▲
Police helicopter	30	0	Fast	Extreme ▲
Attack helicopter	30	10	Fast	Extreme ▲
Passenger jet	50	0	Special	Extreme ▲
Fighter jet	40	0	Special	Extreme ▲

>> Other Gear and Services

Transportation

Item	Expense
Same-day bus ticket	Incidental ▲
Car or SUV, rented for a week	Standard ▲
Same-day interstate plane or train ticket	Standard ▲
Same-day international plane ticket to the developed world	Unusual ▲
Chartered helicopter, one trip	Unusual ▲
Same-day international plane ticket to the developing world	Major ▲
Chartered jet, one trip	Extreme ▲

Lodgings

Item	Expense
A night or two at a cheap motel	Incidental ▲
A week at a motel or a short-term apartment	Standard ▲
A week at a fine hotel	Unusual ▲
A week at an exclusive resort	Major ▲
Private accommodations at the most exclusive locations	Extreme ▲

Covers and Legends

Item	Expense
Forged passport or identification documents	Unusual ▲
Requires official requisition or Criminology to find a reliable source.	
Forged passport from a G-7 country (Canada, E.U., Japan, U.S., U.K.)	Major ▲
Requires official requisition or Criminology to find a reliable source.	
A new identity	Extreme ▲
Requires official requisition or Criminology to find a reliable source.	

Storage

Item	Expense
Public storage unit, one month	Incidental ▲
Public storage unit, one year	Standard ▲
Large public storage unit, one year	Unusual ▲

Restraints

Item	Expense
Flexible cuffs	Incidental ▲
Requires a blade or scissors to cut open. A zip-tie used as makeshift cuffs can be broken open with a STR×5 test at +20%.	
Handcuffs	Incidental ▲
Require a cuff key, special training with lockpicks, or Craft (Locksmith) to open; or a DEX×5 test at –20% to wriggle out.	

Research

Item	Expense
Access to pay-for-use journals and professional publications	Incidental ▲
Get expert advice from a professional or academic	Incidental ▲
Credentials for unescorted entry into a restricted site	Standard ▲
Independent verification or review from an academic expert	Standard ▲
Specialized scientific equipment or artifacts from an outside source for "testing and review"	Major ▲

Communications and Computers

Item	Expense
Burner phone	Incidental ▲
Short-range walkie talkie or early-generation mobile phone	Incidental ▲
"Script kiddie" hacking software	Incidental ▲
Requires Computer Science; a failed Luck roll indicates it's faulty (see **JUNK** *on page 93).*	
Earpiece communicator set	Standard ▲
Ordinary computer	Standard ▲
Tablet computer or smartphone	Standard ▲
3D printer (plastic)	Standard ▲
Satellite phone	Unusual ▲
Hire a hacker to defeat basic encryption	Unusual ▲
Requires Computer Science or Criminology to find a reliable one if the task is illegal.	
Powerful computer	Major ▲
Cutting-edge encryption or data-mining software	Major ▲
RESTRICTED. *Requires Computer Science or special training (INT).*	
Advanced data-analysis software	Major ▲
Requires Computer Science or special training (INT).	
3D printer (metal)	Major ▲
Hire a hacker to defeat advanced encryption	Major ▲
Requires Criminology to find a reliable one if the task is illegal.	
Portable IMSI catcher for cell surveillance	Major ▲
RESTRICTED. *Requires Computer Science or special training (INT). Has 2 km. range, or 200 m. for a model that can me worn under clothes. A vehicular model has 30 km. range as an Extreme expense.*	
Exclusive use of a dedicated communications satellite	Extreme ▲
RESTRICTED. *Requires Computer Science or special training (INT).*	

Surveillance

Item	Expense
Simple directional microphone *10 m. range in typical urban conditions.*	Incidental ▲
Bug detector	Standard ▲
Fiber optic scope	Standard ▲
GPS jammer	Standard ▲
Voice-activated recorder	Standard ▲
Directional microphone & acoustic software *20 m. range in typical urban conditions. Advanced versions have 50 m. range as an Unusual expense.*	Standard ▲
Basic, open-market drone *Requires special training (DEX).*	Standard ▲
Audio jammer (RF/cellular)	Unusual ▲
GPS tracking device	Unusual ▲
Advanced drone *Requires Pilot (Drone) skill.*	Unusual ▲
Ground-penetrating radar *About the size of a lawn mower; requires special training (INT).*	Major ▲
Military-grade drone *Requires Pilot (Drone) skill; can carry weapons.*	Extreme ▲

Lighting and Vision

Item	Expense
Large flashlight *Useful to 100 m. Runs for 10 hours.*	Incidental ▲
Tactical light or weapon light *Useful to 50 m. Runs for 1 hour. Available with optional infrared (IR) or ultraviolet (UV) filters. IR can only be seen with night vision goggles or sights. UV will make "invisible" evidence visible, such as bodily fluids and special inks.*	Incidental ▲
Ordinary binoculars *×10 magnification; allows Alertness tests at greater distance.*	Incidental ▲
Civilian night vision goggles (NVG) *Allows operating in reduced light. Runs for 100 hours. Most skill tests such as Driving, Pilot, and ranged attack rolls are at a –20% penalty. The attack penalty can be avoided if the NVGs are used together with a targeting laser in IR mode.*	Standard ▲
Advanced binoculars or telescope *×20 magnification; allows Alertness tests at greater distance.*	Standard ▲
Powerful telescope *×50 magnification; allows Alertness tests at greater distance.*	Unusual ▲
Military-grade night vision goggles **RESTRICTED**. *Allows operating in reduced light conditions. Most skills are at no penalty. If finely detailed perception is required then a –20% penalty applies.*	Major ▲

Breaking & Entering

Item	Expense
Lockpick kit *Requires special training (DEX).*	Incidental ▲
Halligan forcible-entry tool *Allows a STR test to get through a hard barrier.*	Standard ▲
Lockpick gun *Works only on simple tumbler locks.*	Standard ▲

Emergency and Survival

Item	Expense
Individual first aid kit *Adds +20% to a single First Aid roll.*	Incidental ▲
Small fire extinguisher (CO_2) *Douses a small fire. Can be used with a DEX×5 test to spray an animal such as a dog in the face to make it run away.*	Incidental ▲
Handheld GPS *Does not require a radio signal. Battery life is 14 to 25 hours.*	Incidental ▲
Basic camping gear *Cheap daypack, bivouac sack, survival blanket, button compass, flashlight, matches, meal bars, water purification tablets. Grants +20% to Survival for 3 days.*	Incidental ▲
Personal protective equipment (PPE) *Apron, goggles, gloves, breath mask; provides 2 Armor against chemical and acid splashes and fumes.*	Incidental ▲
Heavy-duty fire extinguisher *Douses a room-sized fire.*	Standard ▲
Gas mask *Effective against airborne hazards.*	Standard ▲
HAZMAT suit *Effective against airborne or contact hazards. Requires 30 minutes to don safely. (Don't forget to tape up.)*	Standard ▲
First responder medical kit *Bandages, IV kits and fluids, medications (narcotics, anasthetics, antibiotics, etc.), stethoscope, suture and intubation kits, hemostatic gel, bag valve mask. Adds +20% to four First Aid rolls.*	Standard ▲
Extended camping gear *Large backpack, sleeping bag, tent, compass, headlamp, firestarter, dehydrated meals, water filter, canister stove, hiking clothes. Grants +20% to Survival for 14 days.*	Standard ▲
SCUBA gear *Requires special training (Swim).*	Unusual ▲
Polypropylene barrel filled with acid *Sufficient to reduce a corpse to sludge. Remember to wear PPE!*	Unusual ▲

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Off-the-Books Medical Care

Item	Expense
Off-the-books first aid, no questions asked *Requires Criminology to find a medical professional of loose ethics.*	Standard ▲
Off-the-books drugs or minor surgery, no questions asked *Requires Criminology to find a medical professional of loose ethics.*	Unusual ▲
Off-the-books major surgery, no questions asked *Requires Criminology to find a medical professional of loose ethics.*	Major ▲
Bribing an incinerator, crematorium, or furnace worker to turn a blind eye while you burn a corpse *Requires Criminology to find a worker willing to cooperate.*	Major ▲

Weapon Accessories

Item	Expense
Holographic sight *Gives a +20% bonus to hit as long as your Agent has taken no damage since his or her last action.*	Standard ▲
Night vision sight *Allows aiming in reduced light conditions such as starlight. Useful to 400 m. Runs for 100 hours. Doubles a firearm's base range at night if your Agent spends the previous turn taking the Aim action.*	Standard ▲
Sound suppressor **RESTRICTED.** *Requires an Alertness test to hear from beyond a wall or a door. An especially quiet suppressed shot, such as a light pistol, incurs a –20% penalty.*	Standard ▲
Targeting laser *Gives a +20% bonus to hit as long as your Agent has taken no damage since his or her last action. Does not require your Agent to raise the gun to his or her eyes. Useful to 200 m. Runs for 100 hours. Also available as an Unusual expense with an infrared (IR) mode that can only be seen with NVGs or night-vision sights.*	Standard ▲
Telescopic sight *Doubles a firearm's base range if your Agent spent the previous turn taking the Aim action.*	Standard ▲
Advanced Combat Optical Gunsight (ACOG) *Combines the effects of a holographic sight and a telescopic sight.*	Unusual ▲
Thermal Weapon Sight (TWS) *Allows aiming in complete darkness. Useful to 400 m. Runs for two hours. Doubles a firearm's base range if you spent the previous turn taking the Aim action.*	Unusual ▲
"Ghost gun" machine: heavy-duty desktop 3D printer with software *Can mill a block of aluminum into the lower receiver for a firearm. Other gun parts can be bought without licensing as an Unusual expense. Firearm assembly requires an INT×5 test with special training, or a Craft (Gunsmithing) test. If the test fails, the gun is unreliable; see* **JUNK** *on page 93.*	Major ▲

"Do We Have It?"

» The Agents may already have what they need (see page 84).
» Consider the operation, the Agents, and the item itself.
» If it's not obvious, an Agent can attempt an INT or Luck roll.
› *Major expense:* –20%
› *Extreme expense:* –40%

"Can We Requisition It?"

» If the answer's not obvious, roll Bureaucracy or Military Science (see page 86).
› *Major expense:* –20%
› *Extreme expense:* –40%
› *Low priority:* –20%
› *High priority:* +20%
» Risks unwanted oversight and review (see page 87).
» Can Delta Green help? Ask the Handler. (See page 88.)

"What's Plan B?"

» Ask a Bond who has access to get it for you (page 88).
» Spend your own money (page 89).
» Abuse your position as a program manager (page 90).
» Use a stash of illicit cash (page 91).
» Use Craft and a workshop to make it yourself (page 92).

Law Enforcement (Official Requisition Only)

Item	Expense
Access to unclassified but restricted files such as criminal or financial records *Must relate to an official investigation. If not, a failed Luck roll means it draws official review (see page 87).*	Incidental ▲
Holding a prisoner for 24 hours with no questions asked *Must relate to an official investigation. If not, a failed Luck roll means it draws official review (see page 87).*	Standard ▲
Use for a day of an agency-owned sedan, patrol vehicle, or SUV	Standard ▲
Acquiring data from an unrelated case	Standard ▲
Drone surveillance of a specific suspect for a day or two *Automatically elicits official review (see page 87).*	Unusual ▲
Use for a day of an agency-owned quad runner, patrol boat or other small, specialized craft	Unusual ▲
Deployment of 2–5 local uniformed police *Automatically elicits official review (see page 87).*	Unusual ▲
Surveillance data from an ongoing case	Unusual ▲
Order a wiretap	Unusual ▲
An armored SUV requisitioned for a week	Unusual ▲
Calling in a regional FBI SWAT team for a raid *Automatically elicits official review (see page 87).*	Extreme ▲

Military (Official Requisition Only)

Item	Expense
Secure a seat on an already scheduled support flight (Space Available or "Space-A')	Incidental ▲
Calling in a special operations team for security or evacuation *Automatically elicits official review (see page 87).*	Extreme ▲
Helicopter support (transport or surveillance) *Automatically elicits official review (see page 87).*	Extreme ▲
Missile strike *Automatically elicits official review (see page 87); will not be performed on American soil.*	Extreme ▲

Official Requisition Only

These law enforcement, military, intelligence, and public-safety actions are not purchases. The "Expense" rating reflects the difficulty and delays of requesting the action with Bureaucracy or Military Science, and the potential severity of official review.

Intelligence (Official Requisition Only)

Item	Expense
Access to another agency's classified files (not related to national security) *Includes digital communications data from NarusInsight (FBI) or XKeyscore (NSA).*	Unusual ▲
Drone flyover and surveillance over a specific site *Automatically elicits official review (see page 87).*	Unusual ▲
Holding a prisoner at a "black site" for 48 hour *An Agent needs to know of the black site in advance.*	Major ▲
Acquire clearance to be present during an interrogation or debriefing	Major ▲
Acquire sophisticated fake documents	Major ▲
Access to classified files related to national security (which the Agent has no "need to know") *Technically espionage. It can result in firing and/or prosecution if detected.*	Major ▲
Extended drone or satellite surveillance over a specific site (more than a short flyover) *Automatically elicits official review (see page 87).*	Extreme ▲
Call in support from a covert operative team in the area *Automatically elicits official review (see page 87).*	Extreme ▲

Public Safety (Official Requisition Only)

Item	Expense
Credentials for unescorted entry into a restricted site	Standard ▲
Access to sensitive files outside the Agent's specialty	Standard ▲
Place a request for local law enforcement to make an arrest (with justification) *Automatically elicits official review (see page 87).*	Standard ▲
Get a warrant for access to an industrial site for alleged environmental crimes *Automatically elicits official review (see page 87).*	Unusual ▲
Temporarily shut down a site for investigation of environmental crimes *Automatically elicits official review (see page 87).*	Major ▲
Quarantine a single location (see **QUARANTINES** on page 159) *Automatically elicits official review (see page 87).*	Major ▲
Quarantine an area *Automatically elicits official review (see page 87).*	Major ▲

// Federal Agencies //

I was brought in as the science guy. “Ask the science guy,” they’d say, never really engaging me until something needed to be looked at. But I was with them when they raided the lab.

I saw assets, they saw targets.

They didn’t even glance at the notes on the whiteboard (covered in brains as it was). They didn’t see the cryopreservation cylinder. They didn’t pay any attention to me going through it. Or picking up the notebooks. They didn’t care. There was too much screaming. Too much arguing about what to do with the bodies.

I was the science guy. What else was I supposed to do?

I have a hot lab in my walk-up off Gramercy Park. It wasn’t that hard to make. Positive air pressure and a scrubber and everything. I’ve been working on what I found in that lab for the last four months.

Ivan is a Wistar rat. He’s the first subject of the new virus, drawn from that anonymous lab with a $750,000 particle scrubber below a Pet Smart in Brooklyn, and he’s extremely healthy.

Now.

After the first injection, he spent thirty hours twitching on the cage floor, and then went through an hour and half of convulsions. After that he vomited up his stomach, esophagus, other things. I still have them in a freezer somewhere. I was more interested in his blood. Because after that, after he chewed off his own esophagus, he was fine.

He hasn’t eaten in twenty-two days. He hasn’t defecated anything since he passed the rotting remnants of his intestines. He has not urinated at all.

Ivan doesn’t eat anymore.

Yet, there he goes, crawling across my hand like he had all the time in the world. And I think he does. I’m pretty sure he does.

Most Agents come from the FBI, the CIA, and SOCOM (U.S. Special Operations Command). Others hail from diverse agencies that have access to useful expertise, equipment, and scopes of operations.

At a Glance

Each agency includes a few questions that summarize what it offers to Delta Green.

"Powers of Arrest?"

This indicates whether the agency deploys law-enforcement officers trained and authorized to make arrests. (An Agent without arrest powers can make a so-called "citizen's arrest" but has no special legal protections.)

"Expected to Carry a Weapon?"

This indicates whether the public would be surprised to see someone from the agency armed. Outside combat that usually means a pistol. Most law-enforcement officers are expected to carry sidearms most of the time while in the United States. Military personnel are expected to carry weapons in combat or on missions. Everyone else is governed by the same laws as civilians. Every city, county, and state in the U.S. has its own laws regarding civilians carrying weapons.

Government facilities and airports forbid anyone to have a firearm who is not not a guard or law-enforcement officer on duty. They screen entrants with metal detectors, chemical sniffers, and/or pat-downs.

"Access to Official Funds?"

Most agencies give their personnel credit cards to use for official purposes, especially when traveling.

"Operational Budget/Restricted Items?"

This entry suggests unusual equipment and access that an Agent from this agency can seek. (See **OFFICIAL REQUISITION** on page 86 for details.)

Suggested Professions

Each profile suggests a few offices or units particularly suitable for Agent professions. Each entry includes professional skills and Bonds (or else an existing profession to use); suggested bonus skills that are important to the office's work; and equipment that an Agent from that office is likely to have.

>> The Agencies

These organizations are detailed in this book. Each section lists others likely to be involved in Delta Green operations.

Agency	Abbreviation	Function	Page
Centers for Disease Control and Prevention	CDC	Public Safety	158
Central Intelligence Agency	CIA	Intelligence	148
Department of Defense service branches (overview)	DoD	Defense	126
Drug Enforcement Administration	DEA	Law Enforcement	114
Environmental Protection Agency	EPA	Public Safety	161
Federal Bureau of Investigation	FBI	Law Enforcement	109
Immigrations and Customs Enforcement	ICE	Law Enforcement	118
U.S. Air Force	USAF	Defense	132
U.S. Army	Army	Defense	130
U.S. Department of State	DOS	Diplomacy	153
U.S. Marine Corps	USMC	Defense	136
U.S. Navy	USN	Defense	134
U.S. Marshals Service	USMS	Law Enforcement	122
U.S. Special Operations Command	SOCOM	Defense	140

Law Enforcement

This section describes the federal law enforcement agencies most frequently involved in Delta Green operations: the FBI (page 109), the DEA (page 114), ICE (page 118), and the U.S. Marshals Service (page 122).

Jurisdiction

Many layers of government overlap in the United States. There are municipal governments in towns and cities, county or parish governments, state governments, tribal governments, and the federal government. Nearly every one of these governments imposes laws that must be enforced. Nearly every one approaches law enforcement differently.

As a rule of thumb, state laws cover traffic regulations and major crimes such as murder, robbery, burglary, rape, and drug possession. County and municipal ordinances typically cover local, "quality of life" issues dealing with noise, garbage, and property maintenance.

Municipal police officers enforce municipal ordinances, county ordinances, and state laws. Small municipalities often request assistance from county and state investigators.

County or parish police officers (usually sheriff's deputies) enforce county ordinances and state laws but not municipal ordinances. County or parish officers often assist local and state police.

State police officers enforce state laws but not county or municipal ordinances. Most visibly, state troopers enforce traffic laws on state highways. State investigators often assist local and county officers in major criminal cases. State investigators are sometimes invited by local and county police agencies to investigate officer-involved shootings, as an alternative to having local or county detectives investigate their co-workers.

On Indian reservations, the choice of law depends on the parties. Minor offenses are usually covered by tribal law and investigated by tribal police; but if one party is Indian and the other is not, federal law applies instead. Major offenses typically are covered by federal laws; but if both parties are non-Indian, state law applies instead.

Federal laws are enforced by federal law-enforcement agencies, not by state, county, or municipal police. But local police often make reports on suspected violations of federal law, which they provide to federal agents to assist in prosecution. And local police officers are often deputized to enforce federal laws.

Deputization

Most federal law-enforcement agencies have a process to deputize local police officers to work with the federal agency's authority as part of a task force. The best known are the United States Marshals Service's Fugitive Task Forces, the FBI's Organized Crime/Drug Enforcement Task Forces (OCDETF), and the DEA's ubiquitous Task Force Officer program.

A deputy must fill out paperwork confirming he or she willingly takes on the responsibility and has not been convicted of a federal crime. A federal judge, or a special agent (or deputy marshal) from the agency,

Which Laws May a Police Officer Enforce?

Officer Type	Municipal Ordinances	County or Parish Ordinances	State Laws	Tribal Laws	Federal Laws
Municipal officer	Yes	Yes	Yes	No	No
County or parish officer	No	Yes	Yes	No	No
State officer	No	No	Yes	No	No
Tribal officer	No	No	Yes	Yes	No
Federal officer	No	No	No	Yes	Yes

swears the deputy in and provides credentials. Deputization credentials—a card or paper which must be carried—define the dates when the deputization began and will end, a case number, and contact information for the agent who initiated the deputization.

Deputization allows the officer to carry a concealed firearm anywhere in the Unites States, to investigate and gather evidence without the requirement to pass that information to the deputy's home agency, and to make arrests in pursuit of the case.

Many deputizations are specific to individual cases and only apply while the deputy is on duty. Some (particularly the DEA) keep local officers on deputized duty for years.

Field Offices

Law enforcement field offices come in many sizes and shapes, but most have equipment and resources in common. A typical field office has a small armory with handguns, shotguns, a small number of carbines, bulletproof vests, and tactical and emergency gear such as walkie talkies, flashlights, binoculars, zip ties, duct tape, and extensive first aid kits.

A typical field office has a motor pool of a few ordinary automobiles and one or two armored SUVs (usually referred to as "LAVs" or "lightly armored vehicles").

A field office can provide an Agent who works at that agency with a small workstation including a computer (with access to both classified and unclassified networks) and office equipment. Most field offices have communal smartphones and encrypted laptops that can be checked out by visiting personnel.

Other Law Enforcement Agencies

These agencies are prominent in U.S. law enforcement and occasionally produce Delta Green recruits.

BUREAU OF ALCOHOL, TOBACCO, FIREARMS AND EXPLOSIVES (ATF): Investigates and prevents federal offenses involving the unlawful use, manufacture, and possession of firearms and explosives; acts of arson and bombings; and illegal trafficking of alcohol and tobacco products.

CUSTOMS AND BORDER PROTECTION (CBP): Tasked with ensuring the border is secure and reliable. CBP allows authorized people and goods to enter the United States, while endeavoring to make it hard for illegal people and items to cross the border.

U.S. COAST GUARD (USCG): Patrols maritime borders, ports and rivers. The USCG prevents unauthorized vessels from entering the U.S., responds to disasters, and conducts search-and-rescue operations. The USCG is officially a member of the uniformed services and the armed forces, but is component of the Department of Homeland Security. It is the only branch of the military with widespread law enforcement powers.

U.S. SECRET SERVICE (USSS): Protects the nation's leaders and its financial infrastructure. The first mission involves guarding the President and other key leaders and dignitaries as well as high-visibility facilities. The second mission focuses on financial crimes such as wire fraud, money laundering and counterfeiting.

"Law Enforcement"-Grade and "Military"-Grade Gear

The distinction between "law enforcement" and "military" equipment is often blurry. The U.S. government provides military-grade armaments to police forces around the country as part of counterterrorism programs. But here are some rules of thumb.

MILITARY GRADE: Includes fully automatic and heavy weapons, explosives meant to kill (not just to breach and stun), accessories like grenade launchers and advanced sighting/range-finding equipment, and heavy body armor. Military-grade equipment is often more robust than its civilian or law enforcement equivalents, designed to operate for extended periods of time in battlefield conditions. Communication equipment covers many kilometers and tends to be bulky and sturdy.

LAW-ENFORCEMENT GRADE: Generally includes fewer options than military-grade. Weapons typically include sidearms, carbines, and shotguns. Heavier rifles and assault rifles are available for tactical situations. Explosives are meant to stun or confuse rather than kill. Sighting equipment tends to be simple optical and laser sights. Communications equipment typically covers a few miles. In most circumstances, body armor covers only the chest. SWAT and advanced tactical equipment often comes from military surplus and may be a few years behind military-grade.

The Federal Bureau of Investigation (FBI)

The Federal Bureau of Investigation is the lead federal law enforcement organization within the United States. It is part of the Department of Justice, but also an independent member of the intelligence community. The FBI investigates serious crimes that cross state lines, espionage, and especially counterterrorism, which accounts for more than half of the its budget. The Bureau employs some of the best-trained and best-equipped officers in the country. Its agents frequently coordinate with other law enforcement bodies, domestically and abroad, and operate in diverse teams.

BUDGET: Over $8 billion in 2015.

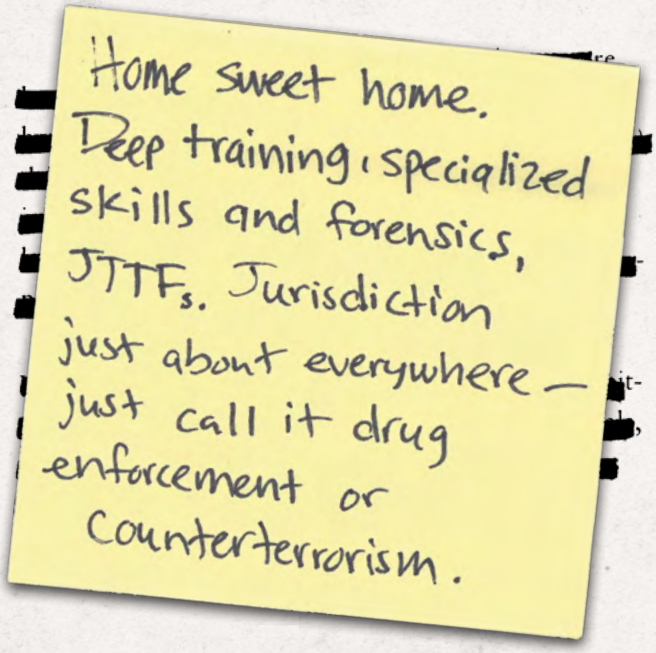
The FBI Operative at a Glance

POWERS OF ARREST? Yes.

EXPECTED TO CARRY A WEAPON? Yes.

ACCESS TO OFFICIAL FUNDS? Can be supplied with a credit line if traveling or on an investigation, up to a Standard expense without eliciting an official review.

OPERATIONAL BUDGET/RESTRICTED ITEMS? Agents from the FBI may use Bureaucracy to access criminal files from any federal agency, including those tied to national security. This is equivalent to a Standard expense. This rarely elicits official review (see **COMPLICATIONS** on page 87), unless done repeatedly for individuals the Agent clearly has no reason to investigate.



The Organization

The FBI is headquartered in Washington, D.C., and its Director reports to both the Attorney General and the Director of National Intelligence.

The FBI operates field offices in most major cities throughout the United States. The FBI provides law enforcement on many Native American reservations, alongside the Bureau of Indian Affairs and tribal authorities.

Each field office and major operation is headed by a Special Agent in Charge (SAC), who generally answers directly to the Director. Each SAC is in charge of FBI agents and analysts from many divisions and branches. Assistant Special Agents in Charge (ASACs) lead subdivisions and answer to the SAC.

The FBI maintains a presence abroad through liaisons with friendly law enforcement organizations and through the legal attaché (Legat) program. The FBI bases legal attachés and advisors in American embassies, and occasionally embeds them within friendly foreign law enforcement offices to support specific investigations.

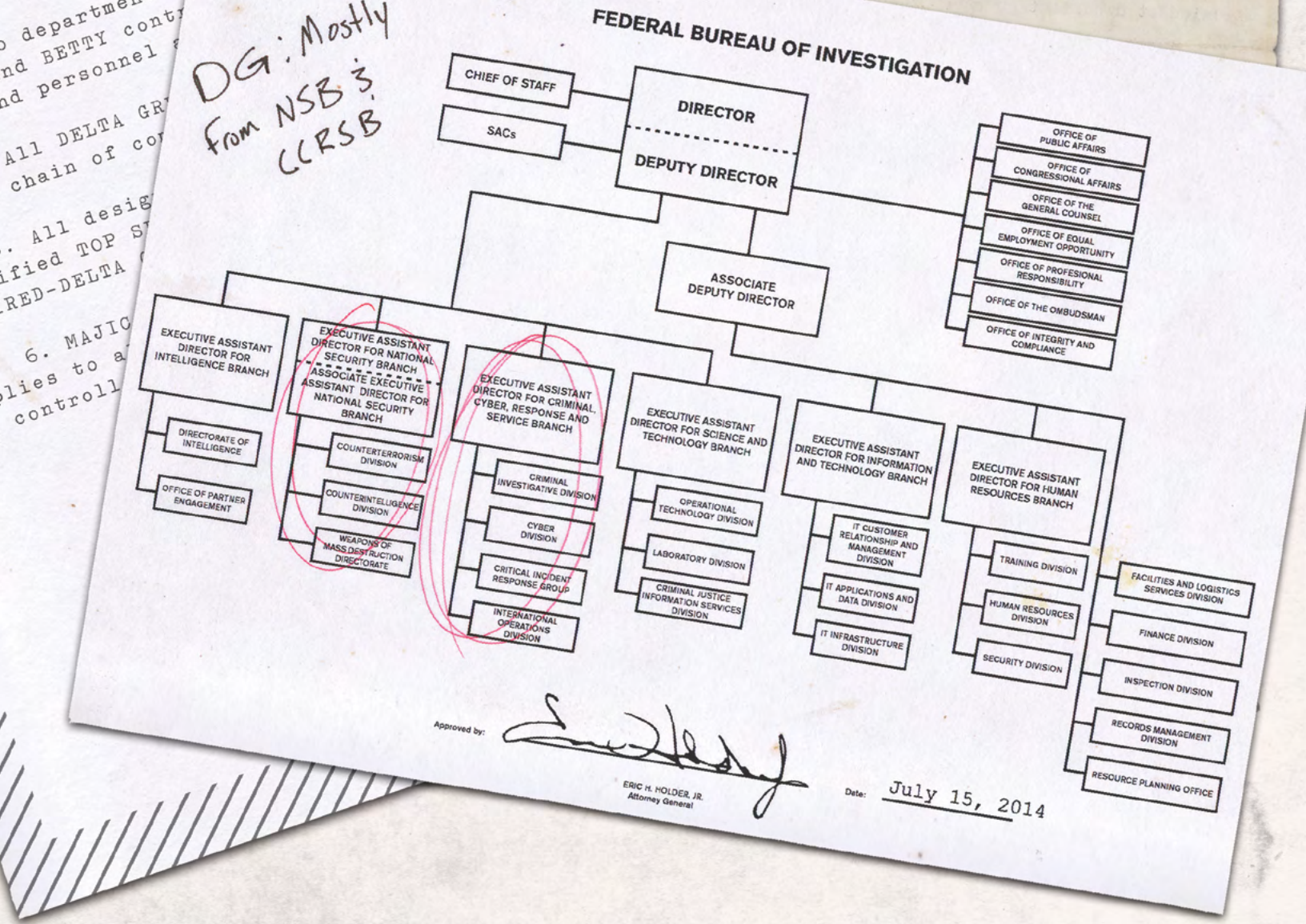
Key FBI Branches

- Criminal, Cyber, Response, and Services
- Intelligence
- National Security
  - Hostage Rescue Team
- Science and Technology

Operatives

FBI agents must have college degrees—most have graduate degrees—and must pass rigorous psychological and physical screenings. Many new FBI agents are longtime veterans of law enforcement at the local or federal level. Qualification for the FBI is extremely difficult, and the months-long training regimen has a high washout rate. Most FBI employees and all special agents must qualify for and hold a Top Secret clearance because of the sensitive nature of their work. Special agents and many support staff must pass a polygraph and a background investigation.

