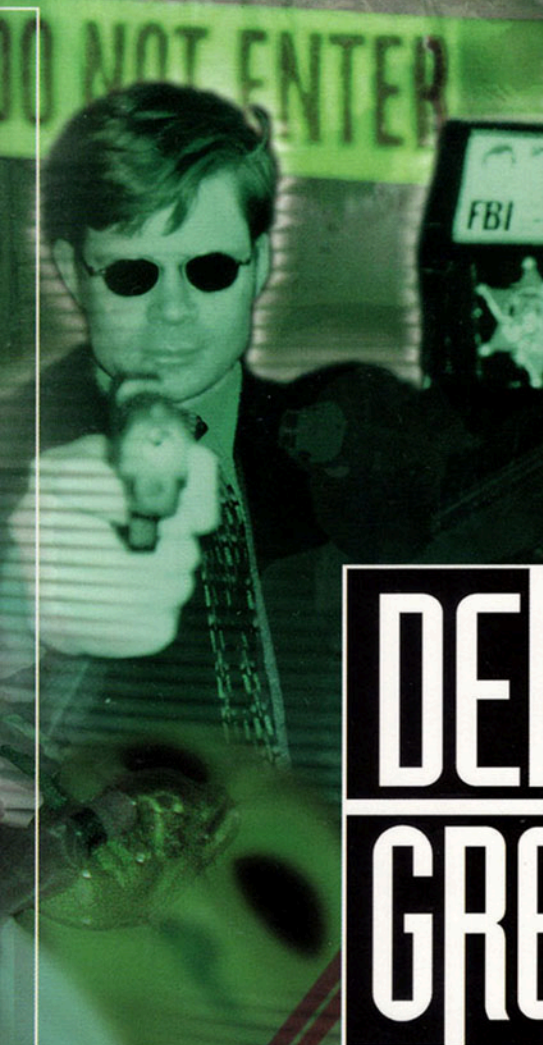


# CTHULHU LIVE



DELTA  
GREEN

MODERN HORROR AND CONSPIRACY LIVE-ACTION ROLE-PLAYING

# WARNING!

Always exercise caution when playing *Cthulhu Live*. Be careful that no physical harm come to players in the course of the game. In addition, players should be careful not to disturb people in their surrounding environment who are not participating in the game.

*Cthulhu Live* is a theater-gaming experience. Stories, events, action, and suggestions in this book are meant for show and entertainment only.

All occult and religious elements in this book are fiction and intended for entertainment purposes only.

The publisher and author will not be held responsible for any action committed, by intent or accident, before, during, or after playing *Cthulhu Live*. Nor will the publisher or author be held responsible for any action derived from the content of this book.

**READER DISCRETION IS ADVISED!**



# Delta Green

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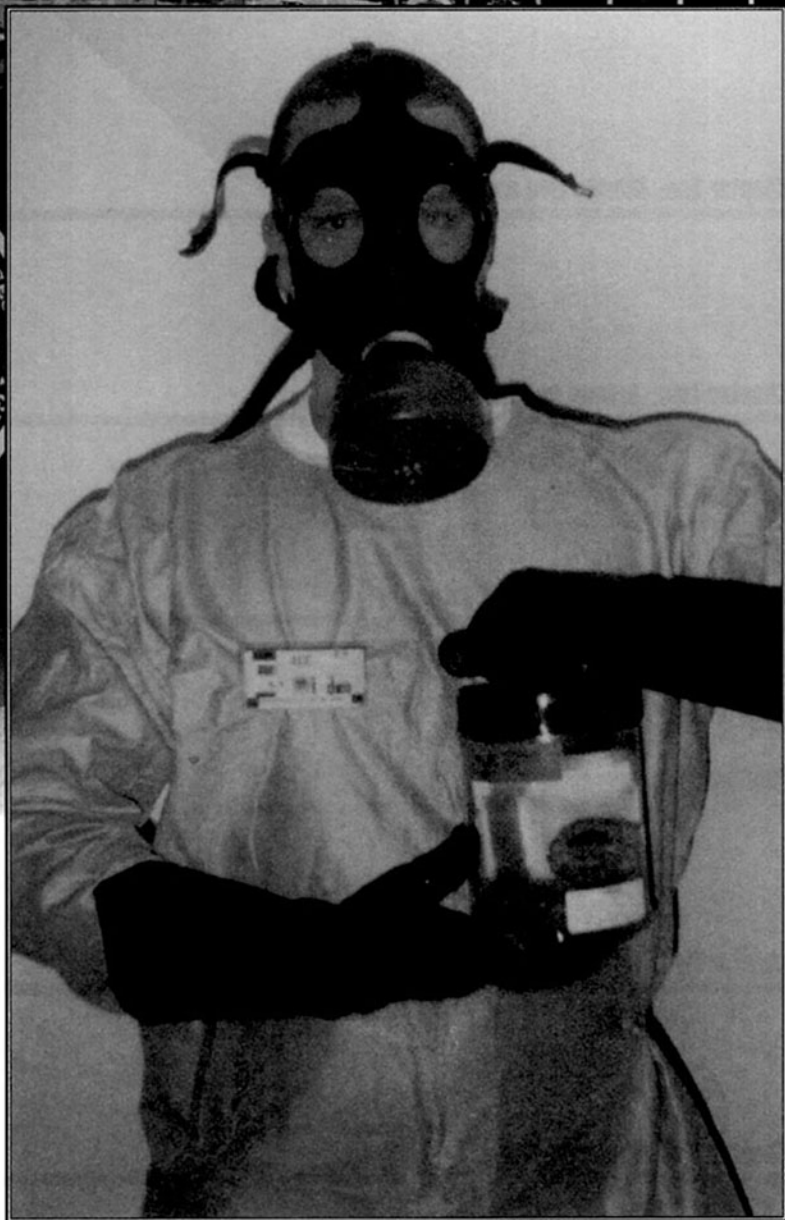
Special thanks to Julia. For your loving support and your patience regarding too many late nights in front of the computer, strange kitchen experiments, and the strangest collection of items growing in our closets.

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# DELTA GREEN CONTENTS

<b>Chapter One: Cthulhu Live and Delta Green</b>	<b>5</b>
<b>Chapter Two: Groups and Conspiracies</b>	<b>33</b>
<b>Chapter Three: Close Assault System</b>	<b>79</b>
<b>Chapter Four: Stagecraft</b>	<b>95</b>
<b>Chapter Five: Tradecraft</b>	<b>119</b>
<b>Chapter Six: Parapsychology</b>	<b>177</b>





# Chapter One

## CTHULHU LIVE AND DELTA GREEN

### WHAT IS DELTA GREEN?

**G**ood question, my friend. Very good question, indeed.

Ten years ago, I asked that very same question of a fellow at the Library of Congress. I've been asked that same question maybe a dozen times since then. I'd like to tell you differently, but I handed those guys the same line of bullshit that I got served behind the rare-books stacks. It's the same line you're going to get today.

I suppose I could wax poetic on the subject. You know, like: "If the intelligence community was a family, Delta Green would be the uncle nobody talks about." Or more accurately: "Being in Delta Green is like being on a garbage scow that's sinking, and all around the water's on fire." Got that one from Tom Waits. After a few Delta Green ops, your life will start to feel like a Tom Waits tune. Except when I dream, I'm never innocent.

My dreams... ah! Now there's a subject. Suffice to say they're like a continuous reel of operational disasters; some real, some imagined. Up until three years ago I was mixing bourbon with prescription REM-sleep suppressants to get through the night. Then I had my first breakdown. A.A. was out of the question—what the hell would I tell my sponsor? Since Delta Green doesn't exist, there's a paucity of support groups for agents who unravel. I think we lose more agents from mental burnout than from physical casualties.

So, what is Delta Green?

The good news is, I haven't begun lying to you yet. As your cell leader, I'll get around to that sooner or later. You can count on it. You work for Delta Green and you can be sure at some point someone is going to decide there's some piece of information your cell doesn't need to know for its mission, and its going to cost lives. I guarantee it.

The bad news is, I haven't answered your question. And I may never, since I'm not really sure I know the answer. There have been times that I thought I knew, and every time I've been wrong.

How about an easy question? Like, "Who am I?" Well, I'm just what it says in my file: "Special Agent Henry Dodge has failed his second psychological fitness review and, due to his near-suicidal disregard for personal safety, can no longer be recommended for field assignments."