Training at the FBI Training Academy (Quantico, Virgina) involves firearms, tactical vehicle operation, law, case exercises, surveillance techniques, defensive



tactics, and other operational skills. (Counterintelligence training is reserved for experienced special agents, who are then usually detailed to partner agencies in the intelligence community.)

Agents who join the Hostage Rescue Team (HRT) or field-office SWAT teams are often former military, frequently from the 75th Ranger Regiment. HRT agents receive intensive training on par with military special operations.

Besides special agents, the FBI employs specialized support personnel including intelligence analysts, language specialists, forensic scientists, and behavioral/psychoanalytic experts.

Authority and Mandate

The FBI investigates corruption, civil rights violations, organized crime, crimes committed across state lines, threats to national security, espionage, and terrorism. FBI agents are expected to support local authorities and officials from other agencies, who may have been first to investigate. But if the FBI has jurisdiction, the FBI usually takes the lead.

FBI agents are typically deployed when local law police ask for assistance or report a federal crime. In many cases, the FBI builds its own federal case and gathers its own evidence even when local law enforcement investigates the same suspect for local crimes. If the FBI feels local law enforcement may get in the way, the agency can petition the Attorney General's office to contact local law enforcement and assert the FBI's lead on the case. These orders often requires the local law enforcement body to turn over its evidence and support the FBI.

Overseas, the FBI works with local law enforcement officers who have authority to enforce local laws. The FBI is interested in foreign crime only insofar as it is connected to criminal activity in the U.S. But this allows a far reach. Drug, terrorism, and financial prosecutions often require the FBI to conduct investigations abroad.

Field Operations

FBI agents are typically sent into the field alone or in two-agent teams. Single agents on assignment are quite common, especially if local authorities are cooperative. The FBI sends more than two agents into the field only for a particularly high-profile, complex, dangerous, or geographically remote case.

FBI agents in the field receive support from local FBI field offices, including desk space, access to computers that are already integrated with the FBI computer system, vehicles (including armored SUVs if necessary), and small arms and body armor.

In tactical situations, the FBI typically arms special agents with shotguns. Assault rifles may be requested from the field office's armory. Such heavily armed FBI agents may be supported by the field office's SWAT team.

An FBI SWAT team includes a leader, Containment Teams (usually four members each), Emergency Response Teams (usually three but up to seven members), and up to three Deliberate Action Teams (at least four members each), as well as at least one Rifle/Sniper Team (two members). FBI SWAT teams and the Hostage Rescue Team occasionally work with special operations units overseas as battlefield interrogators, or to provide arrest authority and correct procedures when the military captures targets for prosecution.

In rare cases, the FBI approves undercover criminal operations, usually in the case of corruption or crimes that pose serious danger to a community. These operations are staffed by seasoned agents and are generally well funded. The undercover agent is provided a new identity and rents or purchases a home, vehicle, and the accoutrements of life to maintain the cover. Such operations are approved for a finite amount of time, often six months, and then are subject to review of the effectiveness and safety of the operation. Accounting for undercover operations is never as strict as it should be. An FBI agent on an undercover assignment often has autonomy, funds, and a distinct lack of oversight.

FBI operations are compartmentalized. Agents don't ask each other what they're working on. If you need to know, you'll be told.

Areas of Friction

When assisting a local case, the FBI doesn't usually try to take control. Many FBI agents see themselves as helpful "force multipliers" for local authorities, bringing assets to the investigation that would not normally be available. Most FBI agents are willing to play a support role if the locals are making progress. Only if the investigation stalls is an FBI team likely to take over.

When the FBI inserts an agent into an ongoing investigation, or takes over a local case because strong federal interests are at stake, it often rubs other law enforcement agencies the wrong way. If a crime is high-profile, local officials may not want the FBI to take over and take credit. In that situation an agent can usually expect animosity from local law enforcement, and in some cases outright hostility or obstructionism. Part of an FBI agent's job is to manage relations with the local police. High Law and Bureaucracy skills can help an FBI agent justify the Bureau's involvement to the locals' satisfaction, and a good attitude (or high CHA) can help smooth things over.

Playing the Bureau

As an FBI agent, you are probably a detail-oriented perfectionist. Process is important to everyone in the FBI. Results matter, too, but process leads to results, so get the process right. FBI agents and specialists are taught to take each case in distinct steps, with close attention to detail at each phase. Good process means a case is less likely to be thrown out of court on a technicality. Even kinetic operations like thwarting a hostage taking focuses on getting the little details right.

The FBI specializes in high-profile and time-sensitive cases, and anticipates that each of their investigations is going to come under scrutiny. An FBI agent's supervisors will be the first to assess the operation, looking for missteps.

There is also the media and Congress to think about. Trouble on an FBI case means increased attention from local contacts, the media, and politicians. Politicians are always looking for local votes; be respectful and tread lightly when a Congressperson or Senator's

name is invoked. There are few ways to get yanked off a case faster than angering a member of Congress.

Working for the FBI is intense and stressful. The organization's responsibilities are expansive. Even with numerous personnel and a large budget, the Bureau can't cover everything. FBI agents and employees are expected to be personable. The need to work with local authorities and other federal agencies on complex topics and investigations means you know how to work with a wide variety of people. Even under pressure you know how to keep your cool, whether in a gunfight or in dealing with a local who just compromised your evidence. Antisocial and belligerent FBI agents don't normally do well.

JTTFs - DG's bread and butter. Make it TS, restrict it to SAP Codeword access. Supervised by just our people. Bring in just our people from anywhere in the govt. Play with the budget. Tell everyone else it's fucking classified.

Joint Terrorism Task Forces (JTTFs)

The FBI manages and funds Joint Terrorism Task Forces (JTTFs) throughout the country. These offices are staffed with agents and analysts from the FBI and other law enforcement agencies. JTTFs perform surveillance, electronic monitoring, and traditional investigations in pursuit of terrorism or national-security violations. A JTTF may include Immigration and Customs Enforcement, the Drug Enforcement Administration, Customs and Border Protection, the Secret Service, the Department of State's Diplomatic Security Service, and state and local law enforcement.

Suggested Professions

Criminal Investigative Division (CID)

The CID is responsible for most of the FBI's investigations and field work.

PROFESSION: Federal Agent.

SUGGESTED BONUS SKILLS: Criminology, Forensics, Firearms, Law.

EQUIPMENT: See **TOOLS OF THE TRADE: FEDERAL AGENT** (page 85).

National Security Branch (NSB)

The NSB specializes in counterterrorism and counterintelligence.

PROFESSION: Federal Agent, Intelligence Analyst, or Intelligence Case Officer.

SUGGESTED BONUS SKILLS: Foreign Language, HUMINT, SIGINT, Computer Science.

EQUIPMENT: Per **TOOLS OF THE TRADE: FEDERAL AGENT** (page 85) as well as a portable hardened laptop, advanced data analysis software, chemical sniffer/analyzer.

Intelligence and Operations Support Section (IOSS)

IOSS supports the most high-profile, dangerous, and sensitive investigations by providing highly specialized experts. IOSS includes the vaunted Behavioral Analysis Units, the Violent Criminal Apprehension Program (ViCAP), and the Crisis Management Unit which provides support and training for disasters and high-risk public events.

PROFESSION: Computer Scientist, Intelligence Case Officer, Physician, or Scientist.

SUGGESTED BONUS SKILLS: Computer Science, HUMINT, Psychotherapy, Science (choose one).

EQUIPMENT: An extensive professional library, membership in ViCAP (Violent Criminal Apprehension Program, which identifies and tracks "signature" criminal tendencies), and/or access to cutting edge criminological software.

Directorate of Intelligence

The FBI branch focused on surveillance, counterespionage, electronics, and linguistics.

PROFESSION: Intelligence Analyst or Intelligence Case Officer.

SUGGESTED BONUS SKILLS: Criminology, Forensics, Firearms, Law.

EQUIPMENT: Language training materials or electronic surveillance equipment.

Hostage Rescue Team (HRT) or SWAT Unit

HRT and SWAT specialize in kinetic tactical know-how and rapid takedowns in all types of environments. HRT is a unique SWAT force that specializes in anti-terror operations.

PROFESSIONAL SKILLS:

- » Alertness 60%
- » Athletics 60%
- » Demolitions 40%
- » Dodge 50%
- » Firearms 60%
- » Forensics 30%
- » Heavy Weapons 50%
- » Melee Weapons 50%
- » Military Science (Land) 60%
- » Navigate 50%
- » Stealth 50%
- » Survival 50%
- » Swim 50%
- » Unarmed Combat 60%

BONDS: 1

SUGGESTED BONUS SKILLS: Criminology, Firearms, Melee Weapons, Stealth.

EQUIPMENT: Per **TOOLS OF THE TRADE: SWAT** (page 85). HRT also uses a specially-designed computer that can be carried in a backpack and that has access to the FBI's Integrated Automated Fingerprint Identification System (IAFIS) and the Department of Defense Automated Biometric Identification System (ABIS) to quickly identify suspected terrorists or criminals.

The Drug Enforcement Administration (DEA)

The Drug Enforcement Administration interdicts illegal drugs domestically and abroad. The War on Terror has highlighted the nexus between the illegal drug trade and terrorism, and the DEA increasingly counters the business side of terrorism. The DEA coordinates other agencies that participate in U.S- sponsored drug investigations. It often works closely with the FBI and Immigration and Customs Enforcement (ICE), but the DEA retains the lead on all investigations and direct actions that focus on illegal drugs. The DEA is staffed by experienced, tough-minded law enforcement personnel. DEA special agents are active in every corner of the United States and in more than 60 other countries.

BUDGET: Approximately $2 billion in 2015.

The DEA Agent at a Glance

POWERS OF ARREST? Yes.

EXPECTED TO CARRY A WEAPON? Yes.

ACCESS TO OFFICIAL FUNDS? Can be supplied with a significant credit line, up to a Major Expense without eliciting an official review.

OPERATIONAL BUDGET/RESTRICTED ITEMS? With the Bureaucracy skill, an Agent from the DEA may check out confiscated evidence from previous drug busts, ostensibly for examination or comparison with evidence from another case.

Checking out a weapon connected to an existing case is equivalent to an Unusual expense. A more expensive or particularly rare item, such as an impounded vehicle once owned by a drug cartel, is equivalent to a Major expense.

Checking out evidence associated with a case the Agent is not involved with automatically triggers official review unless the Agent takes steps to hide his or her identity when removing the items. Hiding the Agent's identity requires a Criminology roll; if it fumbles, the Agent is caught and faces possible firing and prosecution.

The Organization

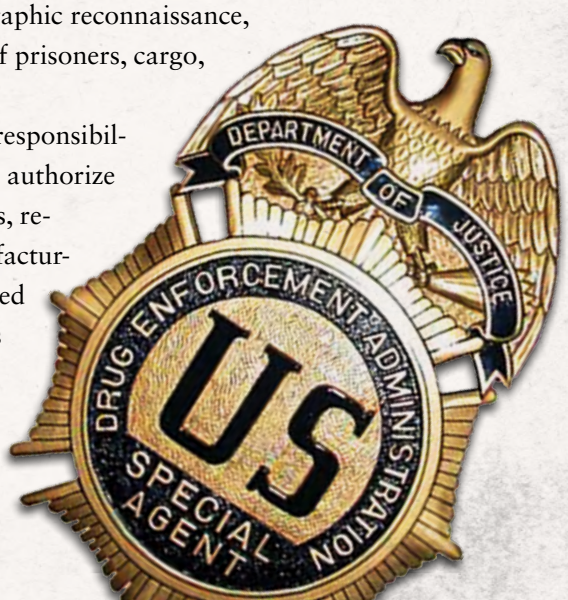
The DEA is part of the Department of Justice and is headed by the Administrator of Drug Enforcement. The Administrator reports to the Deputy Attorney General. The DEA is headquartered in Arlington, Virginia. The DEA Training Academy is located at Quantico, Virginia, along with a Marine Corps basic training facility and the FBI Training Academy. Across the United States, the DEA maintains 21 domestic field divisions with more than 200 field offices. It maintains offices in over 60 countries. The DEA employs over 10,000 people, including over 5,000 special agents and 800 intelligence analysts.

The Operations Division houses the special agents. The Operational Support Division supports the other divisions with specialized skill sets and equipment—including forensic experts in computers, fingerprints, and chemistry. The Intelligence Division employs primarily electronic and signals analysts. Field Divisions are de facto field offices and are the base of operations for most investigations outside of Washington D.C.

The DEA fields two specialized sections, the paramilitary Foreign-deployed Advisory and Support Teams (FASTs) and the Special Operations Division (SOD). FASTs focus on direct action and cooperating with military units in combat environments. The SOD is based in the U.S. and focuses on electronic surveillance like wiretaps and data mining.

The DEA operates a small Aviation Division which is based in Fort Worth, Texas, but available throughout the United States (and, with permission from the local government, overseas). The Aviation Division uses helicopters and fixed-wing aircraft for surveillance, photographic reconnaissance, and transportation of prisoners, cargo, and personnel.

One of the core responsibilities of the DEA is to authorize medical professionals, researchers, and manufacturers to access controlled substances like drugs and narcotics.



Key DEA Divisions

- » Operations
  - › Foreign-deployed Advisory and Support Teams
  - › Field offices
- » Operational Support
- » Intelligence
- » Special Operations
- » Aviation

Operatives

DEA special agents go through five months of training at the DEA Training Academy in Quantico, Virginia. Much of the training focuses on field operations, physical competency, and tactical/weapons management. Special agents and many support staff must pass a polygraph and a background investigation. The DEA does not accept agents who have a history of illegal drug use.

DEA special agents are expected to deal with the public routinely, and must be personable to do their job effectively.

More so than other law enforcement agencies, the DEA expects to put its special agents in harm's way. Their quarry is well-funded and well-equipped by the billions of dollars available through narcotrafficking. The DEA demands some of the highest firearms qualifications standards of any federal agency. Agents may carry their personal firearms rather than the standard-issue sidearm.

To support investigations, the DEA employs diverse specialists including forensic accountants, lawyers, pharmacists, chemists, lab technicians, software analysts, data cryptographers, engineers, machinists, translators, mechanics, and office support staff.

Authority and Mandate

The DEA enforces the Controlled Substances Act throughout the U.S. The nature of drug trafficking means that the DEA is often as focused abroad as it is domestically, particularly on Mexico and Latin America.

The nexus between the illegal drug trade and terrorism has brought increased funding to the DEA, but has also driven an expansion of their responsibilities around the world. Southeast and Central Asia and the poppy/heroin trade is also of particular concern. The DEA has agents permanently based in Afghanistan to coordinate with the military in interdicting and destroying Afghan-manufactured heroin.

Field Operations

The DEA prefers to send agents in teams. During arrests, the DEA seeks to send at least three armed personnel, preferably DEA agents. If the numbers are unavailable, the DEA requests support from local police officers or other federal special agents (especially the U.S. Marshals Service).

The DEA is well funded for its size. The combination of a robust budget, transportation assets (automobiles and aircraft), and the need to be on the ground to conduct investigations means the DEA allows agents to operate independently. Its budget also means that agents have access to reasonable credit lines.

The DEA's many field offices in the U.S. and overseas mean agents do not have to travel far to requisition equipment. Many field offices have robust armories and armored SUVs. Communications and surveillance equipment is readily available, though getting the correct search warrant to use most surveillance devices can take weeks. Electronics such as laptops, smartphones, and tablet PCs are available upon request. Should an agent need more than that, the office serves as the destination point for more sophisticated or expensive equipment sent from HQ. The DEA's aerial assets are largely focused on intelligence and surveillance. In a major operation they may be placed at the disposal of the agent in charge.

The DEA operates about 260 drug task forces that integrate with city, county, and state law enforcement organizations in every large American city, deputizing local law-enforcement officers. These deputizations are not case-specific and often last months or years. They grant broader authority to local law enforcement personnel than other deputization processes.

DEA undercover operations, while prestigious and dangerous, rarely last longer than four months. Years-long deep undercover operations are a myth. The

DEA only sends its best and most mentally capable agents into undercover situations. Because agents must operate without the support of a team, undercover operations are seen as particularly dangerous, and are only approved in major investigations. An undercover agent leaving a mission is usually sent away on a temporary duty assignment or transferred to another field office for the agent's safety.

Areas of Friction

The DEA operates in the grey area between local and state-level law enforcement and the more D.C.-focused Immigration and Customs Enforcement (ICE) and FBI, serving as an imperfect bridge between the groups. DEA agents need to be friendly with all levels of law enforcement but often remain "outsiders" to everyone. FBI agents, ICE agents and Deputy U.S. Marshals often see the DEA as too eager to use force. The most frequent exception is the Bureau of Alcohol, Tobacco, Firearms and Explosives (ATF), which shares a similar spot in the law enforcement hierarchy and a similar mandate. DEA and the ATF agents often work well together. Local law enforcement often appreciates the DEA's assistance on major drug cases, but inevitably wants to ensure they get credit for the bust.

Playing the DEA

Your life is paperwork and street investigations. You didn't join the DEA because it is glamorous; you joined because you wanted to work as a special agent and get your hands dirty. The DEA sends you into the darkest parts of American society to corner the bad guy and arrest him. That's the great part. You work with other good agents and have a very clear mission to stop the flow of drugs. The downside is the paperwork. It's unavoidable, and the government demands to know all the whens, wheres, and whys of your investigations. You hate the paperwork.

The DEA's focused mission translates into pride in your work. Your agency is no-nonsense. There is a mission. Go do it. Be professional. You likely come from a law enforcement background, possibly working for a local police department or sheriff's office. What the DEA offers you that you couldn't get elsewhere is a better paycheck, better equipment, better training, and better cases.

With pride in your work comes a bit of disdain for partner agencies. The worst, in your opinion, is Immigration and Customs Enforcement (ICE). DEA agents consider themselves better trained and better disciplined in the field than ICE agents. The joke goes that DEA agents deal with paperwork because they want to get back out in the field, while ICE uses fieldwork to make better excuses for paperwork. But you have to grit your teeth and work with ICE to make sure the operation is successful. Your other sister organization, the FBI, is more professional and more highly trained, but still doesn't quite "get" it.

Your office is often in the worst part of a city, and you always need to be aware of your surroundings and people's motivations. Your adversaries range from local methamphetamine manufacturers to Central American drug kingpins to terrorist cells using narcotics to fund their goals. Thing is, they aren't always your enemies. Many of them are useful contacts, even allies. The common denominator is not just the involvement of illegal drugs, but the huge amount of money at stake. Your suspects and contacts are well-funded and well-armed. You have to be a cut above the bad guys, otherwise you will find yourself outgunned or isolated. You also have to be willing to make a deal with the small guy in order to target more important criminals in the supply chain. The line between ally and adversary is razor thin.

You have to be a team player. Suspects are best neutralized with swift and decisive action by an overwhelming number of officers. This is why staying friendly with ICE and the FBI is so important. When the time comes to take someone down, you want people on your team.

Information is power. Takedowns and arrests are only the final stage of an investigation. Until then, it's a deliberate process of working informants, conducting interviews, and gathering technical or electronic data. The people whose information you need—weed farmers, truckers, prostitutes, wary family members—often distrust authority. Gaining their trust requires patience, time, and sometimes money. Even local law

enforcement is often skeptical of your motivations, but you usually get along with the locals after a beer or two.

You have to keep thorough notes and good files, and have a good memory so that sensitive information stays accurate even when you don't have the time or privacy to record your findings.

Suggested Professions

Operations Division

Operations agents are the backbone of DEA operations, conducting investigations and arrests.

PROFESSION: Federal Agent or Police Officer.

SUGGESTED BONUS SKILLS: Criminology, Pharmacy, Science (Chemistry), Search.

EQUIPMENT: See **TOOLS OF THE TRADE: FEDERAL AGENT** (page 85).

Operational Support Division

The Support Division is staffed by subject matter experts and provides knowledge support to agents in the field.

PROFESSION: Anthropologist/Historian, Lawyer, Program Manager, or Scientist.

SUGGESTED BONUS SKILLS: Accounting, Forensics, Law, Pharmacy.

EQUIPMENT: Professional library and technical equipment.

Special Operations Division (SOD)

A classified and clandestine branch that specializes in electronic surveillance.

PROFESSION: Computer Scientist or Intelligence Analyst.

SUGGESTED BONUS SKILLS: Computer Science, Criminology, Law, SIGINT.

EQUIPMENT: Listening devices and electronic eavesdropping equipment.

Foreign-Deployed Advisory Support Teams (FAST)

The DEA's FAST Teams operate as paramilitary units in far-flung areas of the world where narcotics are grown and processed. Four are headquartered in Arlington, Virginia. The fifth is permanently stationed in Afghanistan.

PROFESSIONAL SKILLS:

» Alertness 50%
» Bureaucracy 40%
» Criminology 50%
» Drive 40%
» Firearms 50%
» Foreign Language (choose one) 30%
» Forensics 30%
» Heavy Weapons 30%
» HUMINT 40%
» Law 30%
» Military Science (Land) 30%
» Persuade 40%
» Pharmacy 30%
» Search 50%
» Survival 30%
» Unarmed Combat 60%

BONDS: 2

SUGGESTED BONUS SKILLS: Athletics, Firearms, Forensics, Search.

EQUIPMENT: See **TOOLS OF THE TRADE: SPECIAL OPERATOR** (page 85).

Drugs are everywhere. Easy to manufacture DEA jurisdiction to provide cover for an op. Tough investigators, lots of guns.

Immigration and Customs Enforcement (ICE)

U.S. Immigration and Customs Enforcement is a sprawling law enforcement agency under the Department of Homeland Security (DHS). ICE is responsible for identifying, investigating, and dismantling vulnerabilities in the nation's border, economy, transportation, and infrastructure.

ICE is the second largest criminal investigative agency in the U.S. government, after the FBI, and the second largest contributor to the nation's Joint Terrorism Task Forces (JTTFs). It is the largest investigative arm of the Department of Homeland Security.

BUDGET: $5.5 billion in 2015.

The ICE Operative at a Glance

POWERS OF ARREST? ICE special agents are federal officers and can make arrests. Most other divisions and offices do not have arrest powers.

EXPECTED TO CARRY A WEAPON? Yes, for special agents.

ACCESS TO FUNDS? Limited (no more than Incidental Expenses in most cases). While large, ICE is cash-strapped.

OPERATIONAL BUDGET/RESTRICTED ITEMS? With Bureaucracy, an Agent may check out confiscated evidence recovered from a smuggling bust, ostensibly for examination or comparison with evidence from another case.

Checking out fake consumer products, food, or foreign contraband is equivalent to an Unusual expense. Checking out items can include things like heavy weapons, vehicles with hidden compartments, or exotic animals is equivalent to a Major expense.

Checking out evidence associated with a case the Agent is not involved with automatically triggers official review unless the Agent takes steps to hide his or her identity when removing the items.

Hiding the Agent's identity requires a Criminology roll; if it fumbles, the Agent is caught and faces possible firing and prosecution.

The Organization

ICE is led by a Director who is appointed by the President of the United States and answers to the Director of Homeland Security. A Deputy Director oversees four directorates: Enforcement and Removal Operations (ERO), Homeland Security Investigations (HSI), the Office of the Principal Legal Advisor (OPLA), and the Management and Administration (M&A) directorate. ICE has more than 15,000 employees in 400 domestic and 50 international offices. In general, HSI tracks down suspects and ERO deals with them by imprisonment or extradition. OPLA litigates removal cases and supports ERO and HSI with legal services.

Key ICE Directorates

- » Enforcement and Removal Operations (ERO)
  - › Removal Division
  - › Mission Support Division
  - › Detention Management Division
  - › Numerous Field Offices
- » Homeland Security Investigations (HSI)
  - › Domestic Operations Division
  - › International Operations
  - › Intelligence Division
    - · Field Intelligence Groups
  - › National Security Investigation Division
  - › Special Response Teams
- » Office of the Principal Legal Advisor (OPLA)

Operatives

Homeland Security Investigation (HSI) agents focus on identification and prosecution of criminal networks, and the seizure and forfeiture of money and property used to facilitate criminal activity. In the process of identifying transnational criminals operating within the U.S., HSI special agents investigate human smuggling, art theft, drug trafficking, arms trafficking, transnational gangs, money laundering, the production and distribution of child pornography via the Internet, import/export enforcement, trafficking of counterfeit merchandise, and the theft of antiquities. In addition, HSI agents occasionally provide security for VIPs, and augment the U.S. Secret Service.

The Intelligence Division is a component of HSI that employs special agents and intelligence analysts to collect, analyze, and disseminate intelligence for use by the Department of Homeland Security. The Intelligence Division is a member of the United States intelligence community, and works closely with the intelligence components of other federal, state, and local agencies. Many HSI field offices assign intelligence analysts to specific groups, such as financial crimes, narcotics, or document fraud. Some analysts are assigned to Field Intelligence Groups (FIGs), which focus on human intelligence collection.

HSI's International Operations Division is staffed with agents stationed in 60 locations around the world. HSI's foreign offices, known as attaché offices, work with foreign governments to identify and combat transnational criminal organizations. International Operations also facilitates domestic HSI investigations by providing intelligence from host countries and conducting overseas investigations.

ICE maintains a SWAT component, 17 Special Response Teams (SRTs). SRTs operate out of the larger regional offices. They handle high-risk arrest and search warrants, barricaded suspects, operations in rural or remote areas, and VIP protection. They also assist in disaster relief. SRT is a voluntary duty open to HSI agents who are assigned to an office with a certified team. SRT candidates undergo rigorous training and certification. There are currently only approximately 250 certified SRT members nationwide. They train with SOCOM and with the FBI's Hostage Rescue Team.

ICE's other branch, Enforcement and Removal Operations (ERO), employs uniformed Immigration Enforcement Agents (IEAs) to identify, arrest, and remove aliens who violate immigration law. ERO Deportation Officers prosecute aliens for illegal re-entry and remove illegal foreigners from the United States. Strategically placed Fugitive Operations Teams locate, apprehend, and remove aliens who have absconded from immigration proceedings but remain in the United States.

Before applying, an ICE recruit must have at least one year of previous law enforcement or investigative work. If accepted, the trainee goes through 22 weeks of training in immigration law, advanced investigative techniques, firearms, and physical fitness. All applicants are expected to be able to serve at any of ICE's posts, even the remote ones.

Authority and Mandate

ICE has two primary missions. First is the identification and apprehension of criminal foreigners located in the United States. Second is the detention and removal of foreigners who entered the United States illegally. Because of the higher threat posed by criminals, the first priority gets the majority of ICE's resources.

Homeland Security Investigations agents share concurrent jurisdiction with the FBI and the DEA in the enforcement of the Controlled Substances Act. HSI agents investigate drug trafficking organizations who import their products across

American borders, and study their smuggling methods. HSI's primary focus is the importation of illegal drugs, not domestic production and sale. Drug trafficking investigations are often worked by HSI-led task forces, including the Border Enforcement Security Task Forces (BEST). HSI operations often deal with other kinds of smuggling: arms, explosives, and humans. HSI's arms-trafficking investigations usually cooperate with the Bureau of Alcohol, Tobacco, Firearms and Explosives (ATF) in task forces with a focus on preventing the procurement of munitions by drug cartels, terrorists, "foreign adversaries," and other transnational criminal organizations.

ICE's Cyber Crimes Section (CCS) investigates cybercrime cases that involve underground online marketplaces, child exploitation, and intellectual property theft. The CCS coordinates with the FBI's Cybercrimes Division.

The OPLA is the largest legal organization in DHS and is responsible for litigating removal cases. OPLA lawyers specialize in immigration law, and may be called in by Department of Justice to serve as specialists in cases that involve persons illegally in the U.S.

Field Operations

ICE has an extensive presence throughout the United States and abroad. Field offices and regional centers are spread throughout the continental United States, including most cities of over a million people and all along the northern and southern borders and the coasts. These offices are primarily bureaucratic nodes full of cubicles and office space. However, many also support the work of HSI and ERO special agents, and maintain a small motor pool of ordinary vehicles and a limited armory of shotguns, handguns, and tactical gear.

ICE maintains detention centers throughout the United States. Many are directly attached to field offices. Some serve as de facto bases of operation for agents in the field. A detention center holds illegal aliens who are eventually placed into "removal proceedings" for deportation. Large detention centers capable of holding more than 50 suspects at a time are found throughout the United States. These centers are mostly along the border and in states with large population centers. Smaller detention centers are scattered throughout the United States, in federal buildings and in county courthouses and jails.

Funding for ICE and its employees is not generous. Special agents are expected to travel, usually regionally, but have limited travel budgets. The SRTs are the exception; these teams are generally well funded and have high-end tactical and SWAT equipment. An SRT agent is expected to maintain an ICE "day job" and be available to travel at short notice. Travel funding is less restricted for an SRT agent responding to an emergency.

Areas of Friction

ICE special agents are often regarded by other federal agencies as undertrained and underdisciplined. Other agents see ICE officers as numerous but not particularly effective. Other agencies see ICE as meddling, especially with its ever-expanding expansive mandate and large numbers of employees. It is often a struggle for ICE agents to overcome prejudices and prove their worth during an operation or investigation.

But ICE is its own worst enemy. Low morale is a continuing problem. Since its amalgamation from other, formerly independent agencies, residual culture clashes persist. Offices within HSI and ERO are still reluctant to work with one another or take on new responsibilities. This makes ICE seem like many semi-independent organizations instead of a coherent whole. Low funding and salaries exacerbate ICE's low morale.

Playing ICE

ICE can be a tough gig. ICE is rarely anyone's first choice as an employer; few apply to work for ICE out of a passion for combating illegal immigration. You likely joined ICE because it was convenient. You probably grew up in or near a city where ICE has a large presence, or perhaps you are using ICE as an entry career into federal law enforcement. Many experienced ICE special agents use the agency as a stepping stone to something better-paying or more active (such as the FBI or the DEA). That prospect makes many ICE employees work very hard. ICE agents' loyalty

is rarely to ICE itself but to their division, branch, or office. Turnover and burnout rates are high.

Specialized professions such as lawyers and investigators often stay loyal to ICE and work their way up through the senior ranks. For agents who make it their home, ICE offers a unique opportunity to work on cases that blend international and domestic issues.

As an ICE agent you have a huge backlog of work. If you aren't careful, you can get overwhelmed by pushing paper or get lost in bureaucratic demands. You work long hours just to clear the paperwork off your desk so you can get to your actual job the next day. ICE leadership constantly changes directives and priorities and redirects support staff to other missions. It can be frustrating. If you are lucky, your office or team knows what it is doing. A solid supervisor can insulate you from the bureaucracy.

As a new special agent, you were probably assigned to an office near the border. You worked in a hectic and fast-paced environment, responding to drug seizures, contraband interdiction, and human smuggling cases. In time, as you were promoted, you were assigned to an office deeper in the U.S. where you focused on child pornography, human smuggling, document fraud, or narcotics. There you learned how to investigate criminal enterprises and organizations. And there your loyalty to ICE was either made or broken: You either found the job fulfilling, or set your mind to using your ICE experience to get to something else.

Suggested Professions

HSI Operations

The operational arms of Homeland Security Investigations are Domestic Operations Division (HSI/DO) and International Operations Division (HSI/International Operations).

PROFESSION: Federal Agent.

SUGGESTED BONUS SKILLS: Bureaucracy, Criminology, Forensics, HUMINT.

EQUIPMENT: See **TOOLS OF THE TRADE: FEDERAL AGENT** (page 85).

Office of Intelligence (HSI/Intelligence)

Provides intelligence and briefing materials for HSI and ERO operations.

PROFESSION: Media Specialist or Intelligence Analyst.