*So, I'm a psycho-burnout Fed with a death wish. Just the kinda guy Delta Green goes trawling for. Just like you're going to be, unless you get killed first. Why would a covert government agency want a guy like me? Because only a psycho-burnout with a death wish would take a Delta Green assignment.*

*Did I say "covert government agency?" Is Delta Green a covert government agency? Well, yes... sort of.*

*Or, at least, once upon a time.*

*Once upon a time there was a group of men who could see clearly and who were willing to take responsibility to do what needed doing. They were called Delta Green. However, while doing what needed to get done, they did it wrong. Hence, Delta Green no longer exists. Officially, anyway.*

*We still see and we still do what needs to get done, only today, if we get caught doing what needs to get done, we'll be doing time. Because no one in their right mind is ever going to believe what needs to get done.*

*"What needs to get done?" For a start, books need to be burned, artifacts smashed into powder, men need to be silenced, and ultimately, the future must never be allowed to become the present.*

*"What does Delta Green want from you?" Nothing short of the rest of your life. Delta Green wants you to pick up where I left off—doing what I've been doing for the last ten years. I've falsified official reports. Lied under oath. Planted evidence. Stolen and destroyed evidence. Stolen and destroyed federal property. Run illegal wiretaps. Abused the power and authority of my office. Gone AWOL. Committed arson, burglary, grand larceny, aggravated assault, battery, homicide. On three of those occasions, what I did was nothing short of cold-blooded murder. And all in the name of doing the jobs nobody else can or will.*

*It ought to make me feel untouchable. Above the law. All it does is make my stomach churn, my head pound, and make me want that first drink so goddamn badly I think I'm going to crawl out of my skin. And the really scary thing is once I'm taken off the FBI active-duty list, I'll have even more time to devote to Delta Green ops. More opportunities to get pulled apart like a gingerbread man. More opportunities to claw out my own eyes. More opportunities to collect a thousand more memories I don't want to have.*

*And once you're in, you're in for life. You don't retire. You don't quit. Even after you screw up your career with whichever alphabet-soup agency you call home and find yourself with an early retirement, you're still not out. Not ever. I've seen a guy out of the game for over twenty years get the call for one more Night at the Opera. Damnedest thing is, he just packed his bag, kissed his wife, and left with me without so much as a blink of hesitation. He was a good man. A goddamn good man.*

*It's your own fault, you know. If that last case report hadn't had that "paranormal bouquet" we never would have given you the call. You handled yourself well, though. You got the job done. You saw through what should be and saw what was really going on. And*

*when that thing came flapping down from the stars, its wings sparkling with ice crystals it picked up from Saturn's rings, you kept your cool and put it down. You covered it up well, too. You disposed of what couldn't be explained, cooked up a decent cover story to match the forensics, and kept your mouth shut. You did good, it's just that we know what to look for.*

*So, now you need to decide: Do you close your eyes to what you've seen and go back to sleep, or do you come with this "psycho burnout" and do the impossible against the unbelievable and keep the future at bay for another day?*

*What's it going to be? In or out?*

*Yeah? You dumb shit.*

Welcome to Cthulhu Live: Delta Green, the live-action adaptation of Pagan Publishing's dark vision of modern horror and conspiracy in the worlds of H.P. Lovecraft. Since its first publication in 1996, Delta Green has become a wildly successful phenomenon in the roleplaying community, spawning two award-winning supplements for the Call of Cthulhu game, collections of short fiction, and a host of Internet mail lists and websites. Delta Green elements have been featured in several Cthulhu Live products to date, and we are pleased to present Cthulhu Live: Delta Green, in cooperation with Pagan Publishing and the Delta Green Partnership.

Cthulhu Live brings the Delta Green experience to a new level of gaming, putting players into real-world settings and a live-action environment of grim conspiracies, dark paranoia, and eldritch horrors seeping into the modern world. The End Times are sitting on our doorstep as the Great Old Ones stir from eon-old slumbers. The all-too-fragile barriers of this wicked world have begun to crumble. Our governments, a puppet show of elected drones controlled by the military-industrial complex, bargain with alien races to sell out the lives and souls of their own citizens. The corruption and foulness of those from Outside have poisoned us to the very core. We bear their stamp through the bloodlines of ancestors immemorial, carrying a genetic time-bomb within our veins. Slaves and playthings of the darkness, waiting for the stars to turn right once more and for the ancient masters of this spinning ball of mud to return and reclaim what was theirs.

This supplement is designed for use with the Cthulhu Live Second Edition rules. Containing a wealth of background materials, new rules, templates, skills, and extensive stagecraft notes, this supplement contains everything a group of players and their game staff require to bring the grim, paranoid world of Delta Green to live-action gaming. For extended live-action campaigns or for additional background details regarding this dark setting of modern conspiracy and the Cthulhu Mythos, the addition of Pagan Publishing's Delta Green and Delta Green: Countdown sourcebooks are strongly recommended.

Now... let the game begin.



## DELTA GREEN CAMPAIGNS

"This is another type of war, new in its intensity, ancient in its origins. War by guerrillas, subversives, insurgents, assassins... seeking victory by eroding and exhausting the enemy instead of engaging him."

— John F. Kennedy

### KEEPER CONSIDERATIONS

As the Keeper, you lay the groundwork and define the truth, horror, and despair of the Delta Green campaign world. Take the time to meet with your game staff and discuss the plot of the campaign, the setting, and the organizations involved. The Delta Green universe has countless options from which to choose. Each and every one of them will influence the theme, goals, and action of your campaign. Pick and choose carefully, but don't make the mistake of trying to incorporate every organization, conspiracy, and conflict into a single set of games. It's a big and very dangerous world out there. Even the largest shadows pass unawares in the night. Establish the basic foundation for your Cthulhu Live: Delta Green campaign. Then let it take on a life of its own, slowly growing and expanding with the actions, successes, and failures of your players.

Will your campaign focus on the conflict between Majestic-12 and Delta Green? A shadowy, untouchable organization bargaining away the fate of the human race for extraterrestrial science and technology is opposed by a loosely organized conspiracy fighting ancient horrors and a sinister new threat they are only just beginning to comprehend.

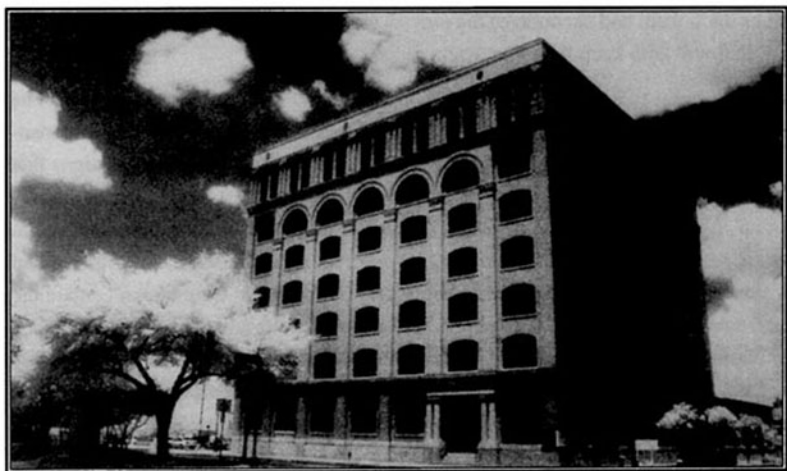
Or perhaps you would prefer to feature the old struggle between Delta Green and the diabolical Karotechia. This war, believed to have been won decades ago, is reemerging into the new millennium with the horror of the Fourth Reich built upon a foundation of blood and the blackest of magic.

Maybe your campaign will explore the covert operations of PISCES, slowly uncovering the unspeakable horror devouring the British Isles from within.

You may approach the Delta Green universe from a completely different perspective, following the investigations of SaucerWatch and Phenomen-X into the mysteries of UFOs and the paranormal.

You may base your campaign on these or any number of possible agencies, corporations, cabals, cults, or individuals who wake to find themselves ensnared in the horrid truth that lies behind the serene illusions that have lulled us to sleep and blinded us to the abyss yawning at our feet.

Where will the game unfold? Cthulhu Live games set in decades past are best played in a relatively small and restricted environment to minimize modern disruptions and anachronisms. Delta Green games are best played across a variety of locations throughout your own city. Take full advantage of the modern setting and choose locations to suit the atmosphere and needs of the script. While the most intense and disturbing game



scenes are wisely set in the confines of a player's home or in an isolated setting, other actions within a Delta Green campaign should be taken to the streets of your home town.

Grassy public parks, subterranean parking garages, narrow back alleys, crowded bars, cheap motel rooms, the steps of the city courthouse—all these locations capture the atmosphere and paranoia of Delta Green. In this world, the horror lurks behind every corner, a monster hides behind the mask of every smile. Meetings, information drops, covert observation and tailing of suspects—bring your Delta Green campaign to life by literally bringing it out into real life. Be sure to plan your scenes and locations so that appropriate actions are conducted in public while the inappropriate, but all too necessary, tasks are performed in the shadows.

It is likely that some or all of the players in your campaign will be agents or “friendlies” of Delta Green. Decide if they are already members of this organization or should experience the process of recruitment and indoctrination firsthand. The former option allows you to hit the ground running and is ideal for one-shot games and short campaigns. The latter option creates a richer storyline and reinforces the conspiracy structure of Delta Green, but it is most appropriate for a longer running live-action campaign.