SUGGESTED BONUS SKILLS: Bureaucracy, Computer Science, Science (choose one), SIGINT.

EQUIPMENT: See **TOOLS OF THE TRADE: FEDERAL AGENT** (page 85).

Special Response Team (SRT)

Provides SWAT support for ICE operations. SRT members are all volunteers, most of whom have regular "day jobs" as agents in other ICE divisions.

PROFESSIONAL SKILLS:

» Alertness 50%
» Bureaucracy 40%
» Criminology 50%
» Dodge 50%
» Drive 50%
» Firearms 50%
» Forensics 30%
» Heavy Weapons 50%
» HUMINT 60%
» Law 30%
» Persuade 50%
» Search 50%
» Stealth 40%
» Unarmed Combat 60%

BONDS: 2

SUGGESTED BONUS SKILLS: Dodge, Firearms, Criminology, Melee Weapons.

EQUIPMENT: Per **TOOLS OF THE TRADE: SWAT** (page 85).

Removal Division (ERO)

ERO/RD agents apprehend and transport illegal aliens.

PROFESSION: Federal Agent.

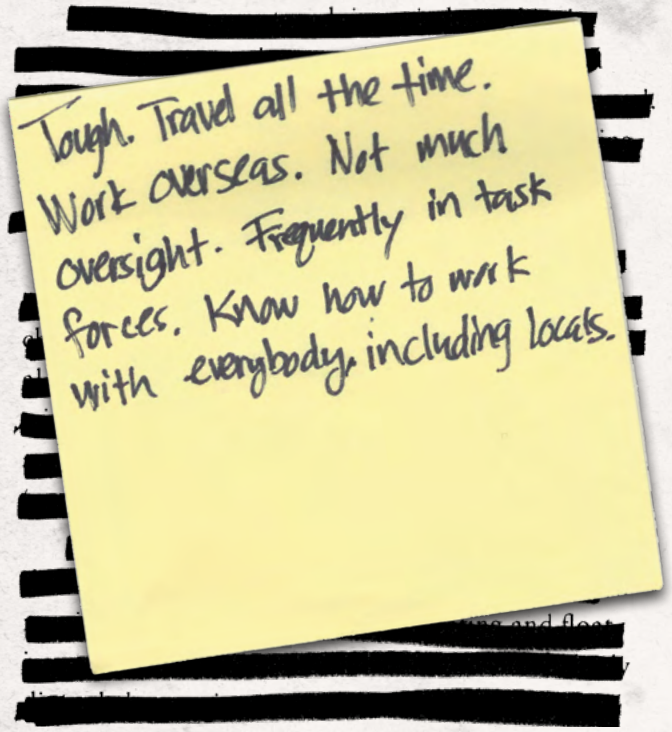
SUGGESTED BONUS SKILLS: Athletics, HUMINT, Persuade, Unarmed Combat.

EQUIPMENT: See **TOOLS OF THE TRADE: FEDERAL AGENT** (page 85).

U.S. Marshals Service (USMS)

The Marshals Service enforces federal court orders, tracks and apprehends fugitives, transports federal prisoners, manages and auctions the seized assets of criminals, protects federal court buildings and personnel, manages the witness protection program, and protects the Strategic National Stockpile (the nation's emergency medicine and medical supplies). Deputy marshals often work on task forces with other federal, state and local law enforcement agencies, and are responsible for the majority of fugitive apprehensions across the country. USMS personnel work outside the U.S. in conjunction with foreign local law enforcement agencies to return wanted fugitives. Despite its small size and limited budget, the USMS conducts a proportionally large number of arrests across the country.

BUDGET: Less than $3 billion in 2015.


Tough. Travel all the time. Work overseas. Not much oversight. Frequently in task forces. Know how to work with everybody, including locals.

The Marshals Service Operative at a Glance

POWERS OF ARREST? Yes.

EXPECTED TO CARRY A WEAPON? Yes.

ACCESS TO FUNDS? Can be supplied with a credit line if needed (up to a Standard Expense without eliciting an official review).

OPERATIONAL BUDGET/RESTRICTED ITEMS? A deputy marshal can secure emergency money by redirecting confiscated funds. This follows the same process as for a program manager (see **PROGRAM MANAGERS** on page 90), but the deputy marshal's Accounting roll is treated as a failure even if it succeeds.

The Organization

The USMS is based in Arlington, Virginia. It is headed by a Director who answers to the Attorney General. The USMS is divided into offices, with the Operations Directorate and the Administration Directorate being the largest and the core of the organization. The Marshals Service employs just over 5,400 personnel, including nearly 4,000 deputy marshals serving 94 marshals (one per federal court district).

The Marshals are empowered to sell or auction (but not keep) assets seized in their work as well as the work of other federal or local law enforcement agencies.

Key USMS Divisions (Operations Directorate)

- » Investigative Operations Division
- » Judicial Security Division
- » Justice Prisoner and Alien Transportation System
- » Prisoner Operations Division
- » Tactical Operations Division
  - › Special Operations Group
- » Witness Security Division

Operatives

Like other federal law enforcement agencies, training for the Marshals is intense with a high washout rate. Training is held at the Federal Law Enforcement Training Center (FLETC, pronounced "Fleht See") in Glynco, Georgia. It focuses on firearms, hand-to-hand combat, protective services, driving, investigative techniques, and techniques for tracking fugitives.

Most USMS law-enforcement officers are deputy marshals. A deputy may be promoted to senior, supervisory, or chief deputy. A deputy who does not enter the supervisory track may become an investigator, a senior position that involves specialized and extensive

training. Investigators are often assigned to task forces or specialized portfolios. Deputies who work in judicial security may advance to senior inspectors.

Deputies are supported by data analysis and electronic-surveillance data collection. The USMS employs computer and electronics support personnel who help deputies locate and track fugitives and identify threats to federal courts or to high-profile VIPs.

Authority and Mandate

The Marshals Service occupies a central position in the federal justice system. Its responsibility to execute warrants and apprehend fugitives involves it in virtually every federal law enforcement initiative. Other federal agencies turn to the USMS to apprehend wanted criminals, particularly agencies who do not employ law enforcement officers of their own. The DEA cooperates closely with the Marshals, and often turns over outstanding warrants for the USMS to resolve rather than dedicating scarce DEA special agents.

The Marshals Service is empowered to deputize other officers or special agents of the Department of Justice; federal, state or local law enforcement officers; members of the U.S Coast Guard; and private security personnel. The USMS most frequently deputizes personnel to provide security at courts and detention centers.

Field Operations

Support for deputy marshals does not normally come in large budget lines or high-tech equipment, but in additional deputies. If a case is too complex, the USMS asks other federal agencies for specialized support. Deputy marshals and investigators can take over the leadership of most teams involved in tracking fugitives, especially if the deputy marshal is the senior federal agent. The USMS does not have dedicated assets in many cities, but maintains strong relationships with local authorities. That opens up significant resources, including detention centers, office space, police vehicles, weapons, and electronic surveillance equipment. The deputization process can be a useful lever to get access to state or local law enforcement resources.

The Marshals Service uses integrated computer systems to manage warrants, records, and information collected during investigations. These systems communicate with other international, national, state, and local law enforcement systems.

Under the Witness Security Program (aka the witness protection program), the USMS protects government witnesses who are in danger due to cooperation with the U.S. government. The Marshals Service provides 24-hour protection to these witnesses and their families, and provides them with new identities with documentation if needed.

The Special Operations Group (SOG) is a specially trained and equipped tactical unit deployed in high-risk and sensitive situations. A SOG team is composed of volunteer deputy marshals who completed specialized training: high-risk entry, explosive breaching, sniper/observer, rural operations, evasive driving, less-lethal weapons, waterborne operations, and tactical medical support. SOG team members serve in normal USMS positions but are on call to respond to crises. SOG teams are technically ad hoc and have a floating membership based on proximity, skill set, and availability. The small number of SOG personnel means that many members know and trained with each other.

In order to transport prisoners between districts, the Marshals Service operates a large fleet of aircraft, cars, vans, and buses. In a pinch, these transport assets can be made available to a deputy in the field.

Areas of Friction

The small number of deputies means USMS teams maintain a limited footprint wherever they are deployed, and the USMS works frequently with other agencies. The Marshals' mandate to augment other federal agencies means that it is generally appreciated when available. But some personnel in other agencies consider deputy marshals unsophisticated and ham-fisted. And deputy marshals and investigators sometimes come into conflict with other law enforcement personnel during the final stages of executing a warrant. The other agency may want the right to arrest the fugitive or seize the fugitive's assets.

Playing a Deputy

You probably became a deputy marshal because you like being on the street, tracking and apprehending criminals. You probably looked other agencies like the FBI, the DEA, and the ATF, but none offered the wide range of opportunities and the ability to keep up a high momentum of arrests. They can have their labs and behavioral sciences; you'll be out in the field. Even when you are stuck in the office, the types of mental exercises that the USMS demands, such as connecting surveillance data to a suspect, anticipating the next moves of a fugitive, and finding security vulnerabilities at a federal courthouse, are the types of problems that you love.

Tracking fugitives involves technology, patience, and close attention to detail. You work closely with the IT and data collection offices, and spend hours going through audio and visual recordings of surveillance and interviews.

The Marshals Service isn't as big on paperwork as other federal law enforcement agencies. Sure, there is more than your fair share of reporting and accounting, but the emphasis of the agency is out in the field. Your job is tracking and arresting fugitives, not overanalyzing the results.

As a deputy marshal, you get to work with just about everyone on anything. You get along great with local police and can "sell" your services and utility to them quite easily. It is never about the glory. It is about getting the fugitive to justice. Local police appreciate that. They see you as no-nonsense and professional. Likewise, state and federal law enforcement are usually happy to have you as part of a team. You have hundreds of arrests under your belt and can speak with confident experience on the best way to take a suspect in. The right people listen. And you aren't sloppy with your weapon, so the DEA folks are comfortable with you in a tense situation.

On a mission, your best friend is local law enforcement, particularly county sheriffs' offices. Do not underestimate how useful these professionals can be. They know their area better than you do, and they have local relationships and contacts. If you need a tactical SUV or cruiser or simply some flashing red and blue lights, these are the women and men who will help you out. Buy them lunch. Listen to their opinions. Share your goals—or at least your cover story—and get their help if you can keep them safe. It will be worth it.

Suggested Professions

Investigative Operations Division

Investigative Operations is responsible for most field work involved in tracking and apprehending fugitives.

PROFESSION: Federal Agent.

SUGGESTED BONUS SKILLS: Criminology, Forensics, Law, Search.

EQUIPMENT: See **TOOLS OF THE TRADE: FEDERAL AGENT** (page 85).

Tactical Operations Division/Special Operations Group (SOG)

The SOG is a highly trained, all-volunteer group of deputy marshals that are on call to provide SWAT support in emergencies.

PROFESSIONAL SKILLS:

» Alertness 50%
» Athletics 40%
» Bureaucracy 40%
» Criminology 50%
» Dodge 40%
» Drive 50%
» Firearms 50%
» Forensics 30%
» Heavy Weapons 50%
» HUMINT 60%
» Law 30%
» Persuade 50%
» Search 50%
» Stealth 40%
» Unarmed Combat 60%

BONDS: 2

SUGGESTED BONUS SKILLS: Athletics, Dodge, Firearms, Unarmed Combat.

EQUIPMENT: See **TOOLS OF THE TRADE: SWAT** (page 85).

Defense

This section provides an overview of the service branches of the Department of Defense (page 126) and details for the U.S. Army (page 130), the U.S. Air Force (page 132), the U.S. Navy (page 134), the U.S. Marine Corps (page 136), and SOCOM (page 140).

Battle Cries

The Army, Marines, and Navy have traditional cries to build morale and signify acknowledgment and motivation. The cries sound similar to outsiders, but saying "Hooyah" in reply to "Oorah" is a sure way irritate a Marine.

ARMY: "Hooah" ("HOO ah").

MARINES: "Oorah" ("OOO rah").

NAVY: "Hooyah" ("HOO yah"). (Sailors who work closely with Marines, such as corpsmen and Seabees, sometimes use "Hoorah.")

AIR FORCE: The Air Force has no cultural battle cry.

Combat Veterans

Post-traumatic stress disorder is the plague of the military. If you serve, you know someone who suffers from PTSD. If you don't know anyone, then you're probably the one struggling with it. Stress, late nights, lack of sleep, micromanagement by commanding officers, and, of course, combat catch up to you. Even if you use the mental health resources that the military provides, you withdraw from society. You are constantly on edge. You don't sleep well, and may well struggle with waking nightmares. Your marriage suffers. Your work suffers. Nothing seems to work right. You may struggle with alcoholism.

You might be able to fake it for quite a while, to conceal the symptoms, but it is an act. Those who haven't done what you do simply can't understand. It is not a failure on their part. But it's a rift that can't easily be crossed.

The Department of Defense (DoD) Service Branches

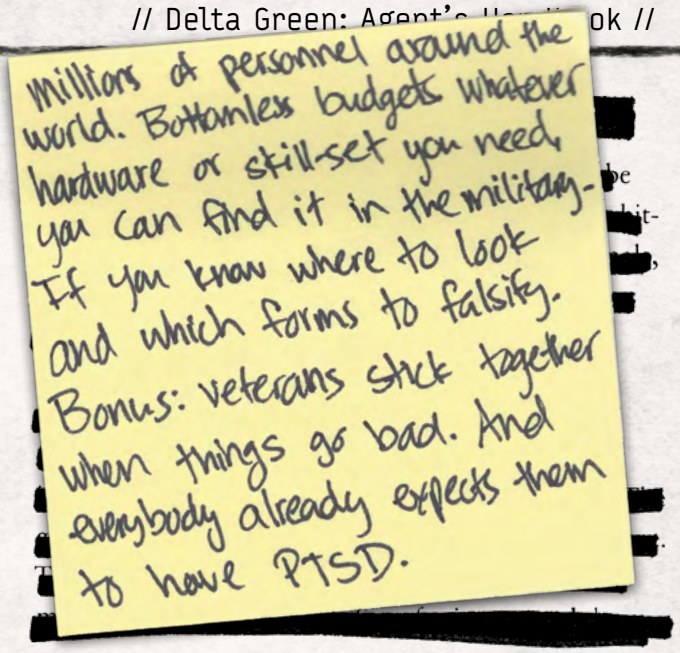
The U.S. armed forces are the world's largest military in personnel, equipment, and budget. It employs paid volunteers, American and foreign. Many Americans serve or have served in the military, and many more have family members or friends that serve. The military offers education, training, and opportunities that would not be otherwise available to many Americans.

The DoD is composed of three main branches: the Army, the Navy, and the Air Force. (The Marine Corps falls under the Department of the Navy. The Coast Guard is part of the Department of Homeland Security, though it falls under Navy control in time of war.) Each of these branches has a specific mission. The Army focuses on land operations, the Navy on maritime operations, the Air Force on the skies.

The President of the United States is the commander-in-chief and the Congress has oversight and funding responsibilities, as well as the constitutional power to declare war. Each service branch is headed by a civilian secretary. The President and Secretary of Defense (the head of the combined services) are advised by the seven-member Joint Chiefs of Staff, which include the head of each of the service branches and the chief of the National Guard Bureau. The Commandant of the Coast Guard is not a member of the Joint Chiefs of Staff.

The Army, Navy, and Air Force operate hundreds of bases around the world. These bases serve the equipment and personnel of the services, but also serve as crucial forward locations to allow the United States military a timely global reach. Each base is maintained and staffed by its service branch, but falls under the joint authority of the regional Combatant Command where it is located. In war or crisis, the regional Combatant Command is responsible for the strategic movement of units in area.

BUDGET: Over $600 billion in 2015. That includes the service branches, intelligence, and other components, as well as special combat-support supplementals passed by Congress and classified line-items.



The DoD Operative at a Glance

POWERS OF ARREST? Not usually. Certain specializations such as military criminal investigators and military police have arrest powers, usually limited to jurisdiction over military personnel or actions on bases.

EXPECTED TO CARRY A WEAPON? In combat or on guard duty.

ACCESS TO FUNDS? Limited (no more than Incidental Expenses in most cases).

OPERATIONAL BUDGET/RESTRICTED ITEMS? Varies widely. Using the Bureaucracy skill or Military Science, a military Agent can fly aboard cargo and personnel transports using the "Space-A" process—flying only when extra space opens up (which can be a long wait, sometimes days or weeks). In an emergency, an Agent on combat duty or directly supporting combat operations may request significant support from military assets, such as aircraft/surveillance support (including targeted satellite imagery), or access to restricted intelligence. Requests for missile strikes, artillery, or remote combat support are only available to high-ranking personnel (equivalent to colonel or above) on official combat missions.

The military loves red tape, so any request for equipment comes with the requirement to secure a supervisor's approval and multiple forms to sign. An officer at colonel rank (or equivalent) or higher does not require a supervisor's approval for mundane or non-lethal equipment requests, like access to a sedan or unarmored SUV. Rank has its privileges.

Rank and Seniority

Rank and seniority are crucial for requesting equipment, assets, cash or support in the military. It is unlikely that an Agent ranking lower than colonel (or equivalent) can obtain rare assets like satellite imagery or major combat hardware. An Agent from a lower rank who requests something as important as a drone strike must have approval from an overseeing officer.

The Organizations

The U.S. service branches are massive and complex bureaucracies. Elements have interlocking responsibilities and complex reporting requirements.

The service branches work together under the Unified and Geographic Combatant Commands (COCOMs). Some Combatant Commands are regionally-focused, such as EUCOM covering Europe and PACOM covering the Pacific. Others are functional: STRATCOM coordinates the use of and defense against strategic weapons; TRANSCOM coordinates joint service logistics and transport. The Unified Combatant Commands are second only to the individual services themselves in budget and authority. They also host interagency and international personnel, such as from NATO-allied counties.

Component commands encompass specific services in their regions. Under the EUCOM (Europe) Combatant Command, for example, are component commands and major commands for the Army (USAREUR), Navy (NAVEUR), Air Force (USAFE), and Marines (MARFOREUR). The chain of command goes from the President to the Secretary of Defense to the Combatant Commanders and then on to the Component Commanders and specific units.

DoD Unified Component Commands

- Africa Command (AFRICOM)
- Central Command (CENTCOM)
- European Command (EUCOM)
- Northern Command (NORTHCOM)
- Pacific Command (PACOM)
- Southern Command (SOUTHCOM)
- Special Operations Command (SOCOM)
- Strategic Command (STRATCOM)
- Transport Command (TRANSCOM)

Operatives

U.S. military personnel respect hierarchy and authority. Many young service members use the military as a bridge between high school and their adult careers. Generous training and educational benefits encourage recruitment. Most service members enter the military with a sense of the importance of discipline and patriotism.

All service branches delineate between enlisted personnel and commissioned officers. Officers hold command and oversight positions, while enlisted personnel perform specialized jobs. The Army and Navy also employ warrant officers for jobs that require highly specialized or technical training, such as counterintelligence agents and helicopter pilots. Warrant officers are ranked above enlisted personnel but below commissioned officers.

Interoperability is a high priority. It is common for a Marine to serve with the Army, or a sailor to work within the Air Force. These assignments once were career dead-ends but now are important learning processes.

Authority and Mandate

The DoD's mission is to fight wars and support civilians in times of emergency. The military's mandate is the protection of the United States and its allies worldwide. The military maintains a strong domestic logistical network.

In practical terms, the U.S. military usually focuses on areas outside of the United States. Federal law restricts military deployments inside the U.S., including the use of military personnel to support law enforcement. The military often deploys in national emergencies and natural disasters, but only with the permission of a state governor. Most Americans would be alarmed to find military personnel with weapons operating within their communities except in dire emergencies. Domestic deployments are typically managed through USNORTHCOM (U.S. Northern Command), the Coast Guard, and the National Guard.

Field Operations

Generally, there are three types of official travel away from a home, a duty location or base. The first type of travel is a regular deployment, and usually involves traveling as a unit for six months (or more) at a time. These deployments are normally for training, routine repositioning, or patrols. Combat deployment differs from regular deployment in that the tempo is much higher, the unit is sent to an active combat zone, and communications with friends and family becomes much less reliable. Combat deployment also sees a sizable increase in the service member's take home pay.

There is also a Temporary Duty assignment (TDY or TDA). TDYs are for much shorter durations, usually less than two months. TDYs are often done individually or in small groups, rather than as a full unit. Travel for consultations, conferences, or support of another unit or base (not in combat) is done through the TDY process.

The approach to deployments and temporary duty assignments varies greatly from service to service. Bureaucracy, oversight rules, and budget problems often make official travel, even TDYs, onerous and frequently delayed.

Generally, military budgets for specific personnel or units are not very robust, meaning that temporary duty assignments are very cost conscious. Uniformed and combat personnel are only deployed into the field in national emergencies or natural disasters.

Otherwise, deployments are usually tied to specific bases and are done in units of personnel, sometimes very large. In non-combat situations, the military sends the minimum number of people considered "mission critical."

The military tends to tightly restrict travel funding. Officers have more control of their unit's funding and purchases than enlisted personnel, and the choice of when and where to travel. Incessant bureaucratic checks leave an extensive paper trail for travel and purchases. The exception to this is clandestine or counterterrorism operations, where bureaucratic red tape shortens and personnel have more autonomy.

Military personnel in domestic TDY assignments occasionally support U.S. law enforcement or intelligence organizations when national security is involved. This support is usually behind the scenes, such as providing logistical support in the form of space on an aircraft or access to bases or DoD facilities. Intelligence can be provided to law enforcement agencies. The DoD can also provide personnel to non-combat situations, such as sending a judge advocate general (JAG) to advise on a criminal case or an interrogator trained in a rare language.

Crimes on military bases usually mean a joint investigation: the Naval Criminal Investigative Service (NCIS), Air Force Office of Special Investigations (AFOSI) or the Army Criminal Investigation Division (CID) working with local law enforcement or the FBI.

TDY:
Useful for sending a
Single operative on a
Classified assignment.
Esp. counterterrorism
& natl sec.

Areas of Friction

The military often does not work well with other parts of the government. In every service there are qualified individuals available to handle nearly any type of event. A service is reluctant to seek support from outside its ranks as culture clashes are frequent. Many members of the military adopt an antagonistic "prove it" attitude towards members of other services and other government agencies. Many U.S. government professionals, particularly those with no service background themselves or in their family, see service members as standoffish or aggressive. The State Department, in particular, has a reputation for dealing poorly at the personal level with the military.

Promotion into senior military ranks requires working outside of the member's service, which promotes cooperation.

Military criminal investigative services are generally much smaller than their federal law enforcement counterparts. Lack of funding means they often must rely on help from agencies like the FBI. Sometimes this builds confidence between the FBI and the armed services, but just as often it engenders resentment. Some FBI agents view the military investigators as out of their depth, and some military investigators view the FBI as unhelpful.

Playing the Services

A service member in a non-combat position—human resources officer, construction worker, dentist, police officer, bureaucrat, what have you—probably works in whatever passes as a normal environment for that job in the civilian world. You write reports on a computer, look forward to vacation days, and worry about your parking spot. Where working for the military differs is in pay, benefits, hierarchy, and jargon.

The military places a much stronger emphasis on chain of command than the civilian world. A person's rank is of utmost importance in military culture. Patches and insignia on uniforms advertise where that person falls in the overall hierarchy and give a general idea of what that person does. You are expected to refer to someone senior in the ranks as either "sir" or "ma'am." Even civilians working for the military are expected to know the ranks of the uniformed personnel and act appropriately, though they are not expected to salute. The military, like most of the government, loves specialized jargon and acronyms.

All branches of the military promote the importance of working in a team. Every service member is part of a unit and is responsible to that unit. If you don't buy into that ethos, life in the military is miserable.

With hierarchy comes bureaucracy, and no one does bureaucracy like the U.S. military. The paperwork can be labyrinthine. There is a form for everything you do, and the staff that is supposed to provide you with that form isn't likely to be helpful unless you are a colonel or above. Outside of specialized organs like the NSA, military computer systems are often decades out of date.

If you are in a combat position, then you are a breed apart. You may have seen multiple combat tours and lived for many months under extreme pressure. There is no civilian counterpart to what you do. The closest are in law enforcement, which is why many combat personnel wind up in police work. You identify with other combat veterans and tend to value their opinions over others.

In a combat position, you spend your days training and preparing. When you aren't training, you are sleeping, eating, or deployed. Units train together and are deployed together. Constant and realistic training makes the American military formidable.

You are expected to understand your equipment intimately. You have disassembled and reassembled your weapon so many times you dream about it.

Training builds mental strength and "muscle memory." It makes even the most complex tasks routine, even under the extreme pressure of combat. It builds instincts and mental toughness that help you survive combat.

Combat vets make the best recruits. If they coped with seeing the elephant.

U.S. Army

The U.S. Army seizes and holds terrain. It is the largest and oldest of the military branches. It integrates air assets, armored vehicles, infantry, and artillery. It is well-equipped, especially compared to most other militaries, and it excels in the logistics of moving, supplying, and coordinating large numbers of soldiers and support units.

BUDGET: Approximately $250 billion in 2015.

The Organization

Army personnel, including reserves, National Guard, and civilian support, number over a million people. The Army is made up of three components: the active component, called the regular Army, and two reserve components, the Army National Guard and the Army Reserve.

The reserve components are primarily composed of part-time soldiers. The Army National Guard is organized, trained, and equipped as part of the U.S. Army, but when it is not in federal service it is under the command of state governors.

The Army is divided into specialized branches such as artillery, infantry, aviation, the Signal Corps, the Corps of Engineers, special operations forces, and armored vehicles.

The Corps of Engineers (USACE) has a large peacetime mission supporting federal and state construction projects.

Operatives

A member of the Army is called a "soldier" or, unofficially, a "grunt." Most can be represented with the Soldier or Marine profession (see page 26).

The Army boasts uniformed personnel of all types, from human resource specialists to veterinarians, police, and traditional warfighters. The Army employs many civilians in highly skilled support roles and office-management jobs.

Basic training for uniformed personnel takes ten weeks, including combat training. Basic training is followed by Advanced Individualized Training (AIT), where soldiers receive training for Military Occupational Specialties (MOS).

In combat situations the Army fields a four-soldier fire team as its smallest grouping: a team leader, a rifleman, a grenadier (equipped with a rifle and grenade launcher), and an automatic rifleman (equipped with a light machine gun). Other units include sniper teams (two soldiers), explosive ordnance disposal teams (one to three soldiers), engineers, cavalry scouts, and others.

Army veterans know they are the core of the largest and most powerful military in the world. A powerful esprit de corps is inevitable. Many soldiers, even those that never see combat and work in an air-conditioned office for most of their career, believe they are combat ready. But combat veterans tend to be clannish, gravitating together in an influential subculture.

For many soldiers, even veterans, the Army is a stepping stone to other careers. Those who stay in the Army as "lifers" tend to appreciate discipline, camaraderie, purpose, and stability.

Suggested Professions

U.S. Army Medical Research Institute of Infectious Diseases (USAMRIID)

USAMRIID (pronounced "you-sam-rid") combats the use of biological agents in warfare. The Institute, as it's called, cooperates closely with the FBI and CDC.

PROFESSION: Scientist.

SUGGESTED BONUS SKILLS: Bureaucracy, Military Science, Pharmacy, Science (Biology).

EQUIPMENT: Large library on infectious diseases and biowarfare; access to high-tech lab equipment (including the highest level of biohazard protective gear) and samples of the deadliest microorganisms in the world.

902nd Military Intelligence Group

Analysts of the 902nd advise and support counterintelligence, counterterrorism, and counterespionage operations.

PROFESSION: Soldier.

SUGGESTED BONUS SKILLS: Bureaucracy, HUMINT, Foreign Language (choose one), SIGINT.

EQUIPMENT: Per **TOOLS OF THE TRADE: SPECIAL OPERATOR** (page 85), and access to specialized intelligence products as well as a wide range of survival gear.

10th Mountain Division

The 10th Mountain is a rapid-deployment force under 18th Airborne Corps.

PROFESSIONAL SKILLS:

» Alertness 50%
» Athletics 60%
» Bureaucracy 30%
» Drive 40%
» Firearms 40%
» First Aid 30%
» Military Science (Land) 40%
» Navigate 50%
» Persuade 30%
» Survival 50%
» Unarmed Combat 50%

Choose three from:

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

BONDS: 3

SUGGESTED BONUS SKILLS: Athletics, Firearms, First Aid, Heavy Weapons.

EQUIPMENT: Per **TOOLS OF THE TRADE: SPECIAL OPERATOR** (page 85), and also has access to specialized cold weather, alpine, and desert survival gear and equipment.

1st Brigade, 1st Cavalry Division

The armored "IRONHORSE Brigade" has a long history on the front lines, going back to its early days as horse cavalry.

PROFESSIONAL SKILLS:

» Alertness 50%
» Athletics 50%
» Bureaucracy 30%
» Drive 50%
» Firearms 40%
» First Aid 30%
» Heavy Machinery 40%
» Heavy Weapons 40%
» Military Science (Land) 40%
» Navigate 50%
» Stealth 30%
» Survival 50%
» Unarmed Combat 50%

Choose one from:

» Artillery 40%
» Computer Science 40%
» Craft (choose one) 40%
» Demolitions 40%
» Foreign Language (choose one) 40%
» SIGINT 40%

BONDS: 3

SUGGESTED BONUS SKILLS: Firearms, Heavy Machinery, SIGINT, Survival.

EQUIPMENT: Per **TOOLS OF THE TRADE: SPECIAL OPERATOR** (page 85) as well as advanced visual and audio surveillance equipment including a long range and hardened laser marker.

Army Medical Corps

The Corps consists of experienced primary care physicians that can be forward deployed or attached to units in the field. (This is distinct from medics, who deploy at the squad and platoon level and are not part of the Medical Corps. They can be represented with the Nurse or Paramedic profession on page 25 and the Soldier or Marine background package on page 26.)

PROFESSION: Physician.

SUGGESTED BONUS SKILLS: Athletics, First Aid, Medicine, Surgery.

EQUIPMENT: Extensive medical tools for diagnosis and treatment, including mobile surgical or specialized equipment.

The Army in SOCOM

See pages 143–144 for selected Army SOCOM units:

» 1st Special Forces Group ("Green Berets")
» 75th Ranger Regiment
» 4th Military Information Support Team
» 160th Special Operations Aviation Regiment (Airborne)
» Intelligence Support Activity (ISA)

U.S. Air Force (USAF)

The United States Air Force (USAF) secures air superiority and provides air support to ground forces. It operates the world's most advanced aircraft, missiles, and communication equipment. It also is responsible for nuclear deterrence, special operations, cyberspace, wireless communications, data management, and missions in space and low-Earth orbit.

BUDGET: Approximately $170 billion in 2015.

The Organization

The Air Force has over 300,000 uniformed personnel, 185,000 civilians, and almost 200,000 reserves and National Guardsmen. It is made up of an active component, the Air National Guard, and a Reserve. The active Air Force includes a complex network of commands. The Air Combat Command controls the air-superiority forces. The Global Strike Command controls bombers and strike wings. Other commands include the Reserve Command, the Space Command, Special Operations Command, Air Mobility Command, the United States Air Forces in Europe–Air Forces Africa, the Pacific Air Forces, and others.

Operatives

A member of the Air Force (of either gender) is called an "airman."