The first game might feature the players as a group of federal agents, intelligence operatives, or military personnel who come face to face with the horrors of the Great Old Ones and their minions. The survivors of that fateful encounter may be approached by a mysterious man or woman, recruited into a shadowy government-sanctioned organization and kept in the dark about the true nature and conspiratorial structure of Delta Green for some time. Eventually the players may be incorporated as full agents of Delta Green and organized into a formal cell, or they may be strung along as “friendlies” with varying levels of insight indefinitely. This impresses the need for secrecy regarding Delta Green

operations upon them and encourages the players to think like paranoid conspirators. This is a skill that will help keep their characters alive.

You may want to use additional published material to flesh-out your campaign. The Cthulhu Live Player's Companion contains a wealth of information on creating and managing both long-term investigator campaign games and the dark shadow campaigns that fit so well into the Delta Green universe. *Shades of Gray* and *Lost Souls* offer additional live-action rules, plot ideas, and a variety of sinister cults and organizations that might make an appearance in your campaign to keep your players off-balance and ever vigilant to new threats. Pagan Publishing's *Delta Green* and *Delta Green: Countdown* contain the heart and soul of this universe, with all the background details and source material that a Keeper could ever need. Modern day *Call of Cthulhu* scenarios published by Chaosium, Inc. or from back issues of *The Unspeakable Oath* are easily incorporated into a Delta Green campaign.

### PLAYER CONSIDERATIONS

"Choose life. Choose a job. Choose a career. Choose a family. Choose a fucking big television, choose washing machines, cars, compact disc players, and electrical tin openers. Choose good health, low cholesterol, and dental insurance. Choose fixed-interest mortgage repayments. Choose a starter home. Choose your friends. Choose leisurewear and matching luggage. Choose a three piece suit on hire purchase in a range of fucking fabrics. Choose DIY and wondering who the fuck you are on a Sunday morning. Choose sitting on that couch watching mind-numbing, spirit-crushing game shows, stuffing fucking junk food into your mouth. Choose rotting away at the end of it all, pishing your last in a miserable home, nothing more than an embarrassment to the selfish, fucked-up brats you have spawned to replace yourself. Choose your future. Choose life... But why would I want to do a thing like that?"

— Renton, *Trainspotting*



As a player you will have the opportunity to design your own character, your alter ego in the Delta Green universe. Always consult with your Keeper and hear what advice, suggestions, or restrictions he may have for the upcoming game or campaign. Unique script considerations or requirements may call for specific character types. One game may be perfect for a team of FBI Special Agents, but another game may be better suited for a gang of professional criminals or a motley collection of social misfits and paranoid conspiracy theorists. Although government conspiracies and cover-ups are the heart and soul of Delta Green, many games too often fall into the "suit and mirror-shades" cliché. Don't feel limited to a team of federal agents or national intelligence operatives. The dedicated UFOlogists of SaucerWatch or the sensationalistic documentary film crew of Phenomenon-X offer tremendously fun and engaging roleplaying opportunities.

Since this is a live-action game, costumes and props add a great deal to the gaming experience. Delta Green games are usually played in a contemporary setting, so finding an appropriate costume is fairly simple. How would your character dress? Flashy clothes, conservative suits and ties, jeans and a tee shirt or a ragged fashion disaster? Your appearance in a live-action game helps make or break the illusion just as much as your roleplay and acting abilities. Don't show up to play an FBI agent wearing cutoff jeans and a sweat-shirt unless the Keeper specifically requested that you be attired as an undercover agent. Making the effort to find an appropriate costume is a sign of courtesy to both your fellow players and the game staff, who put a great deal of time and effort into organizing the event.

Your Keeper should provide you with special props unique to the upcoming game but players are encouraged to provide their own small, personal props. A watch, notepad, pen, and other basic items are useful for all characters and should be considered the minimum personal props brought along with your character's costume. Cameras, pocket tape recorders, binoculars, cell phones, a briefcase or gym bag, and similar props are a bit more advanced, but are still reasonably common and valuable items for most characters. Think about what common items your character might possess and would be appropriate to bring along for the game.

Props such as toy handguns, shotguns, submachine guns, rubber or plastic knives, badges, radios, Geiger counters, lockpick sets, biohazard clean suits, and other specialized items are usually provided by your Keeper. His or her approval is required on all weapon props or unusual personal items in the interests of safety and game balance.

If characters are assigned in advance, players are welcome to bring their own special props to help out the Keeper and provide a more personal touch for their characters. Perhaps you might want to bring your own cap pistol, with a small laser pointer along the barrel to be activated as a laser sight during combat. Maybe you have built a pistol-grip shotgun or a submachine gun prop for your agent using your own designs or from tips included in the Cthulhu Live Player's Companion. You might want to create your own badge and identification props, or bring in two-way radios and similar items to share among your team. Your game staff must still inspect and approve any props you bring for the game.

Your Keeper and game staff will plan ahead to organize the game events in the most appropriate surroundings. Rest assured that the most extreme and violent scenes will only be conducted in private and reasonably secure locations. Those are the times when stage-blood flows, Mythos monsters loom in the darkness, dramatic rituals are performed, and combat explodes with scenes of gunfire and flashing knives. Scenes held in public locations are usually intended for information exchanges, character development, or to trail suspects from one game scene to the next. Such scenes may take place in libraries, restaurants, parks, bus terminals, and other public locations.

Players are expected to use their good judgment and common sense during the game. Weapon props are never to be brandished in a public area and breathless chases are inappropriate through a crowd of bystanders. Weapons—or any props that could be mistaken for weapons—must never be brought into certain secured areas a Keeper may utilize for a game scene, such as your local airport or county courthouse. A secret meeting between hostile agencies, for example, may be conducted on the neutral ground of an airport coffee shop for the simple reason that no weapons could be brought through the security gates. Use your head when playing Cthulhu Live, or when in doubt, ask your Keeper. The Keeper or members of the game staff serve as “real-world liaisons” during the game, but be prepared to drop back into reality at any moment. Remember that this is just a game. Don’t do anything stupid in the interests of staying in character. Please maintain a degree of discretion and respect for bystanders whenever you may be playing in a public area.

You are now playing federal agents or members of secret cults, conspiracies, and organizations. Stay on your toes and watch your back. Be very careful in whom you place your trust; the Delta Green universe is deadly and unforgiving. Avoid the trap of conventional logic and consider how to use your character’s unique skills and professional authority during the game.

NPC actors on your game staff will reappear in multiple roles throughout the evening. The Keeper orchestrates the event and dispatches new NPC roles off the cuff to interact with players, react to their actions, or add color and personalities to a scene.

Beyond basic concerns of safety and appropriate public conduct, get out there and have fun. No one can promise your character success, survival, or even the courtesy of a clean death, but you can expect excitement, suspense, horror, and memorable roleplaying experiences!

## NEW SKILLS

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“The first casualty in war is truth.”

— Senator Hiram Johnson

The following pages detail a selection of new skills for Cthulhu Live, along with a summary chart of all skills created to date and presented in other game supplements. The Keeper always has the final decision regarding what skills may be allowed in the game.



Some fields of knowledge may unbalance the game script, while others may be essential for success. Players may design their own skills, subject to Keeper approval. Consult Cthulhu Live Second Edition for ideas and guidelines on new skill creation.

Skills in Cthulhu Live tend to be broadly defined fields of knowledge, to allow room for the individual interpretation and flexibility required for live-action roleplay. The combination of certain skills helps to define a character's professional education and assists the Keeper when determining specific capabilities.

Skill costs are intended as guidelines for players and Keepers, but are not graven in stone. A Keeper may adjust skill point costs as he sees fit, particularly if a character already knows some interrelated skills. This is especially appropriate in games set in the modern era, a time of information overload and a continual drive for education and development to survive in the contemporary professional market.

A character who already has the Computer Programming and Electrical Repair skills, for example, might learn the Communications skill at two points instead of three. Or a character with the Chemistry and Military Science skills might be able to purchase the Demolitions skill for just one point instead of two. Ask your Keeper if you think your character might be entitled to reduced skill costs. This benefit is rarely extended to four-point "science" skills or special skills such as Mysticism or Cthulhu Mythos. Nor does it allow cutting corners on prerequisite skill paths, such as the First Aid/Biology/Medicine/Surgery skill series.

#### **BIOCHEMICAL OPERATIONS (EDU) 2 Points (Requires either Chemistry, Biology, or Military Science)**

An add-on to one of several existing skills, Biochemical Operations represents the knowledge of natural and manmade biohazards and weapons of mass destruction. The character is familiar with procedures and equipment required for protection against the hazard, limiting the spread of a virulent contagion, and how to contain and clean a contaminated area or hotzone. With Chemistry or Biology as a base skill, the character may create dangerous chemical or viral agents given time and the proper equipment. Military Science as a base skill includes a familiarity with the capabilities, handling, and deployment of weapons of mass destruction (including nuclear weapons).