The many Air Force officer specialties include combat systems officer, intelligence officer, maintenance officer, judge advocate general (JAG), and medicine. Officer and enlisted occupational fields include computer specialties, mechanic specialties, cyberspace operations, avionics technicians, medical specialties, civil engineering, public affairs, law, drug counseling, and search-and-rescue specialties. Other careers include civil engineers, vehicle operators, and Air Force Office of Special Investigations (AFOSI).

Beyond combat flight crew personnel, USAF specialists include pararescue, security forces, combat control, meteorologists, and special operations units who disarm bombs, rescue downed or isolated personnel, call in airstrikes, and set up landing zones in forward locations.

Pilots are the princes of the Air Force, and the Air Force does little to dissuade their brash personalities. There is nothing more miserable than a former pilot now "flying a desk."

Airmen are often drawn to the high technology of the Air Force. The Air Force tends to attract aspiring engineers and airmen pursuing specialized technical careers.

Airmen have a reputation with the other services for being part of the "chAir Force," being a "country club," and overvaluing creature comforts. Members of the Air Force see themselves as the most progressive and technologically advanced service branch.

Suggested Professions

41st Rescue Squadron

The 41st specializes in combat rescue of downed aircrew behind enemy lines using advanced (and aggressive) flying techniques. The Squadron also provides pre-launch surveillance and after-mission astronaut recovery for NASA.

PROFESSION: Pilot.

SUGGESTED BONUS SKILLS: Alertness, First Aid, Navigate, Pilot (Helicopter).

EQUIPMENT: Troubleshooting manuals, flight checklists, access to data files of classified geospatial and photographic classified material.

614th Air and Space Operations Center

The 614th is part of Air Force Space Command (AFSPC). The 614th provides command and control as well as space asset (satellite) coordination for the Joint Space Operations Center (JSpOC). Members of the 614th work closely with NASA and other branches of the military in Cheyenne Mountain.

PROFESSION: Intelligence Analyst.

SUGGESTED BONUS SKILLS: Computer Science, Craft (Microelectronics), Persuasion, SIGINT.

EQUIPMENT: Access to Cheyenne Mountain and classified reporting related to space from across the defense and civilian world.

432d Operations Group

The 432d operates remotely piloted aircraft (drones). While the drones operate around the clock and across the globe, the pilots work from Creech Air Force Base in Nevada.

PROFESSION: Pilot.

SUGGESTED BONUS SKILLS: Alertness, SIGINT, Pilot (Drone), Craft (Electronics).

EQUIPMENT: Troubleshooting manuals, flight checklists, access to data files of classified geospatial and photographic classified material.

70th Intelligence, Surveillance and Reconnaissance Wing

The 70th supports the Air Force and the wider intelligence community with cryptologic and signals intelligence. It is stationed at Fort Meade in Maryland.

PROFESSION: Computer Scientist or Intelligence Analyst.

SUGGESTED BONUS SKILLS: Bureaucracy, Computer Science, Science (Math), SIGINT.

EQUIPMENT: See **TOOLS OF THE TRADE: FEDERAL AGENT** (page 85).

354th Fighter Squadron

Specializes in close air support (CAS) using the tough A-10. The 354th is based in Davis-Monthan Air Force Base in Arizona.

PROFESSION: Pilot.

SUGGESTED BONUS SKILLS: Alertness, SIGINT, Pilot (Aircraft), Craft (Electronics).

EQUIPMENT: Troubleshooting manuals, flight checklists, access to aircraft and operational facilities.

318th Cyberspace Operations Group

An operational group of U.S. Cyber Command (USCYBERCOM), the 318th develops new technologies and tactics in information and cyber warfare.

PROFESSION: Computer Scientist or Engineer.

SUGGESTED BONUS SKILLS: Bureaucracy, SIGINT, Craft (Electronics), Craft (Microelectronics).

EQUIPMENT: Troubleshooting manuals, flight checklists, access to aircraft and operational facilities.

The Air Force in SOCOM

See page 143 for the 24th Special Operations Wing/720th Special Tactics Group.

U.S. Navy (USN)

The Navy fights on the high seas, on coasts and on rivers. It projects force from international waters, protects international shipping lanes, and responds to regional crises. The U.S. Navy is the largest and most powerful navy in the history of the world, and is a key component to protecting commerce and American interests across the globe. The Navy maintains a large presence throughout the United States, even in cities and regions far from the ocean.

The Navy provides the Marine Corps with support services such as medical personnel, transport, and logistics. The Marine Corps and the U.S. Navy make up the Department of the Navy and jointly report to the Secretary of the Navy; however, the Marines are their own service component, and the Commandant of the Marine Corps is a member of the Joint Chiefs.

The Coast Guard also coordinates closely with the Navy, posting law enforcement personnel on some Navy ships.

BUDGET: Approximately $150 billion in 2015.

The Organization

The Navy employs about 500,000 uniformed personnel and a large number of civilians. The Navy's forces consist of a central body, Fleet Forces Command. Fleet Forces Command supports fleets and functional commands like Cyber Command, the Navy Reserve, Special Warfare Command, and Operational Test and Evaluation Force (OPTEVFOR). Fleet Forces Command is responsible for the Military Sealift Command, which manages most of the Navy's transport ships. Navy sealift can transport vast amounts of cargo, military forces, and civilians rescued from disaster.

There are six fleets: Third Fleet (West Coast and Pacific), Fourth Fleet (Central and South America), Fifth Feet (Middle East), Sixth Fleet (Europe, the Mediterranean, and Africa), Seventh Fleet (South Asia, Central Asia, East Asia, and the Pacific), and Tenth Fleet (which supports the Navy's Cyber Command). In general, the Navy operates three "type commands" for each fleet: an air force, surface forces, and a submarine command.

Operatives

A member of the Navy is called a "sailor." Many can be represented with the Pilot or Sailor profession (see page 25).

The Navy relies on a large number of skilled tradesman, technical operators, and construction personnel to maintain its ships, aircraft, equipment, and buildings. Technical specialists are in high demand in the Navy, everything from radar operators, aircraft technicians, and nuclear and electrical engineers to medical doctors, criminal investigators, and psychiatrists.

Maritime conditions complicate many jobs. For example, Explosive Ordnance Disposal (EOD) specialists are expected not only to disarm bombs or mines, but to do so in SCUBA gear while battling high currents and low visibility.

The Navy provides support personnel to the Marine Corps, primarily hospital corpsmen who serve with Marine units as field medics.

Surface warfare sailors are the most numerous and visible of Navy personnel. They serve on ships and bases around the world. Surface warfare sailors see themselves as the "real" Navy.

Naval aviators and air crews are rarer, and often act as if they are part of an exclusive community. Navy pilots consider themselves even more elite than their Air Force colleagues. Air Force pilots get a stationary runway, after all. Navy aviators land on a piece of metal on a moving ship.

Submariners operate on different cycles and with significantly more secrecy than the others, and can be insular by comparison.

Suggested Professions

Naval Criminal Investigative Service

The NCIS performs criminal investigations on behalf of the Navy and Marine Corps. About half its 2,500 employees are civilian special agents, supported by analysts and forensic experts. A few counter-intelligence investigators are Navy reservists.

PROFESSION: Federal Agent.

SUGGESTED BONUS SKILLS: Criminology, Persuade, HUMINT, Law.

EQUIPMENT: Per **TOOLS OF THE TRADE: FEDERAL AGENT** (page 85).

Explosive Ordnance Disposal (EOD) Group One

EOD techs disarm all types of ordnance, including improvised, chemical, biological, and nuclear weapons. They are expected to forward deploy with any type of unit, including special-operations forces. Navy EOD techs are also elite divers.

PROFESSIONAL SKILLS:

» Alertness 60%
» Athletics 40%
» Bureaucracy 30%
» Craft (Electrician) 40%
» Craft (Mechanic) 40%
» Demolitions 60%
» Military Science (Sea) 50%
» Navigate 50%
» Pilot (choose one) 40%
» Science (Meteorology) 40%
» Search 50%
» Swim 60%

BONDS: 2

SUGGESTED BONUS SKILLS: Alertness, Athletics, Craft (Electronics), First Aid.

EQUIPMENT: Mechanical and engineering tools, Personal Protective Equipment (PPE), hardened gloves and goggles, a large library on physical sciences, chemistry, and demolitions.

Hospital Corpsman

The Hospital Corps provides highly trained enlisted medical personnel to Navy facilities and vessels and to the Marine Corps. They are often embedded with Marine units and forward deployed.

PROFESSIONAL SKILLS:

» Alertness 50%
» Athletics 50%
» Bureaucracy 40%
» Firearms 40%
» First Aid 60%
» HUMINT 40%
» Medicine 40%
» Persuade 50%
» Pharmacy 40%
» Science (Biology) 40%
» Survival 50%

Choose two from:

» Drive 60%
» Forensics 40%
» Navigate 50%
» Psychotherapy 50%
» Search 60%

BONDS: 2

SUGGESTED BONUS SKILLS: First Aid, Medicine, Psychotherapy, Surgery.

EQUIPMENT: Portable medical tools and equipment.

The Navy in SOCOM

See page 145 for the Special Warfare Development Group (DEVGRU)/Naval Special Warfare Group One (SEALs).

U.S. Marine Corps (USMC)

The Marines are the U.S. military's power projection and shock force. They specialize in opening beachheads and serving as advance forces. Unlike the Army, they do not focus on securing territory.

The Marine Corps is a component of the Navy, and is designed to work closely with naval forces for transportation, support, operations, and logistics. The Marines operate bases throughout the United States and in allied countries like Japan. Marine Expeditionary Units (MEUs) are typically stationed at sea. This allows the MEU to respond swiftly to international incidents and be the first on site during a conflict.

In peacetime, the Marine Corps is often given non-combat missions such as the evacuation of Americans from unstable countries and providing humanitarian aid and disaster relief.

BUDGET: Approximately $40 billion in 2015.

The Marine Operative at a Glance

POWERS OF ARREST? No

EXPECTED TO CARRY A WEAPON? Yes

ACCESS TO FUNDS? Limited (no more than Incidental Expenses in most cases).

OPERATIONAL BUDGET/RESTRICTED ITEMS? See **DEPARTMENT OF DEFENSE SERVICE BRANCHES** on page 126.

The Organization

The Secretary of the Navy oversees both the Marine Corps and the Navy. The most senior Marine officer is the Commandant.

The Marines are organized and operate differently than the larger DoD branches. The Marines are an unofficial fourth branch of the military, with their own budget, unique equipment, and culture. The Corps has approximately 200,000 uniformed service personnel and another 100,000 reserves.

The Marine Corps is organized into four principal subdivisions: the Headquarters, the Operating Forces, the Supporting Establishment, and the Reserves.

The Operating Forces are divided into three categories: Marine Corps Forces (MARFOR) assigned to regional and functional Combatant Commands; Security Forces guarding high-risk naval installations; and Marine Security Guards (MSGs) at U.S. embassies.

Marine doctrines emphasize speed and power. The basic structure for all deployed units is a Marine Air-Ground Task Force (MAGTF, pronounced "Mag Taf"), which integrates a ground combat element, an aviation combat element, and a logistics combat element under a common command element. More than any of the other services, the Corps integrates close air support, armor, and artillery in support of the infantry. Marine operational units tend to be smaller but more versatile than similar units in the U.S. Army or other militaries. That allows the Marines to deploy quickly and remain relatively self-sufficient.

The Marines tend to shy away from high-tech equipment due to a tight budget and the expectation of rough conditions with little outside support. They rely on gear that's old but reliable.

Operatives

A member of the Marine Corps is known as a "Marine," or informally as a "Leatherneck" or "Jarhead." Most can be represented with the Soldier or Marine profession (see page 26).

Marine Corps training is grueling, with a high washout rate. Recruits are physically and mentally pushed and tested. The old way of doing things is stripped away, replaced with the Marine way. Tough training builds high morale and pride in the Corps.

"Every Marine is a Rifleman" is the corps' mantra. Moreso than the other branches, every Marine is expected to keep up marksmanship skills. Even pilots and support specialists train frequently with firearms. The Marines do not recruit or train noncombatants such as chaplains or medical or dental personnel, and have few office personnel. The Navy fills those roles.

Marines have a wide range of specializations, but all are focused on supporting combat missions. Fixed wing and helicopter pilots, combat engineers, construction personnel, police, vehicle drivers, and, of course, the infantry are all common specialties.

Sharing functions and equipment with both the Army and Navy ensures the Marines are well-positioned to work alongside those service branches.

Authority and Mandate

The Marines are generally focused outside of the United States. One third of the USMC is forward deployed outside of the U.S., primarily in Okinawa, Japan. The Marine Corps' specialization in quick response, small but adaptable units, and integrated firepower makes it uniquely suited to counterterrorism. The Marines are utilized more often than the Army, Navy, and Air Force in counterterrorism operations where small, special operations units are insufficient. Marines are also tasked with protecting U.S. embassies and consulates.

Field Operations

Tight funding makes non-combat deployment of Marines relatively rare. The USMC restricts travel funding for all except officers. Marine officers have less leeway for initiating their own field operations than their counterparts in the other branches.

The smallest operational infantry unit, and the basis of all deployments, is the four-man fireteam. A fireteam has a team leader who is equipped with a rifle and underslung grenade launcher (called "Team"), a support gunner who uses a machine gun (called "Fire"), and two riflemen, one of whom carries additional ammunition for the machine gun (called "Assist") and another that acts as a scout (called "Ready").

Areas of Friction

The Marines have a reputation of being rough around the edges, unruly and violent. When interacting with non-Marines, even other service members, a Marine must often overcome some level of wariness.

Playing a Marine

Being a Marine means being an elite warrior. As a Marine, you were accepted into an organization that has a long and illustrious history that has not tarnished. You are expected to know and study the Corps' history. You are expected to exude confidence in all you do.

You are expected to meet exacting standards in your appearance, even when off base. Your haircut is conservative. Your clothes are well pressed. Everything is tidy. You stand straight, and can do so for hours if needed.

The Corps was forged in centuries of trial and error, and it has a right way and a wrong way to do things. From your first day in Basic Training, you are taught the Marine way of thinking: quick and decisive, with a reliance on training and the lessons of those who have gone before.

But you aren't an automaton. "Improvise, Adapt and Overcome" is an unofficial motto of the Corps. Unanticipated problems and challenges arise. You have drilled to fall back on your knowledge and training to figure out the best and most expeditious way to resolve any problem. It doesn't matter if it's a pretty process; if it works, it works.

The USMC emphasizes strength and confidence. It encourages "alpha" personalities. This makes Marines less likely to seek mental or physical help with trauma, for fear of admitting failings or weakness and letting down their units and the Corps.

The official motto of the Marines is "Semper Fidelis" ("Always Faithful"), typically shortened to "Semper Fi." As a Marine, you respect the Corps and your fellow Marines and love the United States, warts and all. Marines share a bond of physical and mental toughness. The only people that can understand you are (maybe) your closest family members and (assuredly) other Marines.

This sense of community extends across generations, even to Marines no longer in the service. Once a Marine, always a Marine. The term "ex-Marine" is only used when referring to someone who left the Corps under suspicious or less than honorable circumstances. If you meet fellow Marines—active or otherwise—in your civilian or professional life, you are likely to give them an overwhelming benefit of the doubt.

From the outside looking in, the Marines can look cultish. The process of building a closed and select group of like-minded people with an "us against the world" mentality has a lot in common with traditional indoctrination techniques. For most Marines, the order of identity goes: God, country, Corps, family, and finally, self. Many Marines are happy to move on from that ethos when their term is done. Others stick with it for life.

Suggested Professions

Force Reconnaissance Company (FORECON)

Force Recon detachments are light infantry units that perform deep reconnaissance, intelligence gathering, raiding, and forcible boarding/seizure operations.

PROFESSIONAL SKILLS:

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

BONDS: 1

SUGGESTED BONUS SKILLS: Drive, Firearms, SIGINT, Survival.

EQUIPMENT: See **TOOLS OF THE TRADE: SPECIAL OPERATOR** (page 85); and advanced surveillance equipment, weapon-mounted laser designator light, Mossberg 500 shotgun, long range thermal imager.

Division of Public Affairs Combat Camera

Combat Camera documents Marine experiences for use in public relations, intelligence, and training.

PROFESSIONAL SKILLS:

» Art (Photography or Videography) 50%
» Athletics 60%
» Bureaucracy 50%
» Computer Science 30%
» Craft (Electronics) 30%
» Firearms 40%
» History 40%
» HUMINT 50%
» Melee Weapons 40%
» Persuade 50%
» Survival 40%
» Unarmed Combat 50%

Choose one from:

» Art (choose another) 50%
» Foreign Language (choose one) 50%
» Military Science (choose one) 50%.

BONDS: 3

SUGGESTED BONUS SKILLS: Art (Photography or Videography), Athletics, HUMINT, Survival.

EQUIPMENT: Camera or video camera, production and surveillance equipment.

Maritime Special Purpose Force

This unit supports larger elements of the Navy, Marines and SOCOM with high-firepower surgical insertion and raiding capabilities. The MSPF is sometimes called upon for hostage rescue.

PROFESSIONAL SKILLS:

» Alertness 60%
» Athletics 60%
» Bureaucracy 30%
» Demolitions 40%
» Dodge 50%
» Drive 40%
» Firearms 60%
» First Aid 30%
» Foreign Language (choose one) 40%
» Heavy Machinery 50%
» Heavy Weapons 50%
» Military Science (Land) 40%
» Navigate 40%
» Persuade 30%
» Swim 60%
» Unarmed Combat 50%

BONDS: 2

SUGGESTED BONUS SKILLS: Heavy Weapons, Navigate, Stealth.

EQUIPMENT: Per **TOOLS OF THE TRADE: SPECIAL OPERATOR** (page 85).

Marine Corps Security Force Regiment

The Security Force Regiment provides security at high-value Navy facilities, such as those containing nuclear submarines and nuclear weapons. It houses two rapid response units, the Fleet Antiterrorism Security Team (FAST) and the Recapture Tactics Team (RTT). RTTs operate like SWAT units at particular facilities, while FAST teams deploy around the world to augment the defense of U.S. government installations.

PROFESSIONAL SKILLS:

» Alertness 60%
» Athletics 60%
» Bureaucracy 30%
» Drive 40%
» Firearms 60%
» First Aid 30%
» Heavy Weapons 40%
» Military Science (Land) 40%
» Navigate 40%
» Persuade 30%
» Survival 30%
» Unarmed Combat 50%

Choose two from:

» Demolitions 40%
» Foreign Language (choose one) 40%
» Heavy Machinery 50%
» Search 60%
» SIGINT 40%
» Swim 60%

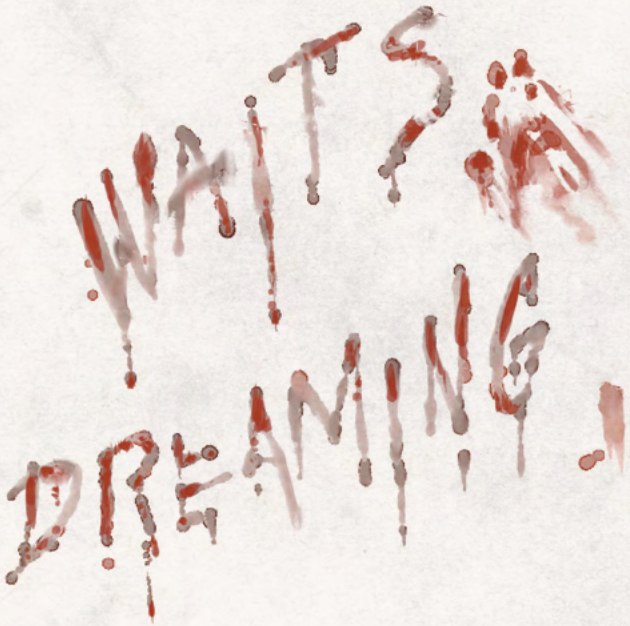
BONDS: 3

SUGGESTED BONUS SKILLS: Alertness, Firearms, Melee Weapons, Unarmed Combat.

EQUIPMENT: See **TOOLS OF THE TRADE: SPECIAL OPERATOR** (page 85).

The Marines in SOCOM

See page 145 for the Marine Raider Regiment.



U.S. Special Operations Command (SOCOM)

Special Operations Command (SOCOM, pronounced "Soh Com") coordinates U.S. special operations around the world. SOCOM was born as a result of the disastrous attempt by special-operations forces (SOF) in 1980 to free American hostages being held by the Iranian government. The takeaway from so many dead service members was the pressing need to better coordinate SOF. The Army, Navy, Air Force, and Marines all have special-operations forces of their own. When different units need to work together, SOCOM takes over.

SOCOM's role has increased dramatically since 9/11, and it is involved with most operations that have any sort of SOF aspect. In addition to being able to direct the special operations units of the service branches, SOCOM also has direct operational control of such forces as the Army's Delta Force, the Navy's Special Warfare Development Group ("SEAL Team Six"), the Marine Raider Detachment, and the Air Force's 24th Special Operations Wing. While technically loaned by the service branches, these units are controlled at almost all times by SOCOM and, as a result, are particularly good at joint operations and working with one another.

BUDGET: Approximately $8 billion in 2015 officially; likely significantly more due to black-book funding.

The SOCOM Operative at a Glance

POWERS OF ARREST? No, but can detain if "national security" or imminent terrorism is at stake.

EXPECTED TO CARRY A WEAPON? Yes

ACCESS TO FUNDS? Can be supplied with a credit line if needed. (Up to a Major Expense without eliciting an official review.)

OPERATIONAL BUDGET/RESTRICTED ITEMS? Using the Bureaucracy skill, the Agent can request military-grade weapons (including heavy or prototype weapons) and vehicles of all types (including armored vehicles). Approval of weapons is usually done for training purposes or in advance of an operation and is heavily monitored. SOCOM operatives also may request extensive communications equipment. In some circumstances the Agent may also request significant support from military or intelligence assets, including aircraft.

Winning bet: A DG agent who isn't FBI is probably SOCOM. Toughest around. Combat veterans. Steady and professional. Trained specifically to recognize their breaking points. Willing to hit hard for the cause. Good at keeping their mouths shut. (Mostly.) SOCOM has a lot of practice sheep-dipping SOF as federal LEO agents.

The Organization

SOCOM is a Unified Combatant Command within the Defense Department. The SOCOM commander answers directly to the Secretary of Defense and the Joint Chiefs of Staff, and often reports directly to the President. SOCOM not only gains "temporary" operational control of a service's special-operations forces during a joint mission, it maintains full-time operational control of the most elite special operations forces in the world, including the Army's First Special Forces Group Operational Detachment-Delta ("Delta Force"), the Navy's Special Warfare Development Group ("DEVGRU"), the Marine's Raider Regiment, and the Air Force's 24th Special Operations Wing.

SOCOM's component command, the Joint Special Operations Command (JSOC), trains, helps to equip, and coordinates SOF units involved in SOCOM missions. SOCOM also operates the U.S. Army Intelligence Support Activity as an in-house intelligence unit that focuses on collecting HUMINT and SIGINT for DEVGRU and Delta Force. Special Operations Command-Joint Capabilities (SOC-JC) is the training wing of SOCOM and JSOC.

SOCOM and JSOC have at least partial control of almost all SOF combat missions. In non-combat situations, the command structure for the special operations units under SOCOM becomes more muddled.

They face a complex reporting structure: reporting to SOCOM, another Combatant Command, and possibly the unit's service command (such as Army Special Operations Command). For SOCOM leadership, there is a constant push-pull regarding the need to detail mission parameters to as few people as possible, but also to secure the approval and resources of the service branches' own special operations commands.

Besides the "permanent" SOCOM units of Delta Force, Marine Raiders, DEVGRU, and the 24th SOW, SOCOM gains temporary operational control of other special operations units when they participate in joint operations. The Army Special Operations Command (USASOC), Navy Special Warfare Command (NSWC), Air Force Special Operations Command (AFSOC), Marine Corps Forces Special Operations Command (MARSOC), and, occasionally, the CIA's Special Activities Division (SAD) provide irregular and SOF units to SOCOM missions on a temporary basis. SOCOM also coordinates with regular military units when the mission coincides with traditional operations.

Operatives

If you've earned the right to participate in a SOCOM mission, you have already proven your capabilities in years of combat experience and specialized training. Training is the secret to being a special operator. Again and again. Over and over. The amount of drilling in SOF makes the other services look lax. Special-operations commanders want to make sure every operator maintains composure during stressful situations, not just combat. Hyper-realistic training regimens push the operator past the brink of mental and physical breakdown. SOCOM leadership demands that operators know their breaking points.

Special operations personnel are drilled not only in combat, survival, and specialized field knowledge, but also to serve as intelligence collectors. Operators are trained to resist interrogation if caught. They are also skilled in techniques for quickly and effectively interviewing sympathetic locals for critical information and how to report that information for maximum utility.

In 2016, the Department of Defense officially opened all combat positions to women—including special operations forces and senior leadership. Female Delta Green Agents in SOCOM have undergone the same rigorous applications process and brutal training as their male colleagues. Female Agents may also have seen extensive combat before 2016 due to the unpredictable nature of counterinsurgency operations. Even non-combat positions deployed overseas were occasionally dragged into battle throughout the War on Terror.

Authority and Mandate

SOCOM is particularly focused on anti-terror operations, but is also equipped and trained to deal with non-conventional and asymmetrical missions. SOCOM's missions include direct action, hostage rescue, extraction and rendition, reconnaissance, training guerillas, unconventional warfare, psychological warfare, civil affairs, and counter-narcotics operations.

SOCOM operates within the United States only under the heaviest security. Such operations are always heavily classified. SOCOM is deployed domestically only when the national security risks outweigh potential public backlash and uncomfortable congressional inquiries. These missions target serious and extremely dangerous threats—all of which will involve grave national security implications if not eliminated. Domestic operations must be approved at the Joint Chiefs level. They are conducted in conjunction with NORTHCOM and, often, the FBI.

Field Operations

SOCOM operates almost exclusively under Top Secret or higher clearance. SOCOM missions have a very wide grasp in terms of equipment and support, and can pull in resources from across the U.S. government.

Special operations missions are usually staffed and equipped in advance. The nature of the mission is dissected and wargamed. Key pieces of equipment are identified and assigned. Most missions are expected to go in with what equipment they need for the duration of the operation, but are still expected to travel light. Special operators are trained to use non-standard and non-American gear, so that they can buy or seize whatever they need as the operation unfolds. Most SOCOM operatives also know many U.S. government

black sites in which to hide themselves or something of value (a body, perhaps).

When special operations forces have the luxury of operating openly, SOCOM's resources are formidable. Air and missile strikes, "stealthed" extraction by specialized craft, drone cover, vehicles, resupply, specialized mapping or geospatial intelligence, and large amounts of currency are all available. The biggest issue with SOCOM's resources isn't availability; the problem is time. A request for top-end or specialized resources must be reviewed and dispatched, and the delivery of those resources can be painfully slow in a dynamic or deteriorating situation. The need to anticipate support and have it waiting in theater is one reason for the detailed planning of SOCOM missions.

Areas of Friction

SOCOM's Intelligence Support Activity (ISA) and the CIA often find themselves at loggerheads. The CIA wants to retain its position as the lead intelligence agency in the U.S. and demands constant briefings on the intelligence-related activities in SOCOM. ISA, on the other hand, is never enthusiastic with the idea of cooperating with the CIA's large bureaucracy. It's a sometimes cool relationship characterized by the CIA believing ISA doesn't understand its junior position and ISA believing the CIA's oversight is redundant and bloated. Information and intelligence sharing is helped along by cooperation between JSOC and the CIA's SAD/SOG.

Black Sites

Secret bases and prisons are uncommon and access to them is tightly controlled. An Agent who wants to use one first needs to know that it exists and where it is. That kind of information requires Top Secret clearance and typically requires either eyes-on experience with the site or asking around with a Bureaucracy skill of 70% or higher. An Agent who knows of a black site can ask headquarters for access. The Agent needs a good reason. Approval typically requires a Bureaucracy or Military Science roll. Accessing the site without approval typically requires Persuade. If that fails, the Agent is refused access and, more problematically, the request may be red-flagged as a potential security breach.

The complex reporting and command structure for SOCOM units poses a recurring challenge. In many cases, special operations personnel report to three or more commanding officers at different points around the globe, and possibly an ambassador as well. Each service component tries to assert its influence and control of a special operations unit, which can lead to mutually exclusive orders and more paperwork.

Playing a Special Operator

Your job is to complete the mission. You boast a quick mind, a strong body, and world-class organizational resources behind you. There are very few people in the world that can do what you do. You aren't here for respect. If that was ever a motivation, it was beaten out of you during your qualification. You do this because it excites you. You are at the top of the game.

When in doubt, act quickly. Decisive and forceful action can make up for bad intelligence or being outnumbered. SOCOM operators are trained to assess a situation quickly and thoroughly, and then to rely on quick action and decisions as a means for making up for their relatively small numbers. By acting decisively, special operators seize the advantage of surprise and keep the initiative. Doing something dumb quickly is certainly better than doing something dumb slowly.

You are prepared for anything. You are confident there is nothing that you can't handle. You have trained and drilled, as an individual and as a unit, for thousands of contingencies. Training showed you your limits and taught you to use that knowledge as an asset. Combat doesn't scare you. Operations and missions are nothing compared to the grueling training you go through as a matter of course.

You value intelligence and preparation, so you plan to not be put into dumb situations. Good intelligence and situational awareness are the best weapons.

You respect people who get things done. Talking for the sake of talking doesn't impress you. Titles and awards don't impress you. This doesn't mean everyone needs to be a warrior. Bureaucrats and politicians who produce results are your type of people. Needless to say, you are no fan of red tape.

This is a hard and demanding job. Those in it for glory were weeded out long ago. The physical demands are grueling. The mental demands are even harder. Mental stamina sets you apart. You can focus better than your contemporaries. You mentally process things under stress remarkably well. You can see the most horrible things in the world and compartmentalize them so that they don't interfere with the bigger picture.

Suggested Professions

Air Force—24th Special Operations Wing / 720th Special Tactics Group

The 24th houses a number of Special Tactics Groups like the 720th. The 720th conducts combat search and rescue missions, collects intelligence, and calls in close air support or airstrikes against enemy combatants—all behind enemy lines.

PROFESSIONAL SKILLS:

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

Choose one from:

» First Aid 60%
» SIGINT 50%

BONDS: 1

SUGGESTED BONUS SKILLS: Athletics, Navigate, Survival, Stealth.

EQUIPMENT: See **TOOLS OF THE TRADE: SPECIAL OPERATOR** (page 85) as well as field medical kits (pararescue), advanced surveillance and electronics suites (combat controllers and combat weather technicians).

Army—1st Special Forces Group (Green Berets)

The Army's Special Forces Groups are light infantry tasked with asymmetrical missions including unconventional warfare, training friendly foreign troops, reconnaissance, direct action, counterterrorism, and search-and-rescue. Operational Detachment Delta, called Delta Force, is designed to operate deep in hostile territory and perform intelligence-gathering, reconnaissance-in-force, direct military action, search and rescue, and seizure of key installations.

PROFESSIONAL SKILLS:

» Alertness 50%
» Athletics 60%
» Demolitions 40%
» Firearms 60%
» Foreign Language (choose one) 20%
» Heavy Weapons 50%
» HUMINT 40%
» Melee Weapons 50%
» Military Science (Land) 60%
» Navigate 50%
» Persuade 40%
» Stealth 50%
» Survival 50%
» Swim 50%
» Unarmed Combat 60%

BONDS: 1

SUGGESTED BONUS SKILLS: Firearms, Demolitions, Persuade, SIGINT.