#### **COMMUNICATIONS (EDU) 3 Points**

This skill represents knowledge of modern radio, telecommunications, and satellite technology. The character is able to set up and repair communication arrays, establish satellite uplinks, and maximize the range of radio transmissions. Given the appropriate equipment, he can track and establish line of bearings to signal emitters, intercept and jam radio transmissions, and set up telephone wiretaps. With the Electrical Repair skill, he can construct his own bugs and listening devices. With enough time and the right technology, he can digitally alter videotapes and voice recordings, or may be able to tell if others have tampered with or altered such recordings.

### **CONSPIRACY THEORY (EDU) 2 Points**

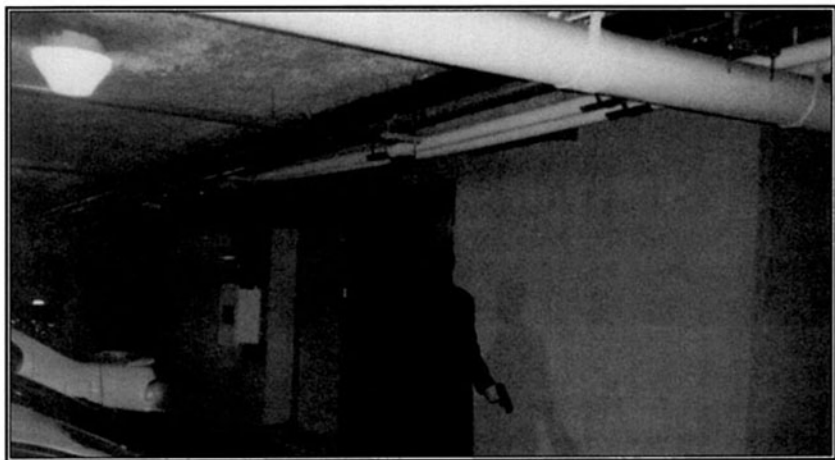
This character is an authority on modern conspiracy theories. It is left up to the player if he actually believes these dark, hidden truths behind the governmental machine or merely enjoys these paranoid fantasies as intellectual games and curiosities of urban folklore. The player selects several conspiracies as personal specialties, one for every four points of EDU. All specialties should be approved by the Keeper, and may include such conspiracies as the JFK assassination, the Roswell saucer crash and Majestic-12, Masonic lodges and the New World Order, CIA mind-control experiments, rock music and modern Satanic cults, and others. The character has a nodding familiarity with other theories beyond his personal specialties, since so many conspiracies are interrelated and build upon each other. If the player has the History skill, he may also select from a range of pre-20th century conspiracies: The development and influence of the Bavarian Illuminati, the Prieur de Sion and the sacred Merovingian bloodline, the mysteries of the Knights Templar, the occult Rosicrucian network of Europe, and so on.

Skill tests generally take the form of knowledge checks requested by the player. What role did the Mafia play in Kennedy's death? What is the significance of the Holy Grail to the Merovingian dynasty? What does the Skull & Bones Society have to do with the New World Order? The player tests against his full EDU when making a skill test for one of his specialties, but suffers a five-point (one Difficulty Category) penalty when testing for knowledge on less familiar theories. The Keeper never tells the player if he fails a test, but will instead provide erroneous information that may mislead or confuse the investigation.

In addition to the more common conspiracies mentioned above, there are scores of even stranger theories from which a player may choose: Nazi black-magicians, the Spear of Destiny, a Fourth Reich being built from the jungles of South America and from subterranean Antarctic bases; growing numbers of desperate and insane homeless persons who have turned cannibal and live in the subways and sewers of major American cities; an ancient race of lizard men using magic to disguise their appearance, ruling mankind through the royal families of Europe and modern industry and finance. Who knows if these theories are complete fantasy or if grains of truth lie at the core?

### **CRYPTOZOOLOGY (EDU) 2 points (Requires Biology)**

This skill defines speculative theory of unknown animal and plant life. The study of the Sasquatch, the Loch Ness Monster, the Jersey Devil, the Kraken, and other mysterious creatures fall under this skill, as do theories of sentient aquatic and subterranean races. Cryptozoology is generally dismissed as a crackpot field of science and not respected in most academic circles. Provided with solid facts regarding a strange or hostile ecosystem, such as the depths of the ocean or even an alien planet, the cryptozoologist may develop theories about life-forms which might survive in these environments. This skill may provide valuable insight into the biology and life-cycles of some lesser Mythos races. At the Keeper's discretion, a Cryptozoologist may purchase the Cthulhu Mythos Skill at one point below list cost if an appropriate source or subject is available for study.