EQUIPMENT: See **TOOLS OF THE TRADE: SPECIAL OPERATOR** (page 85).

Army—75th Ranger Regiment

The Rangers specialize in raiding and forcible seizure of critical installations or assets.

PROFESSION: Special Operator.

SUGGESTED BONUS SKILLS: Athletics, Melee Weapons, Stealth, Unarmed Combat.

EQUIPMENT: See **TOOLS OF THE TRADE: SPECIAL OPERATOR** (page 85).

Army—4th Military Information Support Team (MIST)

MISTs deploy into countries with active groups that have ideologies hostile to the United States and work to undermine those ideologies through psychological operations and material/monetary support of friendly organizations.

PROFESSIONAL SKILLS:

» Alertness 50%
» Athletics 50%
» Bureaucracy 30%
» Drive 40%
» Firearms 40%
» First Aid 30%
» Foreign Language (choose one) 40%
» HUMINT 50%
» Military Science (Land) 40%
» Navigate 40%
» Persuade 50%
» SIGINT 40%
» Unarmed Combat 50%

Choose one from:

» Art (choose one) 40%
» Computer Science 40%
» Craft (choose one) 40%
» Foreign Language (choose another) 40%

BONDS: 3

SUGGESTED BONUS SKILLS: Athletics, Foreign Language, Psychotherapy, SIGINT.

EQUIPMENT: See **TOOLS OF THE TRADE: SPECIAL OPERATOR** (page 85).

Army—160th Special Operations Aviation Regiment (Airborne)

The 160th SOAR (A) consists of the Army's best-qualified aviators and support soldiers. The "Night Stalkers" provide a wide range of helicopter-borne support for SOCOM, including high-risk attacks, insertions, and reconnaissance.

PROFESSIONAL SKILLS:

» Alertness 60%
» Athletics 50%
» Bureaucracy 30%
» Craft (Electrician) 40%
» Craft (Mechanic) 40%
» Firearms 40%
» Heavy Weapons 50%
» Military Science (air) 60%
» Military Science (land) 20%
» Navigate 60%
» Pilot (helicopter) 60%
» Science (Meteorology) 50%
» Swim 50%.

BONDS: 1

SUGGESTED BONUS SKILLS: Alertness, Pilot, Survival, Stealth.

EQUIPMENT: See **TOOLS OF THE TRADE: SPECIAL OPERATOR** (page 85), as well as operations manuals and field manuals on repairing helicopter equipment.

Army—Intelligence Support Activity

Operating under many code-names, ISA is composed of special operators with extensive specialized training in reconnaissance and intelligence gathering.

PROFESSIONAL SKILLS:

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

BONDS: 1

SUGGESTED BONUS SKILLS: Firearms, Navigate, Search, Stealth.

EQUIPMENT: See **TOOLS OF THE TRADE: SPECIAL OPERATOR** (page 85) as well as access to classified reporting.

Marines—Raider Regiment

Formerly the Marine Special Operations Regiment (MSOR), the Marine Raiders are an asymmetrical anti-terror unit that has the additional capability to operate on its own in hostile environments. The Raiders have been called upon to conduct hostage rescues, gather intelligence, and train friendly forces.

PROFESSIONAL SKILLS:

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

BONDS: 1

SUGGESTED BONUS SKILLS: Athletics, Heavy Weapons, HUMINT, Melee Weapons.

EQUIPMENT: See **TOOLS OF THE TRADE: SPECIAL OPERATOR** (page 85).

Navy—Special Warfare Development Group (DEVGRU) / Naval Special Warfare Group One (SEALs)

DEVGRU and SEAL (Sea, Air and Land) teams are exceptionally trained small units that execute lightning-quick operations in all environment. These teams specialize in high-risk anti-terror operations, and hostage extraction, and are often involved in the most sensitive missions. Where the Army's Special Forces train to work with local forces and populations, the SEALs train strictly for combat.

PROFESSIONAL SKILLS:

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

BONDS: 1

SUGGESTED BONUS SKILLS: Firearms, Melee Weapons, Stealth, Unarmed Combat.

EQUIPMENT: See **TOOLS OF THE TRADE: SPECIAL OPERATOR** (page 85); and SCUBA and swimming gear. All equipment is waterproof.

Intelligence and Diplomacy

This section describes the CIA (page 148) and the U.S. Department of State (page 153), the intelligence and diplomacy organizations most frequently involved in Delta Green operations.

Clearances

Security classifications are standardized throughout the federal government. Classifications tell the reader how to handle information. A government employee or contractor with clearance can read materials at that level and all levels below—unless a document is restricted to particular personnel. The level of classification on a document is determined by the authority that approves (or "clears") the document.

A clearance is an expression of trust. Clearance holders are expected to act responsibly with data and with viewing privileges. For an employee to acquire a security clearance, an agency must put in a request and the employee must agree to a background check. In a background check, federal officers (usually FBI) question friends, family, and neighbors, and investigate the employee's criminal and financial history. Minor drug offenses are usually not enough to preclude a security clearance but use of serious drugs can. Anything in a person's background that could be used as blackmail material may prevent the clearance, including significant debt or embarrassing sexual proclivities.

If you have no clearance at all, viewing restricted materials is not a crime. If you have a clearance, improperly sharing restricted materials, or viewing materials you are not allowed to see, can lead to prosecution (with fines or jail time) and/or the loss of your clearance (which could lead to the loss of the job if it requires a clearance). Similarly, viewing classified documents at your clearance level, but for which you don't have "need to know," can lead to punishment. "Need to know" is usually broadly defined, but it is possible to have the right clearance level and still be denied access by the controlling office.

Restricted documents must be explicitly labeled as follows.

UNCLASSIFIED (U): No special handling instructions are required. The information would not be harmful if released to the public and may already be publicly available.

SENSITIVE BUT UNCLASSIFIED (SBU): SBU documents are meant to stay within government facilities and on government computers, but may be processed on unencrypted computer systems and accessed over the Internet. The information may be embarrassing or could point to more heavily controlled information. Most government and diplomatic work is done at the SBU level.

PERSONALLY IDENTIFIABLE INFORMATION (PII): A relatively new sub-designation of SBU, PII includes unclassified but potentially damaging data: Social Security Numbers, home address, marital status, credit status, the names of family members—anything that could be used to punish or extort an American or a family member. PII generally does not apply to non-American personal information.

CONFIDENTIAL (C): The most commonly used security designation and the lowest level that requires clearance. Confidential material is labeled "Classified" to protect information that would be dangerous if released to the public, but would not threaten national security. Confidential communiqués have pertained to food shortages, local security lapses, and sensitive diplomatic travel plans. Confidential material must be processed on encrypted computers (commonly called the "High Side"). These computers do not have open access to the Internet and only occasionally have access to agency intranets. Material at the Confidential level and all levels above must be kept within specially designated "Controlled Access Areas" (CAAs), where uncleared personnel must have an escort at all times.

SECRET (S): This classification is for significant national security value. Anything that involves threats to the United States, its allies, or friendly personnel will usually be S-level clearance or higher.

TOP SECRET (TS): The highest level of U.S. government clearance, Top Secret is used for state secrets and information that must be handled with extreme care. Most materials generated by the intelligence and counterterrorism communities require TS clearance.

FURTHER RESTRICTIONS: Many agencies have special classifications that control information or access with even more specificity than Top Secret. These designations are added to Top Secret clearance. The best known is Special Compartmentalized Information (SCI), which indicates information that may only be generated and read in special rooms designed to defeat eavesdropping devices.

Many special access programs require specific clearance. Special access clearances include the National Security Agency's "COMINT Channel Only" (CCO),which instructs that the information stay within specific intelligence community offices, and the Department of Energy's "L" and "Q" designations, which allow access to nuclear data and facilities. Some special access programs include even more restricted programs nested within them.

Other Intelligence Agencies

Delta Green has deep roots in the intelligence community beyond the CIA.

DEFENSE INTELLIGENCE AGENCY (DIA): The Pentagon's primary all-source intelligence agency, and the chief rival to the CIA for conducting intelligence analysis and covert operations. It works closely with the Unified Combatant Commands, particularly SOCOM.

THE NATIONAL COUNTERTERRORISM CENTER (NCTC): Coordinates intelligence-gathering on terrorism-related threats. Information from any source about potential terrorist acts against the U.S. are made available through NCTC channels throughout the government.

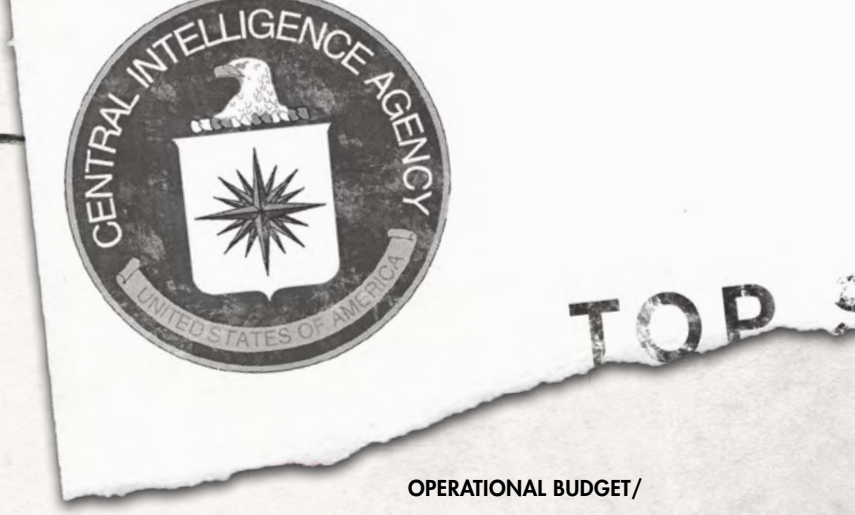
NATIONAL SECURITY AGENCY (NSA): Performs computer, signals, data and network-related espionage. The NSA is the lead agency to monitor and protect all of the federal government's computer networks from cyber-terrorism.

NATIONAL GEOSPATIAL INTELLIGENCE AGENCY (NGA): Provides maps and targeting documents (GEOINT) for strikes against enemy targets. It also creates strategic briefing documents, atlases, and battle damage assessments using imagery intelligence (IMINT).

NATIONAL RECONNAISSANCE OFFICE (NRO): Builds top-secret satellites used by the Pentagon and the intelligence community. The NRO specializes in collecting imagery intelligence (IMINT), signals intelligence (SIGINT), and measurement and signature intelligence (MASINT).

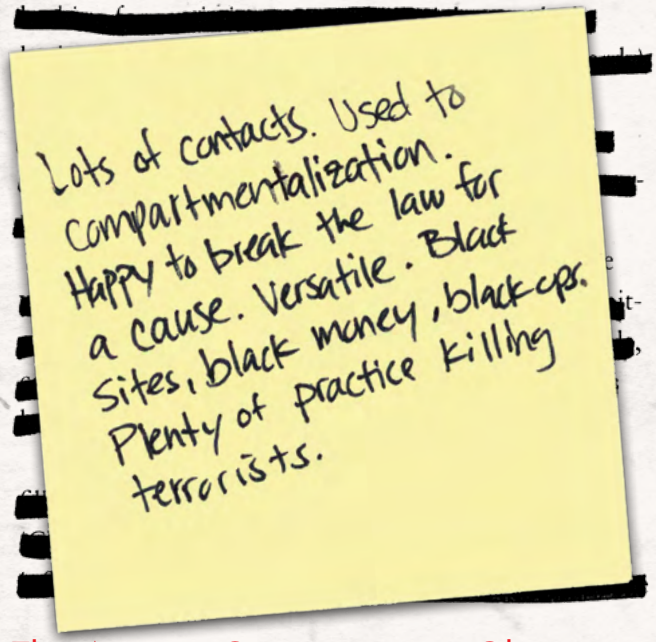
OFFICE OF NAVAL INTELLIGENCE (ONI): Part of the Navy; the leading provider of maritime intelligence. The ONI has particularly strong technical analysis of foreign military equipment and units.

The Central Intelligence Agency (CIA)



The CIA is the largest and best-funded civilian intelligence service of the U.S. government. It is tasked with gathering, processing, and analyzing information from around the world—and with covert paramilitary action and counterterrorism, which became its primary focus after 9/11. The CIA is also involved in cyber warfare, both defensive and offensive. The CIA reports to the Director of National Intelligence, and is one of the most influential organizations in the intelligence community. The CIA has no official law enforcement function and is focused on covert action and overseas intelligence gathering, with limited domestic collection.

BUDGET: Approximately $15 billion in 2015, officially; likely more due to black-book funding.



The Agency Operative at a Glance

POWERS OF ARREST? No

EXPECTED TO CARRY A WEAPON? Only in covert action. In intelligence work, going armed usually ruins your cover story.

ACCESS TO FUNDS? Can be supplied with a significant credit line (up to a Major Expense without eliciting an official review). Lavish expense accounts are available when on a covert mission.

OPERATIONAL BUDGET/ RESTRICTED ITEMS? With the Bureaucracy skill, an Agent may request military-grade weapons and equipment; specialized communications and surveillance tools, including personal drones and advanced cryptographic tech; or rare or specially-controlled intelligence. These are equivalent to Unusual expenses. Practically speaking, however, operatives in the field can get the most impressive equipment only with active support from their superiors, which is often difficult to secure.

The Organization

The Director of the Central Intelligence Agency reports to the Director of National Intelligence (DNI) and is the senior intelligence agency serving DNI. The CIA's Executive Office provides the President and other government leaders with detailed and timely intelligence analysis and classified updates on world events. Under the Executive Office are five major divisions: the Directorate of Digital Innovation, the Directorate of Analysis, the Directorate of Operations, the Directorate of Support, and the Directorate of Science and Technology. The CIA headquarters is located in Langley, Virginia.

The Directorate of Analysis (DA) creates reports on key foreign personnel and issues based on the intelligence gathered by the other directorates. DA employees often come directly out of university or graduate programs, and commonly have legal, arts, and science backgrounds. The DA houses the large Information Operations Center's Analysis Group (IOC/AG), which performs clandestine cyberattacks on enemies of the United States.

The Directorate of Operations (DO) has a number subdirectorates that cover collecting intelligence through contacts and "recruited" assets, covert

paramilitary missions, psyops, counterintelligence, counternarcotics, and other clandestine programs.

The elite Special Activities Division (SAD) falls under the DO. Within SAD are two specialized groups, the Special Operations Group (SAD/SOG) for tactical paramilitary operations and Political Action Group (SAD/PAG) for clandestine and subversive political action. As the action arm of the DO, SOG performs raids, ambushes, sabotage, targeted killings and unconventional warfare. SOG also trains guerrilla and military units of other countries. The Political Action Group within SAD conducts psychological warfare, covert political influence, and destabilization operations.

The Directorate of Science and Technology (DS&T) develops and implements technology to support the CIA's offensive and intelligence collection efforts. While DS&T mostly focuses on electronic and imagery collection, it was also home to Cold War-era parapsychology research into remote viewing and experimented with drugs and hypnosis to control information and aid interrogations.

The Directorate of Support provides the logistical and bureaucratic support for the rest of the agency, and the Directorate of Digital Innovation develops cyber tradecraft and IT platforms for use by the CIA's personnel.

Key CIA Directorates

- Analysis
- Digital Innovation
- Operations
  - Special Operations Group
  - Political Action Group
- Science and Technology
- Support

Operatives

A CIA applicant must go through a battery of tests and interviews, submit to a background check, and secure a Top Secret security clearance. The CIA relies on a polygraph to weed out potential liabilities, such as applicants with personal vulnerabilities that enemies could leverage. World travel, foreign language experience, and a strong educational performance are assets. The end result is a pool of employees who are smart, motivated, and personally stable. But they tend towards homogeneity, with most recruits coming from well-educated, middle class and upper middle class suburban backgrounds.

Training for most DI personnel is broad but rarely deep, since their intelligence and resourcefulness are expected to fill in the gaps. The exceptions are technical specialists, such as computer programmers and engineers in the IOC/AG.

DS&T personnel usually have computer, technical, and engineering backgrounds and do not need much extra training.

DO personnel who handle recruiting assets and field debriefings are known as case officers. Training for DO employees is rigorous, and involves "tradecraft" classes to teach espionage. The best DO agents are charismatic and personable across cultures. Likability is an important trait for recruiting "assets," foreign (and sometimes American) individuals with useful knowledge, social capital, or access to valuable information. Case officers are also trained in self-defense and a wide variety of weapons.

The DO also operates the Special Activities Division. SAD operatives are known as paramilitary operations officers. They are selected from within the CIA's ranks and from the military, particularly special operations. Paramilitary officers are the elite of the elite, who operate in hostile environments for extended periods of time on the most difficult missions. They train constantly to ensure peak physical and mental capabilities. SAD personnel train to use the weapons and vehicles of the armies and guerrilla groups they are likely to confront. They train in urban and wildernesss survival in order to work behind enemy lines. Paramilitary officers operate under extreme stress, and their career length is among the shortest in the CIA.

SAD's political-action case officers are also specially selected and go through extensive training, though they do not focus as heavily on weapons-related skills.

Authority and Mandate

The CIA's focus has largely been outside of the United States, but that changes as the War on Terror continues. The need to pursue targets, recruit assets, and collect intelligence often focuses on non-state actors like terrorist cells or guerrilla groups, many of whom operate within the United States. The clandestine nature of the CIA, and the classified nature of most of the Agency's reporting, means that most official and bureaucratic boundaries can be effectively ignored. CIA personnel do not carry around badges like law enforcement. In fact, they usually carry nothing that identifies their employer. The CIA operates covertly to avoid unwanted attention and, ultimately, to prevent prosecution or retaliation by foreign governments.

Field Operations

The CIA is large, well-funded and relatively well-managed. This results in fairly wide latitude and reasonably large travel budgets for Agency personnel.

CIA officers are deployed for three primary reasons: to support other federal agencies, to pursue a target, or to gather intelligence. Support of other agencies and gathering intelligence rarely involve an expectation of violence. DA and DS&T personnel are usually the ones sent to help other federal agencies. Gathering intelligence is usually handled by DO or DS&T personnel.

The CIA maintains small offices throughout the world. Most focus on collecting data through electronic means and are staffed primarily by DA and DS&T personnel. DO officers use secure offices as bases of operations. While small, these offices maintain resources like vehicles, secure computer terminals, and small armories. To maintain cover, the CIA often attaches these offices to another federal agency's physical infrastructure, such as embassies or FBI field offices. Usually, the majority of the hosting agency's personnel do not know of the CIA presence and the CIA operatives do not answer to the host agency except as a courtesy. The CIA lead in these branch offices is called the station chief.

Away from headquarters, CIA officers usually take on cover identities to keep their employment and activities secret. To help provide cover, the CIA maintains shell organizations embedded within the bureaucratic structures of other federal agencies. The CIA also embeds its operatives in other agencies, often training side by side.

The Agency provides its officers with logical cover stories and background materials such as fake identification. The need to maintain secrecy and professional distance from all but the most friendly of fellow agencies also means the CIA typically gives its deployed personnel their own equipment.

Not everything is covert. When operating in the U.S. and friendly nations, Agency personnel, with permission, can be "declared." Declared personnel may tell people that they are employed by the CIA. When not declared, but working with friendly agencies, CIA officers may reveal their employment only to those with Top Secret or higher clearance. Close family members likely know the CIA officer's profession. But to the rest of the world, a CIA officer is either bureaucrat or in the military.

SAD paramilitary officers look more like traditional special forces and often cooperate closely with the units assigned to Special Operations Command (SOCOM). They operate in hostile environment with little support. The CIA's resources for these operatives is constrained only by logistics, and the potential need for plausible deniability. Before an operation begins, SAD paramilitary officers and political action officers can access a wide range of weapons, communications gear, survival gear, and technical equipment. Resupply is more problematic, so SAD operatives select versatile and durable equipment. SAD personnel operate in small teams, typically made up of no more than six operatives.

The Agency trains its clandestine operatives in techniques to misdirect hostile interrogations, resist torture, and handle the most stressful and difficult mental challenges. But stress disorders still plague the clandestine services.

Areas of Friction

No one trusts the CIA. Even friendly foreign governments know the CIA is likely gathering intelligence and recruiting assets within their borders. The

CIA's reputation for using torture during the War on Terror only further raised suspicions of its motives and methods.

CIA leadership does not always cooperate well with other clandestine direct action groups, particularly SOCOM. This does not usually affect individual and unit cooperation, but it means the CIA is often reluctant to provide Special Activities personnel to SOCOM actions without considerable consideration and analysis of the mission.

Playing a Spy

You are usually the smartest person in the room. If you aren't, you act as though you are. You work for an organization that, in many ways, is even more selective than the vaunted special operations forces. Your organization uses a unique blend of a black-book budget, kinetic operations, and superior knowledge to protect the United States. You are accountable to your superiors and to no one else. Those superiors demand a lot from you. They expect you to give the Agency everything you have. Kiss your personal life goodbye.

You don't talk about your job. Most of your acquaintances aren't cleared to know what you do or who you work for. Even those that are could compromise your cover, so you don't tell them, either. Your family may know who you work for, but not what you did today at the office. You go out of your way to avoid uncomfortable questions. Your real friends are all within the Agency, because those are the people you can actually relax and be yourself with. It's a very insular society. This isolation is even more pronounced for members of the Special Activities Directorate.

CIA headquarters at Langley is a big office building with impressive security. The Agency's office work—unclassified budgets, requisition, and human resources—is often indistinguishable from any other office. There are data entry professionals, janitors, legal advisors, secretaries, and all the other professions that make a large bureaucracy go. But even the off-site recycle collections crews have to be cleared to come onto campus.

If you are part of DA or DS&T, you sit in a cubicle and write reports or work in a lab. While working, you stay on campus or in a field office in a controlled environment. Only occasionally do you go on to the field to augment your understating of a particular issue or area.

If you are a case officer, things are a lot less restrictive. You are expected to get out into society. You are measured by the intelligence you gather and the value of the assets your recruit. Your job is to integrate and blend in while you do your job. You need to be paranoid, but you need to hide it well. If your real identity or mission is uncovered, your life becomes a lot more uncomfortable. In the U.S., it could end your career. In the field, it could get you killed. Best not let that happen.

When a case officer finds a likely asset, recruitment is usually based on the M.I.C.E. principle: money, ideology, compromise, or ego. That means cash payments, appealing to their sense of what's right, blackmail, or appealing to their sense of superiority to the people around them. In all cases, trust between officer and asset is key. You must convince the asset of your sincerity and loyalty—while knowing that loyalty must end as soon as the asset has no more use to the Agency. Gradual and deliberate development of an asset is ideal. A willing asset is usually the best source of information.

Suggested Professions

Directorate of Operations (DO) Clandestine Service

Case officers of the National Clandestine Service develop human assets to gather useful intelligence and occasionally are called upon to act on that intelligence.

PROFESSION: Intelligence Case Officer.

SUGGESTED BONUS SKILLS: Bureaucracy, HUMINT, Persuade, SIGINT.

EQUIPMENT: Access to classified reporting.

Special Activities Division Special Operations Group (SAD/SOG)

The SOG is the CIA's elite paramilitary unit. SOG is deployed to undermine the plans of the United States' enemies before they come to fruition. SOG performs demolition, destabilization, and extraction/rendition missions. It acts clandestinely in concert with special operations forces.

PROFESSIONAL SKILLS:

» Alertness 60%
» Athletics 50%
» Demolitions 40%
» Firearms 60%
» Foreign Language (choose one) 40%
» Heavy Weapons 50%
» HUMINT 30%
» Melee Weapons 50%
» Military Science (Land) 50%
» Navigate 50%
» Persuade 40%
» Stealth 50%
» Survival 50%
» Swim 40%
» Unarmed Combat 60%

BONDS: 1

SUGGESTED BONUS SKILLS: Alertness, Firearms, Stealth, Survival.

EQUIPMENT: See **TOOLS OF THE TRADE: SPECIAL OPERATOR** (page 85) as well as access to classified reporting.

Special Activities Division Political Action Group (SAD/PAG)

The PAG works in foreign countries to "nudge" their key government personnel towards decisions that benefit the United States. The PAG has deep propaganda experience and often uses open media sources to influence decision-makers and popular opinion. The PAG specializes in gathering intelligence to use against anti-U.S. personalities.

PROFESSIONAL SKILLS:

» Accounting 40%
» Anthropology 40%
» Athletics 40%
» Bureaucracy 60%
» Disguise 40%
» Firearms 40%
» Foreign Language (choose one) 50%
» Foreign Language (choose one) 50%
» Foreign Language (choose one) 40%
» History 40%
» HUMINT 50%
» Law 40%
» Persuade 50%
» Stealth 50%
» Unarmed Combat 60%

BONDS: 1

SUGGESTED BONUS SKILLS: Bureaucracy, Criminology, Persuade, SIGINT.

EQUIPMENT: See **TOOLS OF THE TRADE: SPECIAL OPERATOR** (page 85) as well as access to classified reporting.

Directorate of Analysis

DA Subject Matter Analysts gather and analyze intelligence and report on their findings. DA reports are read by leaders and policymakers including the President. Some analysts work in embassies overseas to support CIA operations, but most work at CIA headquarters in Langley.

PROFESSION: Intelligence Analyst.

SUGGESTED BONUS SKILLS: Anthropology, HUMINT, SIGINT, History.

EQUIPMENT: Access to classified reporting.

The Department of State (DOS)

The State Department is the lead U.S. agency on foreign policy and is technically the senior-most federal agency in the executive branch. The State Department is a relatively small agency in terms of equipment and personnel, but it is a key coordinator of other agencies.

Foreign Service Officers (FSOs) are typically smart and creative problem solvers. As diplomats, their status opens doors and grants them significant leeway with foreign governments. State Department diplomats have a plausible reasons to travel anywhere with their black diplomatic passports. Diplomatic Security (DS) agents have some of the widest latitude to travel and make arrests of any law enforcement officer. As the senior law enforcement representative in an embassy, a DS agent often makes arrests on behalf of other U.S. law enforcement agencies.

BUDGET: Almost $67 billion in 2015.

The DOS Operative at a Glance

POWERS OF ARREST? *Diplomats:* No. *Diplomatic Security:* Yes.

EXPECTED TO CARRY A WEAPON? *Diplomats:* No. *Diplomatic Security:* Yes.

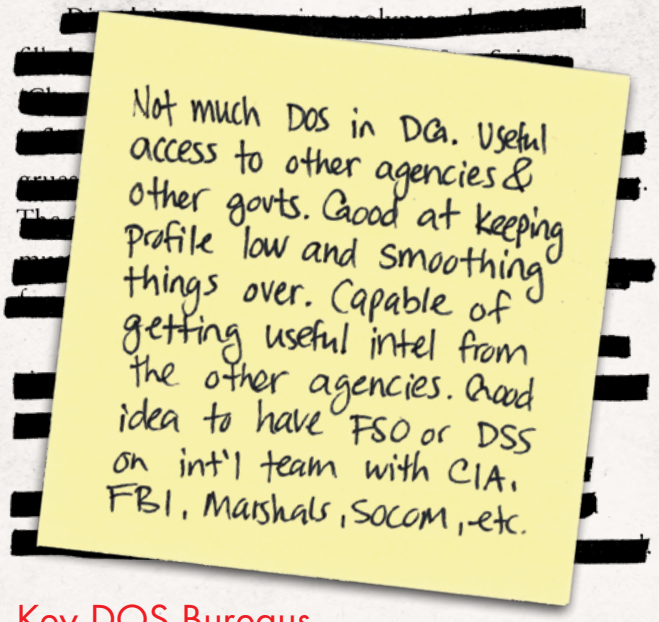
ACCESS TO FUNDS? Limited (no more than Incidental Expenses in most cases).

OPERATIONAL BUDGET/RESTRICTED ITEMS? A Delta Green Agent in the State Department can access funds in the same way as a program manager (see **PROGRAM MANAGERS** on page 90). These funds may only be at the Standard expense level, and represent illegal appropriation of grants or program budgets meant to support overseas contacts.

The Organization

More than 250 DOS posts around the world maintain relations with nearly every country and international organization. About 68,000 diplomatic, professional, technical, and administrative employees work for the DOS in a large and complex bureaucracy. About 5,000 of those are in diplomatic positions, including generalists, diplomatic security and specialists. There are Foreign Service Officers (FSOs; diplomats), Civil Service, the Foreign Commercial Service, the Foreign Agricultural Service, Marine Security Guards, the Diplomatic Security Service, and more.

Under the Secretary of State and the Deputy Secretary are regional and functional bureaus. Regional bureaus focus on geographic areas such as the Western Hemisphere, Europe, or Africa. Functional bureaus fulfill specific roles, such as human rights, anti-narcotics, anti-piracy, or political-military. The senior bureau is Political Affairs. Others include Economic Growth, Energy and Environmental Affairs, Security (diplomatic security), Consular Affairs (visas, passports, and American citizen services), Public Diplomacy, Arms Control and International Security Affairs, Democracy and Human Rights, and special offices to address other areas of interest.



Key DOS Bureaus

- Western Hemisphere Affairs
- European Affairs
- South and Central Asian Affairs
- East Asian and Pacific Affairs
- Near Eastern Affairs
- Conflict and Stabilization Operations
- Counterterrorism
- Political-Military Affairs
- International Narcotics and Law Enforcement
- Intelligence and Research

Operatives

The Department of State assigns employees to diplomatic missions abroad to represent America; to analyze and report on political, economic, and social trends; to adjudicate visas; and to respond to the needs of American citizens abroad.

Embassies and consulates are staffed with two different types of Foreign Service Officers (FSOs), generalists and specialists. Generalists fill most policy and some support positions. Most leadership positions in embassies and consulates are held by generalists. FSO specialists are hired for specific skill sets, such as information technology, accounting, or human resources.

Applicants must go pass tests to evaluate their resourcefulness, skills, and intelligence. All FSOs must qualify for Top Secret clearance, and many speak two or more foreign languages.

The Diplomatic Security Service (DS or DSS) is the law enforcement arm of the DOS. A DS office in an embassy is called a regional security office (RSO). In most cases its special agents at an embassy take the lead on U.S. law enforcement issues in the host country. DS agents are responsible for the security of the embassies, consulates and personnel; international investigations; fugitive extradition and rendition operations (along with the U.S. Marshals Service); and counterterrorism and counterintelligence (along with the FBI and CIA). DS operates field offices in most large U.S. cities, where special agents conduct passport and visa fraud investigations, criminal investigations connected to foreign policy, counter terror actions, and security for visiting VIPs and diplomatic personnel.

Domestically, the Civil Service (CS) conducts capital-based and long-term foreign policy initiatives, as well as providing institutional knowledge and expertise to the missions abroad. Unlike the Foreign Service, civil servants do not often rotate from their positions, and are expected to be experts in their specific fields or regions. Civil servants include technical or policy experts where significant background knowledge is essential. Civil servants include specialists in human rights, negotiations, security, and international law.

Authority and Mandate

The core mission of the DOS is to promote U.S. objectives and interests in the world: economic promotion, security, protecting American citizens, facilitating travel by foreigners to the United States, and more. Even agencies that don't normally have a presence

in foreign countries rely on the State Department for advocacy and coordination overseas.

Foreign Service Officers are the authority on their host countries. Political and economic officers handle "high policy" issues such as economic engagement, high-profile sales by American companies, human rights, and security cooperation.

In foreign countries, the ambassador is usually the ranking U.S. government official, and is responsible for all executive branch personnel in that country.

The State Department is mandated by law not to interfere with American domestic politics.

Field Operations

According to the Vienna Convention on Diplomatic Relations, diplomats carrying classified or sensitive material and traveling with a diplomatic passport can refuse to allow their bags to be searched. But invoking that privilege can draw attention and hostility from security personnel, so it must be used sparingly.

Junior FSOs have very little leeway with an office's budget. They generally do not travel except in support of important fact-finding missions or, more commonly, in support of an embassy or consulate's higher-ranking FSO or a visitor. Higher-ranking FSOs head embassy or consulate offices. They have a lot of leeway on when and where to travel and how to spend their budgets. Travel budgets for FSOs are usually meager despite the demands of their missions.

All embassies and most consulates have motor pools of SUVs and sedans. Vehicles with armor are reserved for the Ambassador and Marine Security Guards.

Diplomatic Security's domestic field offices like most law enforcement field offices, with small armories and motor pools that include a few armored vehicles. For more exotic equipment, DS turns to the FBI or another agency for support. Overseas, DS coordinates with the embassy's Department of Defense attaché for transport planes to move State Department employees securely. DS agents have wide latitude to travel and control their own budgets.

The State Department operates a small air wing of transport and surveillance planes, mostly used by the Bureau of International Narcotics and Law Enforcement Affairs (INL) and in high-threat posts. These craft are used to help interdict and combat the international drug trade, particularly in South America.

The majority of domestic DOS positions are in Washington, D.C., and New York (at the United Nations). Passport offices in other large cities employ only a small number of civil servants and FSOs.

Areas of Friction

Diplomats are legendary for being egotistical. Overseas, dealing with protocol-conscious fellow diplomats, this often isn't a problem. But FSOs can rub sister agencies and domestic organizations the wrong way. Military and law enforcement officers often see diplomats as pampered and weak-willed—especially when diplomats object to proposed military, paramilitary, or law enforcement operations abroad.

Playing a Diplomat

You are adaptable and intelligent, and comfortable with situations where you are the outsider. It takes a lot to faze you. The State Department throws junior officers into complex assignments with little or no training. Your hair may have prematurely greyed, but you are confident you can take on just about any high-pressure situation.

Very few people understand what you do. Sure, everyone knows generally what a diplomat is, but they have no idea what authority you have or what issues you work on. You can sometimes use this to obscure your actions and purposes.

If you specialize in political and economic affairs, your job is to promptly get the best information and analysis you can back to Washington. You are expected to see the currents of international politics and economics, anticipate changes, and figure out what it means for the United States.

You get the best inside information from people with whom you have built a rapport. The State Department doesn't allow bribes, so your best tools for building relationships are talking over lunch or dinner. Many contacts come to you wanting to share information. They know you are the one that works at the grassroots level for crafting policy and want to

influence that policy right from the start. The problem isn't gathering good contacts; it's knowing which ones are truthful.

Diplomatic Security agents have one foot in the world of diplomacy and the other in law enforcement. Most of them are both Foreign Service Officers and special agents, but they look and act more like FBI than diplomats. DS agents regularly transition between a bewildering array of cultures: from foreign and domestic civilian life to international diplomacy to getting into the mud with the DEA or U.S. Marshals Service. They must contend and cooperate with Marine Security Guards, and ensure the embassy and the Marines are ready for any contingency. A DS agent must be comfortable going to a fancy ball dressed in a tuxedo the night before wearing full tactical gear to arrest a dangerous fugitive.

DS agents posted domestically bounce between VIP protective details, investigating passport fraud, tracking and assessing threats to high-profile individuals from foreign entities (particularly terrorists), and cooperating with other law enforcement agencies.

Suggested Professions

Western Hemisphere Affairs Regional Bureau (WHA)

Regional bureaus like WHA (which covers the Americas) are where many FSOs work when posted to State Department headquarters. Other bureaus specialize in Europe and Russia (EUR), Middle East and North Africa (NEA), South and Central Asia (SCA), Africa (AF), or East Asia and the Pacific (EAP).

PROFESSION: Foreign Service Officer.

SUGGESTED BONUS SKILLS: Anthropology, Bureaucracy, Foreign Language (choose one), History.

EQUIPMENT: Access to classified reporting on their area of the world. Laptop, satellite phone, and smart phone with access to the DOS' unclassified system.

Bureau of Diplomatic Security

Diplomatic Security protects VIPs, investigates fraud, conducts security investigations, and protects American personnel and facilities abroad. Most DSS special agents are jointly Foreign Service Officers and law enforcement officers.

PROFESSION: Federal Agent.

SUGGESTED BONUS SKILLS: Bureaucracy, Foreign Language (choose one), HUMINT, Persuade.

EQUIPMENT: See **TOOLS OF THE TRADE: FEDERAL AGENT** (page 85).

Diplomatic Courier Service

Diplomatic couriers transport and secure sensitive information and papers around the world. Per the Geneva Conventions, diplomatic couriers cannot be searched while transporting official material.

PROFESSION: Foreign Service Officer.

SUGGESTED BONUS SKILLS: Bureaucracy, Foreign Language (choose one), Law, Persuade.

EQUIPMENT: An ungodly amount of frequent flyer miles and hotel points.

Bureau of International Crime and Law Enforcement Affairs (INL)

INL contractors and FSOs help other countries fight transnational criminal and narcotics networks. INL is well-funded.

PROFESSION: Program Manager.

SUGGESTED BONUS SKILLS: Accounting, Bureaucracy, Criminology, Law.

EQUIPMENT: Control of an INL project's budget (see **PROGRAM MANAGERS** on page 90).

Bureau of Intelligence and Research (INR)

INR is a small intelligence unit. They collect information from DOS cables and synthesize insights from them with conclusions from the rest of the intelligence community. Each INR officer specializes in a region or country.

PROFESSION: Foreign Service Officer, Media Specialist, or Intelligence Analyst.

SUGGESTED BONUS SKILLS: History, HUMINT, Persuasion, SIGINT.

EQUIPMENT: Access to classified intelligence databases, including those of other agencies.

Public Safety

This section describes the Centers for Disease Control and Prevention (page 158) and the EPA (page 161), the public safety agencies most frequently involved in Delta Green operations.

Emergency Response

There is no standard for how agencies respond to crises. Response depends on the severity of the threat, whether there are hostages or there's imminent danger to civilians, what weapons are known to be present, and the agency's budget and manpower.

FIRST RESPONSE: Branch offices, field offices, and local law enforcement are the first line of support. The Handler decides what resources are immediately available. Agents who want a specific type of support might need to convince headquarters using Persuade (for regional assets) or Bureaucracy (for national assets). That often involves four or more federal agents from regional branches. Local, county, and state law enforcement may show up in larger numbers, often 10 to 20 officers, or more if the threat is serious. Local response may also involve paramedics or firefighters.

REINFORCEMENTS: If the local response is insufficient, the federal agency may send more resources and personnel. Even a cash-strapped agency is likely to spend what it must to avoid the public-relations risk of allowing a crisis to get out of control. The agency leaders will have to lobby Congress for emergency funds after the fact. What's available to the Agents, and what kind of exposure it means for their operation, is up to the Handler.

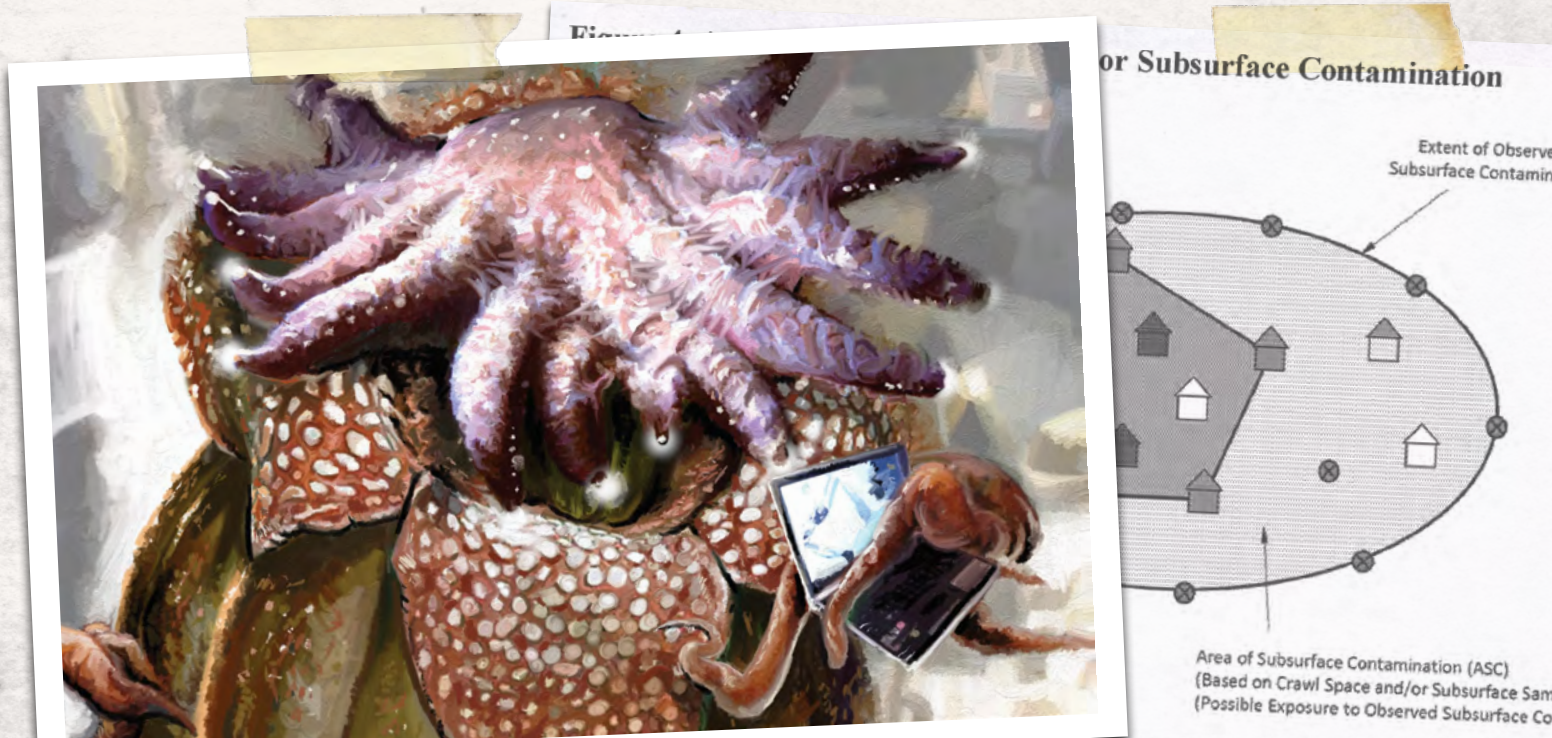
Other Public Safety Agencies

Delta Green Agents are less common in public-safety agencies than in federal law enforcement, the military, and intelligence. Here are their most likely employers.

NATIONAL TRANSPORTATION SAFETY BOARD (NTSB): Investigates civil transportation accidents including major highway crashes, ship and marine accidents, pipeline incidents and railroad accidents. The NTSB also investigates hazardous materials releases that occur during transportation.

DEPARTMENT OF HEALTH AND HUMAN SERVICES (HHS): Works to improve the health and standard of living for all Americans. Its key mechanisms include funding grants and contracts to improve healthcare and provide services to underserved communities.

FEDERAL EMERGENCY MANAGEMENT ADMINISTRATION (FEMA): Coordinates the response to disasters that overwhelm the resources of local and state authorities. Part of the Department of Homeland Security.



Centers for Disease Control and Prevention (CDC)

The Centers for Disease Control and Prevention (CDC) is the leading American public health institute and is at the forefront of preparing for disease outbreaks or health-related disasters. Part of the Department of Health and Human Services, it coordinates with other health organizations, public and private. Its reputation makes it a world leader during health crises.

The CDC focuses on chronic and emerging diseases, disabilities, birth defects, workplace hazards, environmental health threats, and terrorism/contingency preparedness. It supports local and state health and law enforcement organizations to save lives and control emergencies. The CDC excels at providing scientific, medical and logistic expertise.

BUDGET: Approximately $7 billion in 2015.

The CDC Operative at a Glance

POWERS OF ARREST? No, but can quarantine suspected health risks.

EXPECTED TO CARRY A WEAPON? No

ACCESS TO FUNDS? Limited (no more than Incidental Expenses in most cases).

OPERATIONAL BUDGET/RESTRICTED ITEMS? Using the Bureaucracy skill, the Agent can access specialized or rare technical and scientific and detection equipment, as well as high-grade chemical/biological protective suits. This is equivalent to a Standard expense.

The Organization

The CDC is headquartered outside Atlanta, Georgia. CDC offices and affiliated institutes specialize in different aspects of public health. One of the most high-profile is the Office of Infections Disease, which houses the National Center for Emerging Zoonotic Infectious Diseases.

Key CDC Directorates

- » Infectious Diseases
  - › National Center of Emerging and Zoonotic Infectious Diseases
- » Public Health Service and Implementation Science
  - › Emergency Operations Center
  - › Center for Global Health
    - · Global Rapid Response Team (RRT)
  - › Center for Preparedness and Response
- » Public Health Science and Surveillance
  - › Center for Surveillance, Epidemiology and Laboratory Services

Operatives

The CDC employs about 15,000 people: scientists, medical engineers, entomologists, epidemiologists, biologists, physicians, veterinarians, behavioral scientists, nurses, toxicologists, chemists, computer scientists, and statisticians. CDC employees analyze and contain infectious diseases, food-borne pathogens, chemical contaminations, and other wide-scale health risks.

Authority and Mandate

The CDC's authority extends to nearly all health and safety issues within the United States. It leads the development of disease control standards for the United States (and the world) in regards to health, safety, and disease management. The CDC combats emerging diseases and other health risks and plans and reacts to bioterrorism. From toxic spills to Ebola outbreaks, CDC personnel take the lead.

The CDC may detain and medically examine anyone suspected of having certain contagious diseases. This authority applies to individuals arriving from foreign countries. It also applies to individuals traveling from one state to another or in the event of "inadequate local control."

If a situation is dangerous enough, senior CDC employees work with local authorities to quarantine an area. This is rare and incurs considerable high-level scrutiny. Most quarantine measures are imposed on a small scale, typically involving small numbers of

airline or cruise ship passengers who have infectious diseases such as tuberculosis or cholera.

The Select Agents and Toxins Program (within the Office of Public Health Preparedness and Response) gives the CDC the mandate to travel across the United States and abroad to investigate, evaluate, and report on the storage of rare or dangerous viruses, bacteria, and chemicals. CDC personnel from this program have the ability to suspend certain funding streams if necessary to secure cooperation. Most foreign health organizations value their association with the CDC and are eager to comply with the Select Program.

Field Operations

CDC personnel are expected to be flexible and creative. In the case of a dangerous event like a chemical spill or virulent outbreak, CDC personnel travel with personal protection equipment. Portable laboratories and specialized research gear are also common in field deployments.

Equipment and support staff are mostly located in Atlanta and Washington, D.C., so wait times for equipment can be days. It is common for CDC personnel sent into the field to work with a local health agency or hospital while waiting for more specialized equipment.

CDC personnel are rarely first responders, except in the case of the Rapid Response Team. Local health officials usually make first contact with a threat and report it. Even if the CDC learns of a potential threat, its Emergency Operations Center (EOC) must typically wait for a request by a local organization or another federal agency before deploying personnel.

The RRT is staffed by experts in a number of scientific specialties and are paired with communications, management, disaster and health professionals to quickly deploy to major health outbreaks or disasters. The Team is designed to deploy in less than 48 hours to a 'hot spot' to contain outbreaks. They then stay on site to support the longer-term efforts to control and eradicate the health threat.

Deployments may be on an individual basis when a specific skill set is needed, or as part of a large team for a large-scale response.

Areas of Friction

CDC personnel are hired because of their technical expertise or specialized skills. The CDC has a reputation as a repository for technically brilliant but socially difficult personnel. Additionally, the CDC's cooperation with other agencies and organizations is usually on a case-by-case basis, so other federal agencies do not develop a significant history of working with CDC personnel. Many joint deployments require a time-consuming period of familiarization and confidence-building. This is especially acute with state and local organizations who may have never encountered the CDC. Local police are the least likely to easily accept the CDC's authority if the threat is less than a full-blown catastrophe.

Quarantines

Someone exposed to a contagious disease or major health hazard may be quarantined from others who have not been exposed. Quarantines are usually conducted at home or in a hospital to prevent further spread of the illness. Quarantined individuals undergo observation for signs of the illness and receive specialized treatment. Quarantine is much more likely to involve limited numbers of exposed persons in small areas than large numbers of persons in neighborhoods or cities. Any declaration of quarantine outside of a hospital or airport is likely to get at least local media attention. The reasoning, evidence, and methodology for deciding a quarantine needs to be able to hold up to public scrutiny.

In most cases, isolation is voluntary. However, federal, state, and local governments have the authority to require isolation to protect the public. The CDC is notified of nearly all quarantine actions around the country, and makes its specialists available to help determine if quarantine is needed and how to deal with the risk.

The list of diseases for which quarantine or isolation is authorized is specified in an executive order of the President. This list includes cholera, diphtheria, tuberculosis, plague, smallpox, yellow fever, viral hemorrhagic fevers (such as Lassa, Marburg, and Ebola), severe acute respiratory syndrome (SARS), and nasty versions of influenza.

No instance of large-scale quarantine has occurred in the U.S. since the Spanish Flu pandemic of 1918.

Playing the CDC

You are a researcher at heart, even if you come from a medical background. You are curious and enjoy the practical side of science. You joined the CDC because it gives you the opportunity to be on the cutting edge of research. The CDC budget for research equipment and tech is substantial. Because of the CDC's national security role, you can get approval for just about anything that pertains to your field. If you work in the pathogens, you have the opportunity to handle the rare and dangerous stuff. You know that anthrax outbreaks are a lot more common than most people think; you have been on site and seen the effects. You travel all over the world, tracking and combating outbreaks.

In an emergency, your job is to get into the thick of the emergency and advise authorities. Even when you have no technical background, people look to you for what to do next. You need to be resourceful and commanding when issues come your way.

Suggested Professions

Office of Public Health Preparedness and Response

The CDC's lead office in disaster preparedness. It provides funding and technical assistance to states and local governments to build and strengthen public health capabilities.

PROFESSION: Physician, Program Manager, or Scientist.

SUGGESTED BONUS SKILLS: Accounting, Bureaucracy, Persuasion, Science (Biology, Microbiology, Environmental, or another suitable specialization).

EQUIPMENT: Control of a programming budget (see **PROGRAM MANAGERS** on page 90).

Emergency Operations Center

The crisis-response section of the Center for Preparedness and Response. Its experts can respond to an emergency in hours while formulating a broad strategy.

PROFESSION: Physician, Program Manager, or Scientist.

SUGGESTED BONUS SKILLS: Accounting, Bureaucracy, Persuasion, Science (Biology, Microbiology, Environmental, or another suitable specialization).

EQUIPMENT: An extensive professional library; diagnostic laboratory equipment; medical and/or health equipment (much of it portable or hardened for travel), including racal suits and PPE.

Global Rapid Response Team

The Global RRT is staffed by dedicated full-time experts from across the world. The team is composed of 400 surge staff, with more than 50 ready to deploy in less than 48 hours. Some Global RRT staff remain in the field during an emergency response for up to six months.

PROFESSION: Media Specialist, Physician, or Scientist.

SUGGESTED BONUS SKILLS: Foreign Language (choose one), Forensics, Science (Botany, Biology, Microbiology, or another suitable specialization), Survival.

EQUIPMENT: Portable diagnostic laboratory equipment; medical and/or health equipment (much of it portable or hardened for travel), an electronic library with topics including pharmaceuticals, toxicology, field diagnosis, wilderness survival field guides, anatomy, and foreign language, and a passport with a number of entry/exit stamps.

Public Health Service Commissioned Corps (PHSCC)

A U.S. uniformed service that employs commissioned officers who hold ranks and wear uniforms similar to the Navy's. Its experts provide public health services to the Coast Guard and to many poor and tribal areas. Hundreds are assigned to the CDC, including many in rapid deployment forces that can respond to a crisis in as little as 12 hours.

PROFESSION: Nurse, Physician, or Scientist.

SUGGESTED BONUS SKILLS: First Aid, Pharmacy, Psychotherapy, Surgery.

EQUIPMENT: An extensive professional library; diagnostic laboratory equipment; medical and/or health equipment (much of it portable or hardened for travel), including racal suits and PPE.

Environmental Protection Agency (EPA)

The U.S. Environmental Protection Agency protects America from the dark side of its industrialized lifestyle. The EPA enforces national pollution standards, requires companies to manage chemical risks, and responds to hazardous chemical releases and oil spills. Most environmental transgressions do not catch the headlines, yet these smaller offenses form the bulk of the EPA's work. The EPA is well regarded by the majority of Americans, but many business leaders dislike its involvement in their affairs.

BUDGET: Just over $8 billion in 2015.

The EPA Operative at a Glance

POWERS OF ARREST? Generally, no, except for Criminal Investigation Division (CID) special agents.

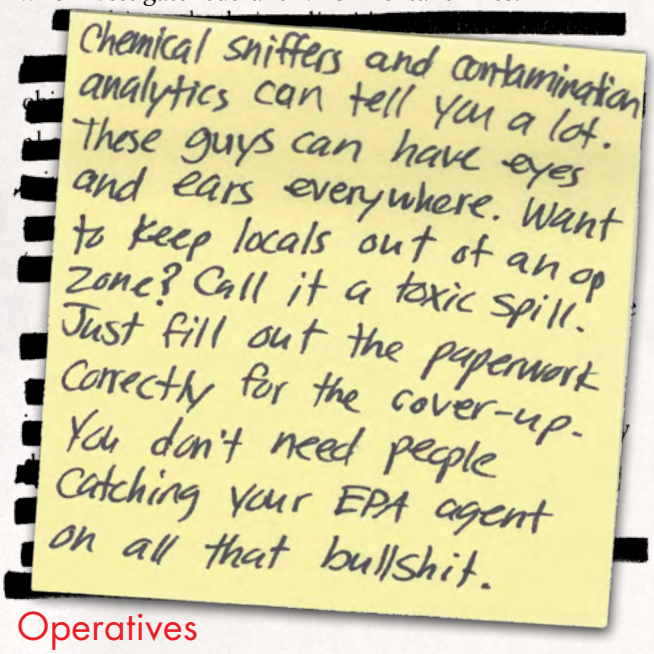
EXPECTED TO CARRY A WEAPON? Generally, no, except for CID special agents.

ACCESS TO FUNDS? Limited (no more than Incidental Expenses in most cases).

OPERATIONAL BUDGET/RESTRICTED ITEMS? Using the Bureaucracy skill, the Agent can access shotguns and sidearms from the office armory. This is equivalent to an Unusual expense. CID agents cannot request additional weapons, tactical gear, or armor. As an Unusual expense, civilian EPA officials can acquire specialized scientific, surveillance, and/or analytic equipment. That may include undercover audio and video recorders, infrared cameras, pinhole/flexible cameras, and ground-penetrating radar ("GPR"), which detects buried objects and underground cavities. Also available as an Unusual expense is protective gear like rebreathers, chemical suits, radiation dosimeter badges, photoionization detectors (PIDs, which detect explosive vapors), and ordinary vehicles.

The Organization

The EPA is an independent agency, not contained within a larger department. Its administrator is part of the Cabinet. The EPA is headquartered in multiple buildings in the Washington, D.C. area. It divides the U.S. and its territories into 10 regions. Each EPA region operates with limited autonomy, with a regional headquarters in a major city containing the bulk of the region's employees. The Criminal Investigation Division (CID) employs a separate, nationwide network of armed special agents who investigate federal environmental crimes.



Operatives

The EPA employs more than 15,000 scientists, inspectors, lawyers, office administrators, emergency responders, remediation engineers, civil investigators, criminal investigators, financial auditors, and office bureaucrats. Employees involved with policy or enforcement undergo specialized training to understand things like air quality management and watershed maintenance to better enforce the law.

EPA officials have access to environmental compliance databases, legal research databases, geographic and GIS mapping data, corporate history data, property and property tax records, chemical databases, and an online environmental library.

The EPA's 200 CID special agents receive training in firearms, nonlethal force, interviewing, processing crime scenes, crisis driving skills, environmental sampling, confined space entry training (for safely accessing locations like tunnels or ducts), and wearing protective clothing. Some CID agents gain additional training in firearm repair, undercover recording gear, or imaging (copying) and searching the contents of computers and computer systems.

Authority and Mandate

The EPA administers federal environmental laws which protect public health and welfare. These laws regulate pollution of air, water, soil, and groundwater; require cleanup ("remediation") of pollutant contamination; and manage risks from the generation, use, storage, and disposal of hazardous substances.

The EPA can take one of three kinds of enforcement action: federal criminal prosecution, which ends with criminal fines and prison sentences; civil lawsuits in federal court, which end in injunctive relief and civil fines; and administrative lawsuits before federal administrative law judges and which end in civil fines. The EPA also has the authority to seek civil or criminal search warrants to enter and search private property.

CID special agents focus on knowing and willful violations of environmental laws. But environmental crimes often involve other federal crimes. CID agents often investigate false statements, forged documents, witness tampering and other obstructions of justice, wire fraud, mail fraud, conspiracies, and RICO crimes (organized racketeering).

Field Operations

Much of the EPA's work occurs in the field. EPA agents travel around the country, investigate issues that are often out of sight of the local population, and produce search warrants for obscure reasons, all while maintaining a sense of productive amicability with local authorities. The EPA has access to pollution self-monitoring reports and the results of environmental investigations from across the country.

Inspectors travel their regions to determine compliance. Scientists, emergency responders, and remediation engineers visit spills or hazardous sites to take samples and monitor surveillance equipment. CID agents interview witnesses and gather evidence to build prosecutions.

Most regional employees—including scientists, inspectors, investigators, and support staff—call the regional headquarters home. Regional headquarters contain record centers, training facilities, office and storage space, and a limited motor pool of sedans and SUVs. Smaller facilities are scattered throughout a region, including emergency response centers and laboratories.

The CID divides the U.S. into areas, each under the jurisdiction of an Area Office in a major city. An Area Office contains five or more CID agents, support staff, sometimes a few EPA criminal attorneys (regional criminal enforcement counsel, or RCEC). An Area Office may include a consulting inspector called a regional technical coordinator (RTC), who assists the CID with regulatory issues, conducts covert sampling, and collects samples during warranted searches. The head of an Area Office is the special agent in charge (SAC), who answers directly to the CID headquarters in D.C.

Each area also contains Resident Offices in major cities, each staffed by up to five CID agents. One of these agents is the resident agent in charge (RAC), who runs the Resident Office and answers to the SAC of his or her Area Office. All CID offices are secure locations with controlled entry.

EPA officials including CID agents operate on limited budgets that are closely monitored. Like many federal officials, EPA employees are expected to pay for their expenses up front, either with a government credit card or with their own cash or credit which is reimbursed later.

Areas of Friction

The EPA maintains a generally positive relationship with other federal agencies as well as state and local officials. State-level environmental agencies often work closely with the EPA. If the EPA investigates a facility, the state-level EPA may have a thick file and on-the-ground knowledge of that facility already. The EPA also disburses funds to subsidize state and county environmental agencies. This gives the EPA considerable sway with them.

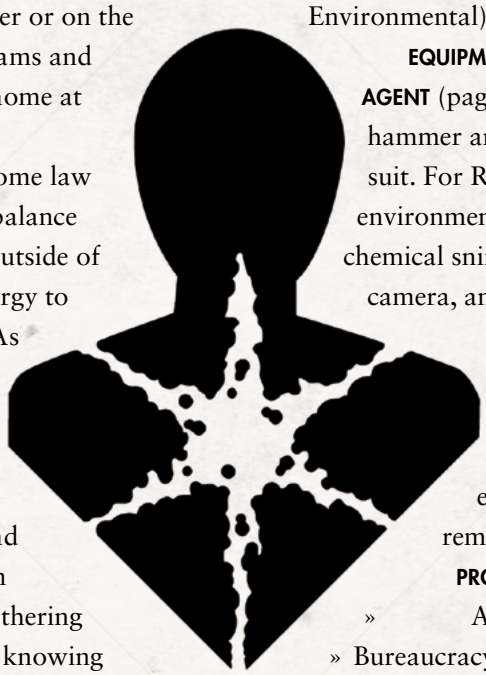
The CID does not often interact with local police beyond notifying them when executing a federal search warrant, or requesting their help to control access to a warrant site. The CID's relationship with other federal law enforcement agencies is generally good. Other agencies see the CID as resourceful and possessing unique skills, and usually help when asked.

Playing the EPA

You wouldn't be part of the EPA if you didn't care about the environment. There is more money and more glory to be had in other federal agencies or in the private sector, but you stick with the EPA. You wake up each day knowing you are fighting the good fight. Your colleagues want to be here as well, so you all share a sense of purpose.

If you are an emergency responder, remediation engineer, or inspector, then you travel one or two days a week. Otherwise, you likely spend most days in the office. You write and review documents; spend entirely too much time in front of the computer or on the phone; and meet with enforcement teams and polluters. You come to work and go home at reasonable hours.

Even the CID isn't as intense as some law enforcement agencies. The work-life balance of the EPA allows you to have a life outside of your career. That leaves you more energy to concentrate on the things you value. As a CID agent, you are outside the office as much as behind a desk pushing papers. Environmental crimes can be extremely technical, and you work closely with lawyers and scientists to build airtight cases. When you convict someone after years of gathering evidence, you have the satisfaction of knowing that you nailed someone who was bad for the whole community.



Suggested Professions

Office of Criminal Enforcement, Forensics and Training (OCEFT)

Contains the CID as well as the National Enforcement Investigations Center (NEIC). OCEFT is responsible for criminal law enforcement and environmental forensics.

PROFESSIONAL SKILLS:

» Alertness 50%
» Bureaucracy 40%
» Criminology 50%
» Drive 40%
» Firearms 40%
» Forensics 40%
» HUMINT 50%
» Law 30%
» Persuade 50%
» Science (Biology, Chemistry, or Environmental) 40%
» Search 50%

BONDS: 4

SUGGESTED BONUS SKILLS: Bureaucracy, Criminology, Forensics, Science (Biology, Chemistry, or Environmental).

EQUIPMENT: See **TOOLS OF THE TRADE: FEDERAL AGENT** (page 85) for the CID, plus a crowbar, hammer and wrench, rebreather, and hazmat suit. For RTCs, equipment could include environmental monitoring equipment such as chemical sniffers and sampling equipment, sewer camera, and photoionization detector.

Regional Office Specialist

Regional offices send inspectors, emergency response personnel, and remediation engineers to trouble sites.

PROFESSIONAL SKILLS:

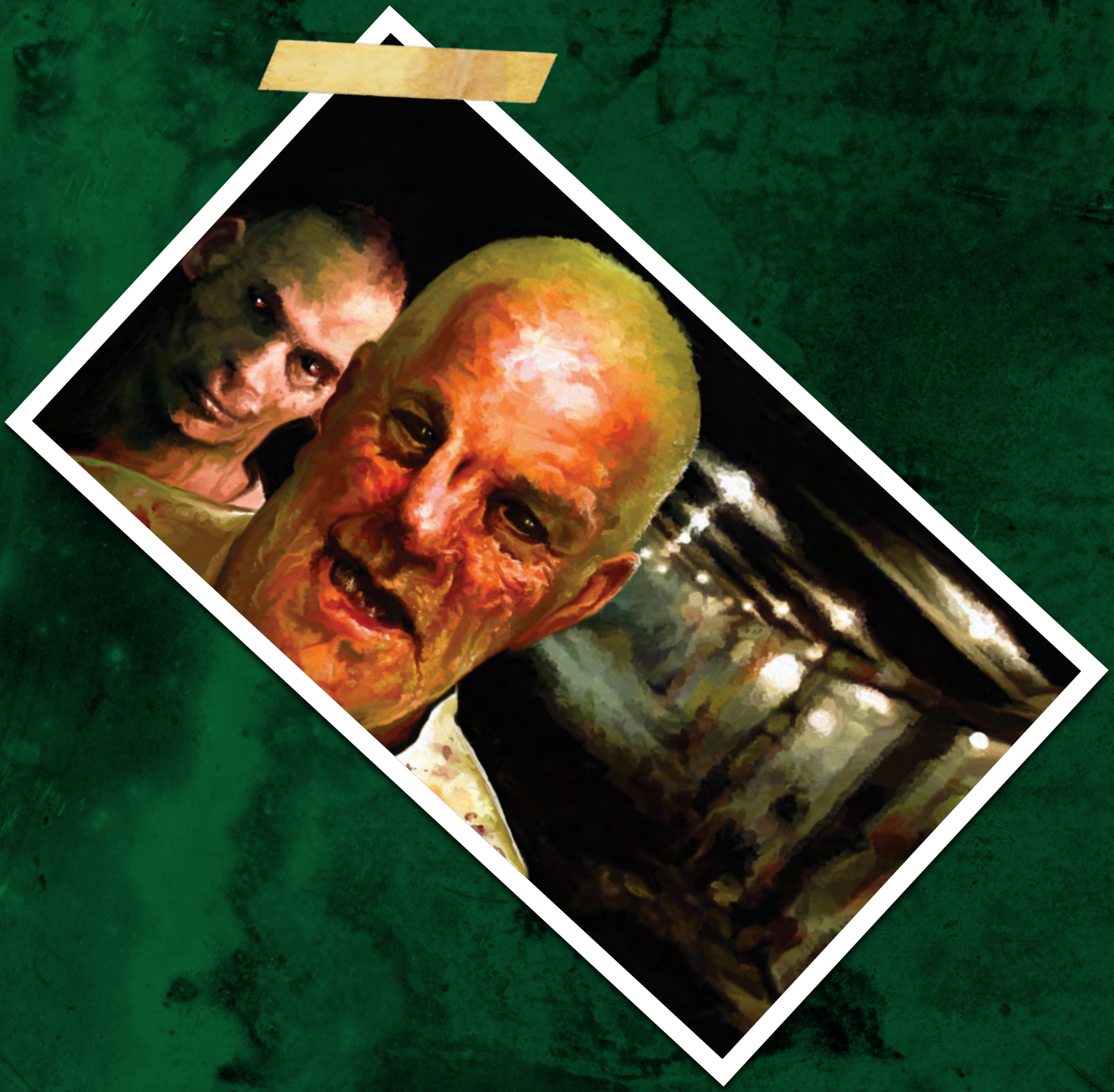
» Alertness 60%
» Bureaucracy 40%
» Forensics 40%
» Law 40%
» Science (chemistry or environmental) 60%
» Science (botany or biology) 50%
» Science (choose another) 50%
» Search 60%

BONDS: 4

SUGGESTED BONUS SKILLS: Criminology, Forensics, HUMINT, Persuade.

EQUIPMENT: Environmental monitoring equipment such as chemical sniffers and sampling equipment, government-issued laptop computer, rebreather, Level B hazmat suit, and protected-toe boots.

// Appendices //



Tradecraft

Usually in a Delta Green operation, Agents must maintain a cover story to explain their presence, gather information about the unnatural threat they face, and obscure evidence of the operation so nobody else has to be exposed. The Handler decides which skill is required when one of those tasks requires playing out in detail. And the Handler decides if a task is being opposed (see **OPPOSED TESTS** on page 45) by suspects or by investigators who think the Agents are up to no good. Here are some common examples.

Going Unnoticed

Delta Green operations require secrecy. Agents blend in with their environment, drawing no attention while they save others from the unnatural.

Use the Law skill to come up with a pretext or cover story for the team's investigation, such as some federal law that may have been violated to allow FBI jurisdiction.

Use the Bureaucracy skill to arrange a task force and budget for the "cover" investigation.

Use Charisma or the Persuade skill to convince local police or another agency to supply manpower, vehicles, equipment, or other resources.

Use the Law skill to secure a prosecution or some other result to justify the creation of a task force and use of official resources.

Use Criminology, Accounting, Law, or Forensics to falsify evidence in pursuit of a prosecution.

Use the Bureaucracy skill to avoid taking the blame when the "cover" investigation doesn't get enough results to keep headquarters happy—or when an operation gets police or bystanders killed.

Use the Bureaucracy skill to create a false identity (a cover) with an invented background (a legend) deep enough to withstand superficial scrutiny.

Use the HUMINT skill to spend months creating a false online history to back up a cover. Spending only weeks or days incurs a penalty unless you use Computer Science to back-date posts.

Use the Art (Forgery) skill to falsify papers and signatures. Those won't stand up to even superficial investigation, so be careful with them.

Use the HUMINT skill to predict when an investigator, witness, or suspect is likely to look into the team's credentials and jurisdiction. That may offer a chance to talk them out of it or take other steps.

Use the Persuade skill to convince an unwilling investigator, witness, or suspect to cooperate, or to allay suspicions.

Use the Stealth skill to avoid surveillance or sentries, or to literally blend into a crowd.

Use the Forensics skill to thoroughly clean a crime scene of evidence. Making it look like it hasn't been cleaned may require multiple skill rolls.

Surveillance

A Delta Green operation is not a criminal prosecution. It doesn't require evidence that can stand in court. But it does require constant information collection.

Use the Stealth skill to plant microphones or cameras that only the Search skill can find.

Use the Stealth skill to follow someone without being detected. If you're in a car, use either Stealth or Drive, whichever is lower.

Use an IMSI catcher with the SIGINT skill or special training (with INT) to track and eavesdrop on nearby cellphones.

Use the Computer Science skill to plant a program or device to intercept email or text messages. It may be possible to plant such a program remotely, if the target has exceptionally sloppy communications security or if you pay hackers for access to a backdoor virus or trojan horse already on the system. Most government computers require physical access, perhaps requiring the Persuade skill to talk your way in. Devices to capture and process the intercepts may require the SIGINT skill.

Use Law or Persuade to get an unwilling store clerk to show security video of a recent purchase.

Going Unnoticed

Task	Skill Required	Possible Opposing Skill
Concoct a legal pretext for an operation	Law	Law
Establish a false identity	Bureaucracy	Bureaucracy
Create a false online history	HUMINT (with Computer Science)	HUMINT
Back-date online history data	Computer Science	Computer Science
Falsify documents	Art (Forgery)	Art (Forgery)
Secure cooperation or allay suspicions	Persuade	Persuade
Evade surveillance or sentries	Stealth	Alertness
Clean a crime scene	Forensics	Forensics

Surveillance

Task	Skill Required	Possible Opposing Skill
Plant hidden microphones or cameras	Stealth	Search
Follow a subject without detection	Stealth	Alertness
Follow undetected while driving	Stealth or Driving, whichever is lower	Alertness
Enter an office unnoticed	Stealth	Alertness
Talk your way into an office without arousing suspicion	Persuade	HUMINT
Plant a virus or Trojan horse	Computer Science	Computer Science
Use an IMSI to track and listen to cell communications	SIGINT	SIGINT
Decrypt digital interceptions	SIGINT	SIGINT
Obtain NSA digital or voice intercepts without leaving records of the request	Bureaucracy or Law, whichever is lower	Bureaucracy

Pursuit

Task	Skill Required	Possible Opposing Skill
Run down a suspect or escape on foot	Athletics	Athletics
Pursue or escape in a vehicle	Driving or Pilot	Driving or Pilot

Breaking and Entering

Task	Skill Required	Possible Opposing Skill
Sneak past guards or cameras	Stealth	Alertness
Scale a wall	Athletics	n/a
Pick a lock	Special training (lockpicks) or Craft (Locksmith)	n/a
Defeat a security system	Special training (security systems) or Craft (Electrician)	n/a
Obscure toolmarks and signs you were here	Forensics	Forensics

vit@phenomen-x.com

Search & Arrest

Task	Skill Required	Possible Opposing Skill
Come up with a pretext for arresting a suspect or obtaining a search warrant	Law	Law

Interrogation

Task	Skill Required	Possible Opposing Skill
Figure out what is likely to motivate a subject to cooperate	HUMINT	Persuade
Persuade a subject to divulge information	Persuade	Persuade

Medical Treatment

Task	Skill Required	Possible Opposing Skill
Give a hospital a convincing pretext for your injuries	Law or Persuade	Law or HUMINT
Give misleading details to throw off possible investigation	Bureaucracy	Bureaucracy
Convince a doctor or nurse it's a good idea to help you without calling the authorities	Persuade	Persuade or HUMINT
Find a doctor or veterinarian willing to provide illegal, off-book medical care	Criminology	n/a

Evidence Tampering

Task	Skill Required	Possible Opposing Skill
Grab evidence before it's collected	Stealth	Alertness
Get into an evidence locker without arousing suspicion	Bureaucracy or Law	Bureaucracy or Law
Alter evidence without arousing suspicion	Forensics	Forensics
Alter a case file without arousing suspicion	Accounting, Bureaucracy, Computer Science, or Law	Accounting, Bureaucracy, Computer Science, Criminology, or Law

Disposing of a Body

Task	Skill Required	Possible Opposing Skill
Carve a corpse up for dispersed burials or scavengers	Forensics	Search
Safely dissolve a body in acid	Three rolls of DEX×5 or Science (Chemistry) to avoid damage	n/a
Dissolve a body with quicklime	Forensics	Forensics or Search
Incinerate a body without leaving identifiable traces	Forensics	Forensics
Melt a body in an industrial crucible	Craft (Metalworking) or Heavy Machinery to avoid damage	
Dump a body far at sea or in deep, still waters	Forensics to clean all traces	Forensics

Pursuit

The biggest danger with pursuit of a subject—other than the risk of getting hurt—is exposure. Agents who run after a cultist on the sidewalk or drive after one at high speed on the street will soon have police and news helicopters on their tail, and camera phones recording from every corner. Exposure means more potential victims to protect from the unnatural. (See **GOING UNNOTICED** on page 165.)

Breaking & Entering

Use the Stealth skill to sneak into a location that's under observation by guards or cameras. Use the Athletics skill to climb a wall when you can't use the elevator or stairs. Use special training with lockpicks or special training with security systems if you don't have a key; especially hard systems can be rewired with Craft (Electrician). Use the Forensics skill to obscure toolmarks so someone examining the scene with Forensics doesn't deduce what you did.

Search & Arrest

Many Delta Green agents are law-enforcement officers with the power to arrest and detain suspects and to obtain search warrants from courts. And often an operation has the pretext of a criminal case. Sometimes placing a suspect or witness under arrest can be useful, even if prosecution for a crime is not the ultimate goal. And often the authority of a warrant is the easiest way to get into a site and look around.

Use the Law skill to come up with a convincing pretext for making an arrest if one isn't obvious, or to convince a judge that there's enough reason to suspect criminal activity to justify a search warrant.

But never forget the risk of blowback. Placing someone under arrest or executing a search warrant is a use of government authority to restrict the rights of individuals. It means scrutiny by officials higher up than the Agents, and it means the risk of lawsuits if the search or arrest does not lead to prosecution.

Interrogation

Interrogation is a lengthy process of interviews and fact-checking that requires building a rapport with an unwilling subject. Threats and browbeating may have their place, but they mainly work when one interrogator uses them to make a subject more receptive to the primary interrogator's more sympathetic approach.

Interrogation uses the Persuade skill. Each attempt typically takes a few hours. Success convinces the subject to provide important information. The subject may roll Persuade to oppose it at the cost of 1D6 WP. A subject who runs out of WP cannot resist interrogation.

Torture

Inflicting pain on the subject costs 0/1D8 SAN for the victim and for the torturer (see page 67) and does 1D4 damage to the victim. Torture adds +20% to the interrogator's Persuade and incurs a –20% penalty to the victim's roll to resist.

Less violent "enhanced interrogation" relies on panic or humiliation rather than physical harm. Such a technique costs 0/1D4 SAN for victim and interrogator. It adds +20% to the interrogator's Persuade.

Pain and panic often leave victims unable to discern the truth from whatever lie they must tell to make it stop. The Handler always gets the final word on whether this yields information worth having.

"Truth" Drugs

No known drug can induce someone to tell the truth, but drugs can relax inhibitions, cause delusions and forgetfulness, ease pain, and cause pain. Using Pharmacy to administer a powerful drug incurs a –20% penalty to the victim's rolls to resist interrogation, but there's always a chance that drug-induced confusion makes the information useless. That's up to the Handler. Lacking the Pharmacy skill, or failing the roll if one is required, means the drugs act as as a poison with a Lethality rating of 5% (see **POISON AND DISEASE** on page 60).

Getting a subject drunk has the same effect but does not require Pharmacy. Instead, the victim gets a CON test to withstand the alcohol.

Human Assets

When surveillance is not feasible, detectives and intelligence officers must cultivate human sources. Human assets work for many reasons: spite, revenge, humanitarianism, alienation, and best of all (because it's more predictable), greed. Use the HUMINT skill to study a prospective asset and determine what approach is likely to secure his or her cooperation. Use the Persuade skill to talk the asset into taking a risk. If your Agent has a budget that allows for a Major expense to offer the asset, add +20% to the roll.

Medical Treatment

Delta Green agents who get hurt usually want to avoid hospitals. Going to a hospital means the best possible care but it also means questions and paperwork that can blow a covert operation wide open. Agents who wind up in a hospital may need to use the Law skill to come up with a pretext for the emergency that will point the police and their own agencies in the wrong direction, Bureaucracy skill to reduce red tape, or the Persuade skill to convince hospital staff to keep things quiet.

Agents who provide their own medical expertise can follow the guidelines from **BREAKING & ENTERING** (page 168) to break into a veterinarian's office, dentist's office, or walk-in clinic to use the Medicine, Pharmacy, or Surgery skill in a crisis.

Use the Criminology skill to quietly ask around until you find a doctor or veterinarian willing to illegally provide off-the-books medical care. That's a Standard expense for first aid or an Unusual expense for surgery (or a Major expense if the patient is dying). Cash only, up front.

Evidence-Tampering

Delta Green, at its core, is about protecting the American public from the unnatural. If clues pointing to the unnatural wind up in an evidence bag, use the Stealth skill to intercept it before it leaves the scene. If it's already in an evidence locker, things become more complicated. That may require the Bureaucracy or Law skill to justify getting access, and the Forensics skill to falsify the chain of custody so it doesn't widen it into a hunt for corruption. To alter a case file without arousing suspicion, use Accounting, Bureaucracy, Computer Science, or Law.

Disposing of a Body

Delta Green operations seem to always leave bodies behind. Often it's better to get rid of one than to try explaining it to the authorities.

In a pinch, remove the head. If investigators are looking for a missing person that might match the body, the lack of a head (and therefore dental records) delays the identification by 24 to 48 hours. If the investigators find the body but have no idea who it belongs to, it may never be identified unless the fingerprints are on record.

Carving a corpse into manageable chunks to be wrapped in plastic and buried in dispersed, uninhabited areas, or to be left exposed for scavenging animals, costs 1/1D6 SAN due to violence. Leaving no traces behind requires the Forensics skill.

Dissolving a corpse in a polypropylene barrel filled with acid requires three DEX×5 or Science (Chemistry) rolls, whichever is better. Each failure inflicts 1D4 damage from an acid splash or fumes. The gruesome process costs 1/1D6+1 SAN due to violence. The supplies are an Unusual expense. The container must be disposed of safely. Transfer into a steel drum for deep burial someplace remote is best.

Dissolving a body in quicklime requires a Forensics roll to make sure it's thorough enough to leave no traces behind.

Burning a corpse to ash in an industrial incinerator or a crematorium requires 1D6 hours and a Forensics roll to clean it of suspicious traces afterward. Getting access usually requires breaking and entering or else a Persuade roll and a stiff bribe (typically a Major expense).

Melting a body into liquid metal in an industrial crucible requires Craft (Metalworking) or Heavy Machinery for safe operation (otherwise a white-hot

metal splash may cause 1D6+2 damage). Getting access without arousing suspicion usually requires breaking and entering or else a Persuade roll and a stiff bribe (typically a Major expense).

Dumping a body in a deep lake or swamp, where the still waters will leave it to deteriorate in peace, requires perforating it to prevent bloating and floating, which costs 1/1D4 SAN due to violence. A body discarded at sea is very likely to wash ashore unless secured in a vacuum-sealed and very heavy metal container and dumped more than 20 miles off shore. A Forensics roll is needed to remove all traces.

Communications

Delta Green agents are under constant surveillance just like the rest of us. They must engage in communications security to keep their operations secret—and protect potential eavesdroppers from exposure to the unnatural. Here are some best practices.

THINK LIKE A CRIMINAL. Assume someone is always listening to you, especially on the phone. Never give sensitive details over the phone (digital or analog), text, email, anything that could be intercepted between you and the recipient. You must talk in code without sounding like you're talking in code. Be vague and innocuous. Rely on innuendo, context, and inside knowledge to fill in the blanks. "It's me. Yeah, we took care of that thing."

NEVER TRUST CRYPTOGRAPHY. You may be tempted to give sensitive details over a digital medium out of confidence that nobody can ever break your crypto. There are skyscraper-size NSA processors in the desert that argue otherwise.

USE OLD-FASHIONED BRUSH PASSES AND DEAD DROPS. If you absolutely must provide written information, hand it over without arousing anyone's interest, let alone suspicion. This may require the Stealth skill to do it without detection, so don't try it if you don't know what you're doing.

MEET IN PERSON, SOMEPLACE SECURE. Where can you talk about operational details and make plans? In person, face to face with only the people you know are cleared for it, someplace where you can confirm no one is listening. In the field this means meeting in places that are unpredictable, just in case you're under investigation and don't yet know it. And it means ditching all digital devices that have microphones and location-tracking.

SECRET/NOFORN

Department of the Navy
USS San Antonio
North Atlantic Fleet
FPO 30715-6000

REPLY TO
ATTENTION OF

DN-30715-CPT

17 Augus

gence, Washington DC 20016-8111

San Antonio (U)

San Antonio conducted maneuvers ar
sed through a north-south trench (vi
silent running, I instructed them to
ging a speed of 10 knots, and a dept
den disturbance in the trench. He
side and around the San Antonio. W
mation called Devil's Reef, vic. 4

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h more guttural barking and cro
wn and played under water. Seve
of them would get sucked into the
Heibert to "ping" the animals a

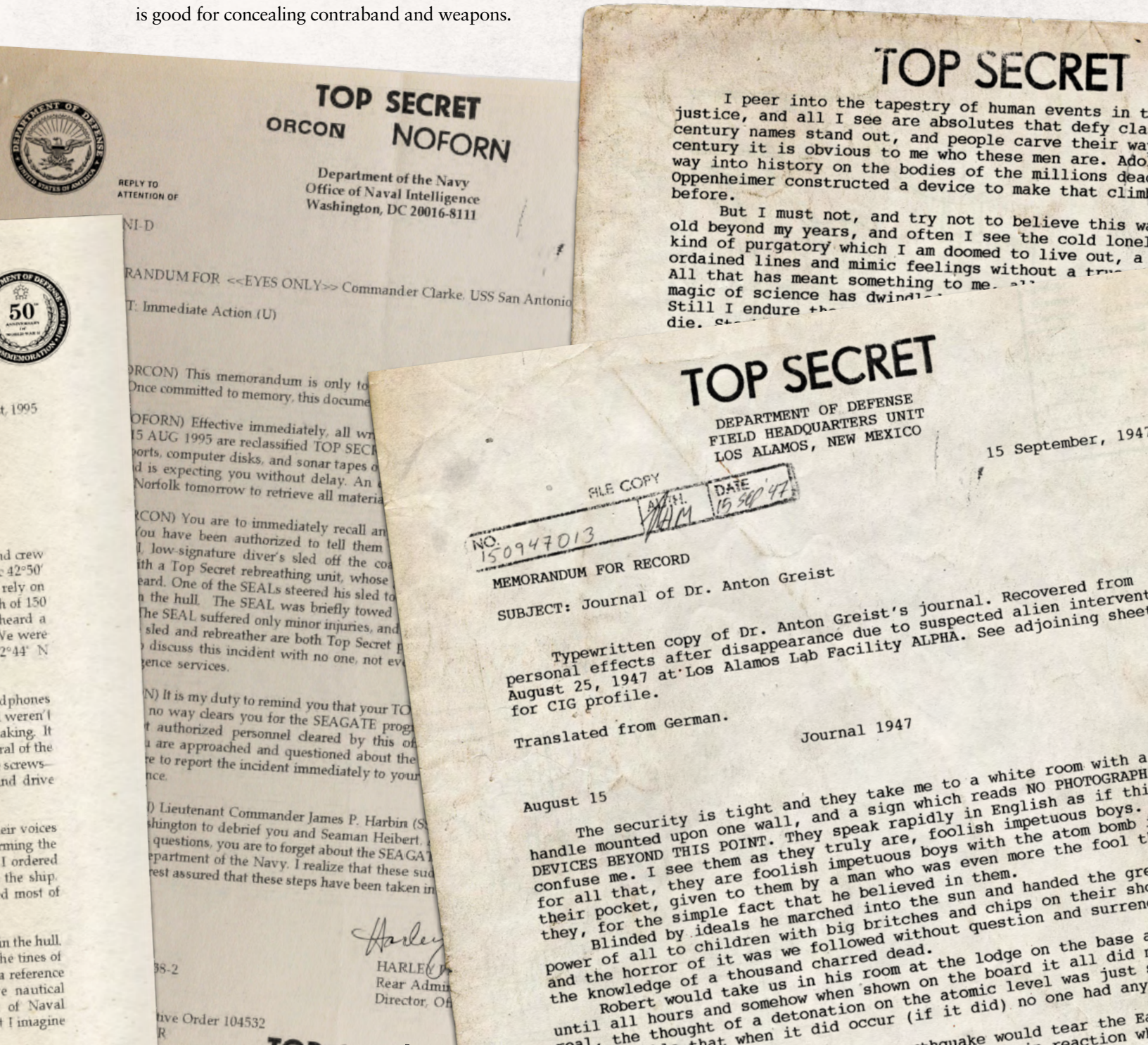
als became very agitated, and th
dangs echoed from the hull, alar
ty seconds, during which time
ls broke and swam away from
t further incident, and I release

4. (S / NOFORN) There was no serious damage, but we found numerous dents and gouges
Many of the gouges were grouped in parallel tracks of two and three, like claw marks or t
a fork. While filling out a report on the strange incident, I came across a set of notes and
to a directive dated 1 FEB 1928, stating that any unusual activity reported within fiv
miles of Devil's Reef must be immediately classified and forwarded to the Office
Intelligence. I'm a little curious why such an ancient directive hasn't been rescinding, bu

Safe Houses and Green Boxes

Intelligence and law-enforcement agencies have a long history of using safe houses where operatives can work or lie low without attracting attention. A rural safe house is usually better than one in the city or suburbs, because it's easier to watch the approaches and less likely to see visitors. A safe house that's owned is better than one that's rented, because no team wants a landlord or superintendent to come knocking. A safe house with a crawl space and plenty of room between walls and in the attic is good for concealing contraband and weapons.

Some Delta Green operatives have used "Green Boxes," storage lockers prepaid for months or years where weapons and artifacts can be stashed that the team doesn't want to destroy. A Green Box has the advantage that people opening it up at random times doesn't raise much attention. But it's on property owned by someone else, so anything suspicious is likely to get the Green Box inspected by strangers or police. It's smartest to use a Green Box only as a contingency while the team finds a more secure solution.


TOP SECRET
ORCON NOFORN
Department of the Navy
Office of Naval Intelligence
Washington, DC 20016-8111
REPLY TO ATTENTION OF
NI-D
RANDUM FOR <<EYES ONLY>> Commander Clarke, USS San Antonio
T: Immediate Action (U)
TOP SECRET
I peer into the tapestry of human events in t
justice, and all I see are absolutes that defy cla
century names stand out, and people carve their wa
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way into history on the bodies of the millions dea
Oppenheimer constructed a device to make that clim
before.
But I must not, and try not to believe this wa
old beyond my years, and often I see the cold lonel
kind of purgatory which I am doomed to live out, a
ordained lines and mimic feelings without a tru
All that has meant something to me.
magic of science has dwindl
Still I endure th
die.
TOP SECRET
DEPARTMENT OF DEFENSE
FIELD HEADQUARTERS UNIT
LOS ALAMOS, NEW MEXICO
15 September, 1947
FILE COPY
NO. 150947013
DATE 15 SEP 47
MEMORANDUM FOR RECORD
SUBJECT: Journal of Dr. Anton Greist
Typewritten copy of Dr. Anton Greist's journal. Recovered from
personal effects after disappearance due to suspected alien intervent
August 25, 1947 at Los Alamos Lab Facility ALPHA. See adjoining shee
for CIG profile.
Translated from German.
Journal 1947
August 15
The security is tight and they take me to a white room with a
handle mounted upon one wall, and a sign which reads NO PHOTOGRAPH
DEVICES BEYOND THIS POINT. They speak rapidly in English as if thi
confuse me. I see them as they truly are, foolish impetuous boys.
for all that, they are foolish impetuous boys with the atom bomb
their pocket, given to them by a man who was even more the fool t
they, for the simple fact that he believed in them.
Blinded by ideals he marched into the sun and handed the gre
power of all to children with big britches and chips on their sho
and the horror of it was we followed without question and surren
the knowledge of a thousand charred dead.
Robert would take us in his room at the lodge on the base a
until all hours and somehow when shown on the board it all did
the thought of a detonation on the atomic level was just
that when it did occur (if it did) no one had any
thquake would tear the Ea
reaction wh

Glossary

Every sub-culture develops its own specialized language that confuses and confounds outsiders, and the world of counterterrorism, intelligence and law enforcement is no different. Slang, official terminology, and useful phrases of dubious origin have been mixed together for this glossary. In the definitions, words in **BOLD** refer to other terms in this glossary. **UNDERLINED** words are unique to Delta Green. All terms have been divided by topic for ease of use.

Equipment

BABBLE JUICE: Slang for any kind of truth drug.

BIOLOGICAL AGENT: A harmful microorganism.

BIOREGULATOR: A biochemical that regulates bodily functions. Some (endogenous) occur naturally. Others can be synthesized.

BLISTER AGENT: A chemical that blisters the skin.

BLOOD AGENT: A chemical (usually cyanide- or arsenic-based) that interferes with the exchange of oxygen and carbon dioxide between blood and tissues.

BLUE SUIT: A **CHEMTURION SPACE SUIT**.

BONA FIDES: Documents which back up a cover identity

BUBBLE STRETCHER: Portable biocontainment pod used for transportation of a **HOT** patient.

BURNER: A cheap, disposable pre-paid cell phone for use during an operation

CHEMICAL AGENT: A chemical intended to cause harm, not including riot-control agents and agents which create smoke or flame.

CHEMICAL WEAPON: A toxic chemical used to cause harm, or a munition or device designed to deliver it.

CHEMTURION SPACE SUIT: Pressurized, heavy-duty biohazard environment suit used in **BIOSAFETY LEVEL** 4 containment areas. Also known as a "blue suit" because of its color.

CHOKING AGENT: A chemical that injures the lungs.

DIRTY BOMB: A device that uses a conventional explosive to disperse radioactive material.

HATBOX: A cylindrical biohazard container made of cardboard. Also known as an ice-cream container.

HUSH PUPPY: A silenced, semi-automatic pistol designed to fire one shot per pull of the trigger and *not* to automatically eject a spent casing and chamber a new round. The action must be worked after each shot, but the only sound produced other than the suppressed shot is the sound of the hammer falling against the firing pin.

IED: Improvised explosive device, usually made from easily-obtained materials.

INCAPACITATING AGENT: A chemical that temporarily impairs physiological and/or mental functions by affecting the central nervous system.

INDUSTRIAL AGENT: A chemical that, even if harmful, was created for use in industrial operations.

JOCK STRAP MEDALS: CIA decorations kept in a safe at Langley HQ until the case officer retires.

NERVE AGENT: A chemical that interferes with the central nervous system.

PATHOGEN: An organism capable of causing serious disease or death in humans.

RACAL SUIT: Positive-pressure biohazard suit with a battery-powered air supply. For use in fieldwork with extreme airborne hazards. Also known as an "orange suit."

RADIOLOGICAL DISPERSAL DEVICE (RDD): A device, other than a nuclear weapon, designed to disseminate radiocative material.

RQ-1 PREDATOR UNMANNED AERIAL VEHICLE: A long-range drone used for reconnaissance, surveillance, and target acquisition.

SHOE: A false passport.

SOAP: Nickname for the "truth drug" sodium pentothal, a powerful barbiturate-class sedative.

THROWAWAY: A disposable firearm, usually with the serial numbers filed off.

TOXIN AGENT: An organic poison secreted by an animal or vegetable; some may be synthesized.

WEAPON OF MASS DESTRUCTION (WMD): A weapon capable of widespread death and/or destruction.

WIRE: A wiretap or body microphone.

Individuals

AGENT: Typically an employee of a government agency, particularly one who represents the agency at large. A notable exception is the intelligence community, where an agent is specifically an asset who provides information to a case officer called a handler.

AGENT OF INFLUENCE: An intelligence asset left in place to change the policy of his or her organization.

AGENT PROVOCATEUR: An intelligence asset who stirs up trouble, usually as a pretext to an intervention.

AGENT-IN-PLACE: An intelligence asset working within a foreign government.

BORDER RATS: DEA, Border Patrol and Customs agents who work the U.S.-Mexican border.

CASE OFFICER: An intelligence officer who manages agents.

CLEAN OPERATIVE: An illegal operative who has not come to the attention of law enforcement or intelligence organizations.

CLEANER: A specialist in removing forensic evidence from a crime scene.

CONTROL OFFICER OR CONTROLLER: A **CASE OFFICER**.

CUSTOMERS: The customers of finished intelligence, usually policymakers and elected officials.

CUT-OUT: A middle man somewhere between an intelligence agent and a case officer. There may be several cut-outs between agent and intelligence service.

DANGLE: An agent set up to be recruited by another intelligence service as a double agent. Also a verb.

DENIABLE PERSON: An agent whose connection to the agency or organization can be plausibly denied.

DOORKNOCKERS: Background check and security personnel who go door to door asking a subject's friends, neighbors, and relatives about the subject.

DORMANT OPERATIVE: An operative with past ties to a terrorist organization but who is no longer active.

EBE: Extraterrestrial biological entity.

FEEBIE OR FEEB: Epithet used by local law enforcement for the FBI. Highly derogatory.

FLAP-AND-SEALS MAN: An expert at surreptitiously opening mail, parcels and pouches.

FLOATER: A **STRINGER**.

FRIENDLY: A Delta Green term for someone who is not part of Delta Green and typically knows little about the group but assists with Delta Green operations.

GHOUL: An agent or officer who searches obituaries, graves, and death records for identities to be assumed in **LEGENDS**.

HANDLER: A **CASE OFFICER**.

HANDLING AGENT: FBI agent who runs agents or informers.

HIP POCKET: An FBI informant who is unregistered and whose information is not used in court.

ILLEGALS: Intelligence operatives with no diplomatic or official cover.

INVESTIGATOR: A government agent trained to investigate crimes but who does not have any special powers of arrest; not usually trained in firearms and self-defense.

MIB: Conspiracy-theory slang for agents of secret government programs that deal with the extraterrestrial or the unnatural. MIB stands for Men in Black.

MOLE: A term that may have been coined by spy novelist John LeCarré but was adopted by the intelligence services into their lexicons. A mole is an agent infiltrated into an enemy service.

MULE: A courier, often a drug courier.

OFFICIAL: A senior member of an organization.

OPERATOR: In counterterrorism, someone who wants to be a terrorist. Contrast with "special operator," a special-operations soldier.

OUTSIDE MAN: CIA jargon for an **ILLEGAL**.

PAVEMENT ARTIST: A term coined by John LeCarré. It denotes a member of an urban surveillance team.

SAC: Special Agent in Charge; federal law enforcement officer in charge of a given office. Not to be confused with the Strategic Air Command of the military.

SHEEP-DIPPED: Refers to military personnel and equipment on loan to the CIA (or to law enforcement when posse comitatus is not a concern) and operating under that authority.

SLEEPER: An agent who remains in the target country for years without performing intelligence-related activities before being activated, or "woken."

SPECIAL AGENT: An investigator who has arrest powers and has been trained in firearms and self-defense.

SPOOK: Slang for any intelligence officer, usable derogatorily or affectionately.

STATION CHIEF: The top CIA officer in a foreign country.

STRINGER: An occasional or freelance spy.

SUIT: Any upper-level administrator away from the action. Often used derogatorily.

TAGGED: Delta Green slang for someone with Delta Green clearance.

TURNED: An intelligence agent who changes sides either voluntarily or under duress.

WALK-IN: An intelligence agent who approaches an intelligence agency to offer his or services. Often highly suspect.

WATCHERS: Surveillance teams.

ZOMBIE: An agent or operative who has "officially died" and assumed a new identity for the purposes of cover and deniability.

Information and Misinformation

ARCHINT: Archeological intelligence. A term coined within Delta Green and not widely known.

BACKSTOPPING: An extremely in-depth cover. A whole new identity right down to the birth certificate.

BIGOT LIST: A short list of those with access to intelligence from a given source or operation.

BIOGRAPHIC LEVERAGE: CIA slang for blackmail material.

BLACK PROPAGANDA: Propaganda purported to issue from a source other than its true source.

BLACKER THAN BLACK: Delta Green slang for anything to do with Delta Green.

BLIND MEMORANDA: Memoranda or orders sent without letterhead or file number. Such memoranda may be destroyed with impunity to preserve plausible deniability.

BLOWBACK: When false propaganda circulated abroad is picked up by domestic news services as the truth.

BONA FIDES: Proof of identity.

CHICKEN FEED: Disinformation mixed with reliable intelligence that is sent back by a **TURNED** agent to his or her superiors.

CLASSIFICATION: The systematic division of sensitive military, intelligence, or policy materials by the danger it poses if released: **CONFIDENTIAL**, **SECRET**, or **TOP SECRET**.

CLEAN: Unknown to hostile intelligence.

COMINT: Communications intelligence. Intelligence gathered from interception of communications.

COMSEC: Communications security.

CONFIDENTIAL: Information that would be dangerous if released to the public but would not threaten national security.

DOMAIN MANAGEMENT: FBI software that maps U.S. communities along ethnic and religious lines.

EARS ONLY: Information so sensitive that it cannot be committed to paper.

ELINT: Electronic intelligence. Intelligence gathered through means such as radar, sonar, and orbital sensors.

EYES ONLY: A restriction that specifies individuals or groups allowed to view classified information.

EYEWASH: False information transmitted within an organization to conceal operations from double agents or intelligence leaks.

FININT: Financial Intelligence, gathered from monetary transactions.

FRONT: A legitimate cover organization run for the benefit of an intelligence or national-security agency; sometimes a **PROPRIETARY COMPANY**.

GREY PROPAGANDA: Propaganda with no traceable source.

HUMINT: Human intelligence. Intelligence gathered from human sources such as agents.

IMINT: Imagery Intelligence. Collecting and analyzing visual intelligence, usually photographs gathered from satellites and airborne platforms

MAINWAY: An NSA database of phone-call metadata used for traffic and social network analysis.

MARINA: An NSA application that analyzes a subject's Internet activity over the previous 365 days.

MASINT: Measurement and Signature Intelligence. Identification of (usually military) targets through distinctive characteristics.

NARUSINSIGHT: Supercomputer system used by the FBI to collect information from digital communications.

OPINT: Operational intelligence; intelligence used to conduct a field operation.

OSINT: Open Source Intelligence; intelligence-gathering that does not require classified sources or methods. Open sources can include published papers, press releases, news stories and social media.

PATTERN: The behavior and daily routines unique to an individual or an organization.

PINWALE: An NSA system for collecting and searching digital communications, including email.

PLAINTEXT: An unencrypted message.

PRISM: An NSA system for collecting Internet communications from major U.S. providers.

PRODUCT: Finished intelligence reports.

SECRET: Information that is classified because it has significant national security value.

SENSITIVE COMPARTMENTALIZED INFORMATION (SCI): Classified information that is especially restricted, usually because it demonstrates the accuracy of a secret collection technique such as a spy satellite.

SIGINT: Signals intelligence. Intelligence gathered through signals and coded-communications interception.

SOCIAL NETWORK ANALYSIS: Analysis of social structures and the ways individuals and groups interact.

SPECIAL ACCESS PROGRAM (SAP): A method of further restricting classified information by limiting access to specifically authorized individuals.

STEGANOGRAPHY: Concealing a message in a visual medium such as dots or patterns in an image.

TEAR LINE: Slang for classified information that is approved to be shared with those lacking clearance.

TOP SECRET: Classified information that must be handled with extreme care because releasing it would gravely harm national security.

TRAFFIC ANALYSIS: Gaining intelligence from the volume and patterns of intercepted messages rather than their contents.

TRAFFICTHIEF: An NSA database of metadata associated with names, phone numbers, email addresses, and other identifying information.

UNNATURAL, THE: Genuinely supernatural or alien forces, technology, or entities. Usually inimical to human life and sanity.

XKEYSCORE (XKS): An NSA computer system for searching and analyzing global Internet data.

Locations

BLACK SITE: An unacknowledged facility where a black project is conducted, such as a secret prison.

CAMP SWAMPY: Another name for **THE FARM**.

FARM, THE: CIA term for its secret training facility at Camp Peary, Virginia.

GREEN BOX: A secret location in which a Delta Green team deposits equipment for future operations or by other teams that know of it.

GRINDER: CIA briefing room for interrogating defectors.

HANGAR 18: Delta Green slang for Wright-Patterson Air Force Base, home of the National Air and Space Intelligence Center and rumored site of the Roswell crash debris.

HOT SUITE: A **BIOSAFETY LEVEL** 4 laboratory and containment facility.

ICE CAVE, THE: Among Delta Green operatives, a rumored xenobiology facility located on the DOE's Los Alamos reserve in Nevada.

INSTITUTE, THE: Slang for the USAMRIID, the United States Army's Medical Research Institute for Infectious Diseases.

LZ: Landing Zone. Area where a helicopter or VTOL can land and take off.

SAFE HOUSE: A hideaway where agents or defectors may be safely accommodated. Often refers to a place where agents or defectors can be debriefed.

SLAMMER: The **BIOSAFETY LEVEL** 4 **HOT SUITE** at USAMRIID.

SUBMARINE, THE: The **BIOSAFETY LEVEL** 4 morgue at USAMRIID.

TANK, THE: CIA and FBI jargon for a room built to be secure against surveillance.

Miscellaneous

1001: Refers to the federal law that prohibits lying to federal agents (Title 18, Section 1001). Often can be enforced even when no other crime can be proven.

ANGEL: A radar signal from the weather or unknown causes.

ANGEL HAIR: Filaments sometimes found after a UFO sighting; often suspected to be the webs of migrating spiders.

ASSET: Any person, group, instrument, installation, supply or resource at the disposal of an organization.

BLUE BOOK: Third codename for the U.S. Air Force UFO investigation project (1953 to 1969).

BURN, BURNING: Slang for an explosive chain of lethal transmissions, wherein a lethal infectious agent spreads explosively through a population.

CATTLE MUTILATION: Typically associated with UFO sightings, Satanists, or insurance fraud.

COLLATERAL DAMAGE: Civilian casualties and property damage caused by a strike against a military objective.

DISPOSABLE: Something or someone able to be sacrificed, if necessary, for the success of a mission.

FLAP: Military slang for startled confusion, such as is caused by surprise inspections.

FOREIGN INTELLIGENCE SURVEILLANCE ACT (FISA): A law that allows federal agencies to monitor suspected terrorists or spies without showing probable cause.

GAME, THE: To be "In the Game" is to be involved in an exclusive, secretive field—usually intelligence work or drug trafficking.

GRUDGE: Second codename for the U.S. Air Force UFO investigation project (1949 to 1953).

HOOAH: The Army's battle cry and signal of assent. Some say it comes from the abbreviation H.U.A., from "Heard, Understood, Acknowledged."

HOORAH: A battle cry and signal of assent sometimes used by Navy personnel who serve closely with Marines.

HOOYAH: The Navy's battle cry and signal of assent.

HOT: Lethally infectious, in a biological sense.

HOT AGENT: An extremely lethal virus.

HOT ZONE: The area of a lethal infectious outbreak.

MATERIAL SUPPORT: Money, lodging, training, documents, weapons, or personnel provided to a terrorist organization. Prosecutable even if the organization itself is fictional.

M.I.C.E.: CIA code for the four reasons people spy: Money, Ideology, Compromise, and Ego.

MILLENARIAN: Apocalyptic; foreshadowing or foreboding imminent and widespread destruction.

MOGUL: A project that used clusters of balloons with microphones to spy on Soviet nuclear tests. Its activities were behind the 1947 Roswell Incident. There was no disk. Do not ask.

OORAH: The Marine Corps' battle cry and assent signal.

OPERATIONAL CLIMATE: Describes the difficulty of carrying out intelligence operations in a locale, either due to local attitudes or strict policing.

OPTEMPO: Operational tempo, the frequency with which a military unit is deployed. High OPTEMPO tends to reduce morale and disrupt effectiveness.

OVERSIGHT: Political monitoring of **COVERT** operations by elected officials.

PLAUSIBLE DENIABILITY: Being able to claim that you didn't know about the operation, or were "out of the loop." Very important for bureaucrats and politicians.

PROSAIC EXPLANATION: A common, mundane, ordinary cause for a UFO sighting or alien encounter.

PTSD: Post-traumatic stress disorder, a wide range of lingering symptoms of exposure to trauma. Common among combat veterans, victims of violence, and disaster survivors.

SIGN: First codename for the U.S. Air Force UFO investigation project (1947 to 1949).

STEPPED ON: Radio and signal interference; as in "The signal was stepped on." Also used in the drug trade to refer to deliberate dilution of a product.

TASKED: Ordered.

TRADECRAFT: The techniques of espionage. Obscuring and covering up your actions to reduce suspicion.

WALK-IN: In UFO lore, an extraterrestrial spirit that has taken over the body of a human.

Operations

ASYMMETRICAL WARFARE: Battle between forces whose relative strength is highly disproportionate. Most conventional military actions against terrorists are asymmetrical.

BANG AND BURN: A demolition-and-sabotage operation.

BIOTERRORISM: Terrorism using a **BIOLOGICAL AGENT** or the threat of one.

BLACK BAG JOB: FBI jargon for operations involving illegal burglary or breaking and entering, either to perform a search or to install eavesdropping equipment.

BLACK BAG OPERATION: CIA jargon for bribery.

BLACK OPERATIONS: An operation that is completely "off the books," either highly secret, illegal, or outside an agency's official charter.

BLOWBACK: Any unintended (negative) consequences of an operation.

BUREAU SPECIAL: An FBI investigation carried on outside the framework of usual Bureau procedure with no files or records being maintained. Generally involves illegal or politically sensitive affairs.

BUY-BUST OPERATION: Law enforcement operation designed to lure a drug dealer to a single purchase and arrest of the dealer immediately afterwards.

CASE DEATH: An operation that fails for no discernable reason. Usually provokes suspicion of a security leak.

CLANDESTINE: An operation that should go completely unseen, such as putting a rubber raft full of agents ashore in the dead of night.

COUNTERTERRORISM: Pre-emptive or retaliatory measures to fight terrorism.

COVERT: An operation that may be seen but should not be noticed, such as an agent entering a country through customs with false identification and a cover story.

COVERT ACTION: CIA jargon for attempting to secretly influence the affairs of another country.

DAY AT THE RACES, A: Delta Green slang for an operation used to train or evaluate a candidate.

DESTABILIZATION: Creating chaos in a country for the purpose of replacing its government or paralyzing its foreign policy.

DIRTY TRICKS: CIA jargon for **BLACK OPERATIONS** and **COVERT ACTION**.

DRAIN THE SWAMP: Slang for changing an environment to make it more difficult for a terrorist network to operate.

EXECUTIVE ACTION: CIA euphemism for overthrowing a leader of a foreign country.

FALSE FLAG: An operation designed to appear as though it is being carried out by someone other than those who actually planned and executed it.

JOINT TERRORISM TASK FORCE (JTTF): A partnership between federal and local law enforcement agencies.

MOWING THE GRASS: Undertaking difficult operations again and again with superficial results but no lasting effect. Often used in reference to counterinsurgency operations and drug enforcement.

NARCO-TERRORISM: Terrorism financed by drug trafficking or meant to further the aims of drug traffickers.

NIGHT AT THE OPERA, A: Delta Green slang for a DG operation. Supplanted the term Psychotic Opera.

OVERT: An operation where no attempt is made to conceal the operation or the identities of those involved.

PSYCHOTIC OPERA: An old Delta Green slang term for a psychological warfare operation used as cover for a Delta Green operation. Supplanted by **A NIGHT AT THE OPERA**.

SPECIAL PROJECTS: CIA jargon for the tougher side of intelligence operations such as counterinsurgency warfare and paramilitary operations.

SURGICAL STRIKE: A military operation with a limited objective, meant to be performed with precision and swiftness and to leave a limited footprint.

SYMMETRICAL WARFARE: Battle between equivalent forces.

TDY: Temporary duty assignment, a brief (usually no more than two months) military deployment of an individual or team away from their unit. Sometimes written "**TDA**."

Organizations

AQUARIUM, THE: Insider slang for the GRU, or Main Intelligence Directorate, Russia's senior military intelligence agency.

ALPHABET SOUP: A reference to the many U.S. agencies known by their acronyms rather than full names (i.e., CIA, FBI, DEA, etc.)

CELL: A small group of a larger organization that is separated for security. Terrorist organizations and resistance groups are often organized into cells.

COMPANY, THE: Insider jargon for the CIA.

COUSINS: British intelligence slang for the CIA, sometimes meant derogatorily.

ECHELON: A global system for communication surveillance run by the Five Eyes

FIRM, THE: British slang for MI-6, the British Secret Intelligence Service.

FIVE EYES (FVEY): An intelligence alliance between the U.S., U.K., Canada, New Zealand, and Australia.

NOTIONAL: A CIA-owned company that exists only on paper. For the FBI, a notional is a counterfeit subversive organization set up to draw members away from real subversive organizations.

PROPRIETARY COMPANY: A company owned and operated by an intelligence agency for the support of that agency's operations. Air America was a CIA proprietary company.

PUZZLE PALACE: Slang for the NSA. NSA is often said to stand for "No Such Agency" or "Never Say Anything," due to its extremely secret nature.

SIBLINGS: CIA slang for the Defense Intelligence Agency.

Procedures

ANTI-TERRORISM: Preventative measures to reduce vulnerability to terrorist attacks.

ASSESSMENT: A 72-hour window when federal agents may legally conduct an investigation or surveillance without having a **PREDICATE**.

BIOSAFETY LEVEL: The extent of biocontainment precautions required to isolate biological agents in a laboratory. The lowest, level 1, requires little more than hand washing and thorough cleaning. The highest, level 4, requires the use of **CHEMTURION SPACE SUITS**, multiple showers, a vacuum room, an ultraviolet light room, multiple airlocks, decontamination of all water and air coming into and going out of the laboratory, and other precautions.

BLIND DATE: Meeting someone at their choice of time and place, with the accompanying risks of a set-up.

BLOWN: To be exposed as an undercover agent.

BRUSH PASS: A brief encounter between agent and officer in order to pass an item along.

BURNED: To be revealed or exposed as an undercover agent. Also a euphemism for being compromised by blackmail.

CAUTERIZATION: Removing a compromised agent to safety, or dismantling or disposing of a compromised **ASSET**.

CLEAN-UP: Removing or obscuring evidence at a crime scene.

CLOSE A CONTRACT: To kill or assassinate.

COLD APPROACH: Attempting to recruit an agent without any prior indication that the target would want to work as a spy. Highly risky and seldom done.

COMPARTMENTALIZATION: Limiting access to materials based on not only the material's security classification but also the person reading the material's need to know.

COVER: A false identity for an agent or official pretext for an operation, meant to justify actions and provide **PLAUSIBLE DENIABILITY**.

DEAD DROP: A concealed or inconspicuous location where information can be left for retrieval by another operative.

DECON: Slang for "decontaminate," in reference to infectious diseases or chemical weapons.

DIOG: The FBI's Domestic Investigations and Operations Guide, which governs undercover operations, the use of informants, and steps that may be taken without a formal investigation to gain information that may be used to pressure someone into becoming an informant.

DRY CLEANING: Losing a tail or surveillance team.

EXFILTRATION: CLANDESTINE or **COVERT** removal of personnel from an area.

EXTRACTION: Evacuate personnel from an area.

EXTRAORDINARY RENDITION: Government-sponsored abduction and extrajudicial transfer of a person from one country to another, whether for prosecution or for interrogation in a location that allows methods that would be illegal elsewhere.

FERRET SEARCHES: Surprise CIA internal security inspection.

FISA COURT: Federal court established by the U.S. Foreign Intelligence Surveillance Act to secretly review surveillance warrant requests by the NSA and FBI.

FIX: CIA jargon for compromise, blackmail, or misdirection.

FLUTTERED: To be examined by a polygraph machine.

FUMIGATING: Checking an area for surveillance devices.

GO TO GROUND: Go into hiding.

HONEY TRAP: Using sex to lure an agent into a compromising position and open him or her to blackmail.

ISOLATION: CIA code for attending the training facility known as **THE FARM**.

LEGEND: A fake biography to give a spy **COVER**.

MAKE: To recognize someone.

MAKING A PASS: Physically passing a message to or from a courier or agent, typically using a **BRUSH PASS** or a **DEAD DROP**.

MEASLES: To "die from measles" is to have been assassinated by means that make the death appear natural.

MOONLIGHT EXTRADITION: An **EXTRAORDINARY RENDITION**.

NAKED: An intelligence operative working without cover or backup.

NEUTRALIZE: To kill or assassinate. For the FBI, to "neutralize" means to damage the target's political credibility.

NUKE: Biocontainment euphemism for attempting to render a **HOT ZONE** sterile.

OPSEC: Operational security. Steps taken to ensure the operation's secrecy and success.

PLAYBACK: To have a captured agent report disinformation back to his or her superiors as if he or she were still operating normally.

PLUMBING: Work undertaken to prepare for a major operation, usually involving reconnaissance. This work is carried out by "plumbers."

PREDICATE: Information that clearly suggests an individual has violated federal law and therefore may be investigated by federal agents.

QUARANTINE: Isolation of an individual, group, or (rarely) area due to a communicable health risk.

RADIOLOGICAL OPERATION: Using radioactive materials to cause casualties or restrict the use of terrain.

ROLLED UP: When an operation goes bad and an agent, or even an entire network, is arrested.

SANCTION: To kill or assassinate.

SANITIZE: To remove all evidence of an agency's involvement in an operation. Often refers to the use of stolen cars, false I.D., and untraceable equipment.

SNITCH JACKETING: FBI technique for making a member of a subversive or organized-crime group appear to be an informer. The result is that the target must come to the FBI and become an informer or witness in order to gain government protection from his or her now-suspicious associates. Also known as "bad jacketing."

STERILIZATION: Unequivocal, total destruction of all **HOT AGENTS** in a **HOT ZONE**. Extremely difficult to achieve in practice and almost impossible to verify afterwards.

TOSS: To surreptitiously enter and search a target's domicile.

WETWORK: Assassination. Originally from a Russian euphemism: "to wet the ground" (e.g., with blood).

WINDOW DRESSING: Ancillary details to make a legend or an operation's cover more convincing.

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Sullivan, Larry Summers, Bill Sundwall, SvenTS, Stephen Swann, Victoria Swann, Graham Swanson, Chad Swenson, Eric Swiersz, Chris Sylvis, Laszlo Szidonya, Marek Szkaradek, Joseph Szuma, Craig T., James T., Katharsis T., John Taber, John Taber, Kyle Takamoto, Richard J Talbot, Ivan Tam, Adam Tanaskovic, Gray Tanner, Jaakko Tanttu, Aron Tarbuck, Thomas Tardi-Zuch, Tarnhelm69, Matt Tarplee, Laurent Tastet, Simon Taylor (Australia), Matthew D Taylor, Glen R. Taylor, Christopher Taylor, Doug Taylor, Jim Taylor, Joslyn Taylor, Russell Taylor, Scottie Taylor, Teamwrong, Yukihiro Terada, Tessier-Ashpool, Esq, Marc Tetlow, Joonas Teurokoski, Paul Tevis, Thalji, thaumaturgan, Theo, Steven Thesken, Dave Thomas, Richard Thomas, Robert Thomas, Mark Thompson, Michael Thompson, Owen Thompson, Dana Thoms, Ewan Thomson, Michael Thorn, Greg Thorne, Adam Thornsburg, Alex Thornton-Clark, Tianlong, David Tide, Ruth Tillman, Erik Tinberg, Jim Tinney, Tabitha Tipper, Jacob Tittle, Tomas Aleksander Tjomsland, Anderson Todd, Aser Tolentino, Martijn Tolsma, Paul Tomes, Jacob Torgerson, David "Daniel Mormsen" Tormsen, Jorge A. Torres, Steven Torres-Roman, Benjamin Tortorelli, Toshikage, Eric M. Townsend, Nick Townsend, Rob Townsend, Lance Tracy, Pete Tracy, Sean Trader, Kevin Trainor, Jr., Tim Trant, B. Travern, TRC - Taastrup Roleplaying Club, Guillaume Tremblay, Ben Trendle, Gil Trevizo, Jacob Trewe, Ged Trias, Trifletraxor, James G Trimmier, Tripleyew, Frank Troise, Søren Troldskov, George Tsemberlis, Daniel Tsuji, Paul Tucker, Martin Tulloch, Lothar Tuppan, MW Turnage, Bruce Turner, Jason Turner, Amedeo Turturro, Chris Tutt, TwistedBishop, Mark Tygart, Leandro Mena Ugarte, Charles "Lukkychukky" Ulveling, Prakarn Unachak, J Jack Unrau, Anthony Valterra, VampirepauL, John Varan, Thomas Varga, Zsolt Varga, Roberto L. Vargas, Daniel Veillette, Luis Velasco, justin velo, Jason "Hierax" Verbitsky, Thomas Verdan, Nicholas Vessey, Steven Vest, Karl Vestin, Jason Vey, Kris P. Vezner "The Vez," Sid Vicarious, James Vincent, Ngo Vinh-Hoi, Jori Virtanen, Cesar Viteri, Laura Vogel, Linette Voller, L. Vollum, Geoffroy Voyard, Nicholas de Vry, Janne Vuorenmaa, Aarre Vuorio, Logan W, Nick W, Drew W., James Waggoner, Ralf Wagner, Asenath Waite, David Waldron, Bearhat Walker, Ben Walker, Bulldog walker, Jae Walker, Matthew Walker, Dirk Walls, Kieran "R.J. MacReady" Walsh, Dave Walsh, JD Walsh, Matthew Walsh, Michael Walsh, Jeff Waltersdorf, S. A. Ward, Ian M Ward, Adam Ward, Lester Ward, Phil Ward, Steven Ward, Mark Warden, Daniel Ware, Matthew Wasiak, Petter Wäss, Yuta Watanabe, Jay Watkins, Cara Watson, Paul Watson, Luke Watt, Darren Watts, Mike Wawrzyniak, Andy Way, Mathew Weathers, Brady RJ Webb, Dave Webb, Matthias Weeks, Navin Weeraratne, Jake van der Weide, David Weidendorf, Steven Weidner, Sven Weihnacht, Weird, weirdocollector, Joshua Weiss, Cory Welch, Raymond Welt, Sebastian Werner, Petri Wessman, John Alan West, Bradley West, Chris Westbrook, Calliope Westbrooke, Anders Westermark, Jonathan Westmoreland, Tom Weston, Yronimos Whateley, Jamie Wheeler, Joe Wheeler, SeanMike Whipkey, Terry RW Whisenant, Adam Whitcomb, Benjamin White, Daniel White, Duncan White, Kevin White, John Whitehead, Bryan Whitlock, Levi Whitney, Joshua Whittaker, Sean Whittaker, Simon Whorlow, Christian Wiessner, Henric Wiktor, Barac Wiley, Gordon Wiley, Ron Wilhelm, Charles Wilkins, J. Wilkins, Mark Wilkins, Alan Wilkinson, Dai Williams, Jason Williams, Lyle Williams, Philip Williams, Russell Williams, Tool Williams, Michael Williamson, Toby Williamson, Matt Willis, Nate Willis, Jonathan H. Wilson, Damon Wilson, Doug Wilson, Frank Wilson, John Wilson, Kevin Wine, Keigan Wise, Matt "trollboy" Wiseman, Dawid "Dievas" Wojcieszynski, Miss Ursula B. Wolcott, Jesper Wøldiche, Robert Wolfe, Johnny Womack II, Sam Wong, David Woo, Keith (Krazy) Wood, Alex Wood, Shawn Wood, Sid Wood, Jim Woodcock, Graham Woodhouse, Paul Woods, Chris "Wooberman" Woodward, Woogy, Sean Worcester, Brave New World, Steaven Woyan, John J. Wright, William Ray Wright, Michael Wright, Philip Wright, Randall Wright, Ian Wyant, Arthur Wyatt, Lin Wyeth, Brianna Wyn & Corwyn Crawford, Chor Kun Xin, Matt "Xornn," Yutaka Yamaoka, Amnon Yarom, Daniel Yauger, Boon Hwee "Bonkers" Yeo, Matthew Ykema, Lord Yod, Tariq York, Wesley James Young, Arthur Young, Kerry Young, Riccardo Zampieri, Garsha Zanjani, Grzegorz Zdanowicz, Sam Zeitlin, David Zelasco, Nik Zeltzer, Michael Zenke, Jeremy "Bolthy" Zimm, J H Zimmer, Pedro Ziviani, and Zurotzu.

PERSONAL

NAME AND RANK		PROFESSION AND EMPLOYER
SEX ☐ F ☐ M ☐ _____	AGE	PHYSICAL DESCRIPTION

REMARKS

PERSONAL DETAILS

GEAR AND NOTES

SPECIAL TRAINING	SKILL OR STAT USED

RESTRICTED
TOP SECRET
DELTA GREEN

EQUIPMENT

WEAPONS	SKILL %	DAMAGE	ARMOR PIERCING	RANGE

ARMOR

Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.

INJURIES

WOUNDS AND AILMENTS

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

STATISTICAL DATA

STATISTICS	SCORE	×5	DERIVED ATTRIBUTES	MAX	CURRENT
Strength (STR)			Hit Points (HP)		
Constitution (CON)			Willpower Points (WP)		
Dexterity (DEX)			Sanity Points (SAN)		
Intelligence (INT)			Breaking Point (BP)		
Power (POW)					
Charisma (CHA)					

PSYCHOLOGICAL DATA

BONDS	SCORE

MOTIVATIONS AND MENTAL DISORDERS

INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

SKILLS

Accounting		First Aid		Ride	
Alertness		Forensics		Science:	
Anthropology		Heavy Machinery			
Archeology		Heavy Weapons		Search	
Art:		History		SIGINT	
		HUMINT		Stealth	
Artillery		Law		Surgery	
Athletics		Medicine		Survival	
Bureaucracy		Melee Weapons		Swim	
Computer Science		Military Science:		Unarmed Combat	
Craft:				Unnatural	
		Navigate		Languages & Other Skills:	
Criminology		Occult			
Demolitions		Persuade			
Disguise		Pharmacy			
Dodge		Pilot:			
Drive					
Firearms		Psychotherapy			

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DELTA GREEN

PERSONAL DATA

1. LAST NAME, FIRST NAME, MIDDLE INITIAL	2. PROFESSION (RANK IF APPLICABLE)
3. EMPLOYER	4. NATIONALITY

5. SEX	6. AGE AND D.O.B.	7. EDUCATION AND OCCUPATIONAL HISTORY
☐ F ☐ M ☐ _____		

STATISTICAL DATA

8. STATISTICS	SCORE	×5	DISTINGUISHING FEATURES
Strength (STR)			
Constitution (CON)			
Dexterity (DEX)			
Intelligence (INT)			
Power (POW)			
Charisma (CHA)			

9. DERIVED ATTRIBUTES	MAXIMUM	CURRENT
Hit Points (HP)	(STR + CON)/2	
Willpower Points (WP)	POW	
Sanity Points (SAN)	99 – Unnatural	
Breaking Point (BP)	N/A	

10. PHYSICAL DESCRIPTION

PSYCHOLOGICAL DATA

11. BONDS	SCORE
☐	
☐	
☐	
☐	
☐	

Check a damaged Bond's box until the next Home scene ends.

12. MOTIVATIONS AND MENTAL DISORDERS

13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE

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

APPLICABLE SKILL SETS

☐ Accounting (10%)		☐ First Aid (10%)		☐ Ride (10%)	
☐ Alertness (20%)		☐ Forensics (0%)		☐ Science (0%):	
☐ Anthropology (0%)		☐ Heavy Machinery (10%)			
☐ 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%)		☐ Survival (10%)	
☐ Bureaucracy (10%)		☐ Melee Weapons (30%)		☐ Swim (20%)	
☐ Computer Science (0%)		☐ Military Science (0%):		☐ Unarmed Combat (40%)	
☐ Craft (0%):				Unnatural (0%)	
		☐ Navigate (10%)		Foreign Languages and Other Skills:	
☐ Criminology (10%)		☐ Occult (10%)		☐	
☐ Demolitions (0%)		☐ Persuade (20%)		☐	
☐ Disguise (10%)		☐ Pharmacy (0%)		☐	
☐ Dodge (30%)		☐ Pilot (0%):		☐	
☐ Drive (20%)				☐	
☐ Firearms (20%)		☐ Psychotherapy (10%)		☐	

Check a box when you attempt to use a skill and fail. After the session, add 1D4 to each checked skill and erase all checks.

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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

Body armor reduces the damage of all attacks except Called Shots and successful Lethality rolls.

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)							
(b)							
(c)							
(d)							
(e)							
(f)							
(g)							

REMARKS

17. PERSONAL DETAILS AND NOTES

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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