### **ESPIONAGE (EDU & DEX) 3 Points**

Originally presented in *Cthulhu Live: Shades of Gray*, the Espionage skill is listed again here for obvious reasons. The character has been trained in the science of espionage by a national intelligence service or secret society. He is familiar with the capabilities and utilization of cutting-edge surveillance technology, although he is not necessarily able to repair or construct these devices on his own. The agent knows the best techniques and locations for planting these devices and may use this same knowledge to sweep a room for bugs and hidden cameras. He may use his skill to test for knowledge pertaining to military and political science—certain weapon capabilities or details about a particular group of political radicals, for example. This skill may be applied in other creative ways, subject to Keeper approval and dramatic appropriateness in the game. Covertly trailing a suspect, opening a letter surreptitiously, concealing items or documents on the agent's person or in another object, and so on. In some cases, however, the player may be expected to perform these tasks on his own without the assistance of an Espionage skill test.

### **PARAPHYSICS (EDU) 2 points (Requires Mathematics and Physics)**

Although parapsychologists have been featured in *Cthulhu Live* since the first edition, there has never been a formal skill related to serious paranormal science. During the 20s and 30s, parapsychology was still a fledgling field. The psychical researchers of the late 19th and early 20th centuries were most often occultists or dilettantes with no formally established norms for experiments or research procedures. JB Rhine's work at Duke University in 1927 began the movement towards defining scientific parapsychology. See the Parapsychology section of this book for more information on modern paranormal research.

The parapsychist is the true scientist of parapsychology, specializing in non-Euclidean geometry, hyper-dimensional physics, extra-sensory perception, psychokinesis, and life-energy fields. This doesn't necessarily mean they believe any of it. They may be skeptics and spend their time studying spoon benders and other psychic claimants before



dismissing them through careful experimentation. Paraphysics provides the ability to perform modern experimental parapsychology in the lab and in the field.

There is some overlap between Paraphysics and the Weird Science skill. The parapsychist understands the basic theories and principles of strange and experimental science, but the Weird Scientist has the extra knowledge and insight to achieve results! The Paraphysics skill allows characters to purchase the Weird Science or Cthulhu Mythos skills at 1 point below cost, provided that an appropriate learning source is available. They also receive a bonus of +1 to their POW when conducting any ritual of Mythos magic.

#### **UFOLOGY (EDU) 2 points**

Generally regarded with suspicion and subject to ridicule, modern UFOlogy is fast becoming a serious academic discipline. This is the scientific study of UFO theories and reports. UFOlogists are often split into diametrically opposed camps: those who support the extra-terrestrial hypothesis, the geophysical and earth-lights hypothesis, the Persinger-LaFroniere Field Fluctuation hypothesis, and others. While they may disagree on the nature of UFOs, all pursue their research with scientific precision and objectivity, carefully giving a wide berth to paranoid ravings and conspiracy theories that discredit the academic value of their work. UFOlogists will be familiar with the various theories and possible causes behind these sightings, to include theories that they themselves do not support. This includes a smattering of knowledge in such diverse fields as Physics, Geology, experimental science, and hyper-spatial theory. The knowledge and skill tests permitted by the UFOlogy skill are defined by the Keeper's best judgment, perhaps at one difficulty category (5 points) penalty rather than the two (10 points) normally incurred during an unskilled test.

## CTHULHU LIVE SKILLS CHART

The following chart presents a summary of all skills from the Cthulhu Live sourcebooks currently in print. It is intended to help Keepers and players who may not have access to other Cthulhu Live material, although space limitations prohibit a complete explanation of all skill parameters. Unless an alternate source is noted, all skills are detailed in Cthulhu Live Second Edition. Other Cthulhu Live sources are noted as follows: Shades of Gray (SOG), Lost Souls (LS), and Delta Green (DG). The Cthulhu Live Player's Companion presents no new skills, but includes a set of advanced character creation rules with personal advantages and disadvantages that may be of interest to live-action roleplayers.

Skill Name	Purchase Cost	Source Book			
			Drug Chemist	1	SOG
			Electrical Repair	3	
Accounting	3		Espionage	3	SOG
Anthropology	4		Exotic Weapon	1	SOG
Archaeology	4		Fast Draw	2	
Archery	3		Fine Arts	3	
Astronomy	4		First Aid	2	
Biochemical Operations	2	DG	Fleet-Footed	2	
Biology	4		Forensics	2	
Brawling	2		Forgery	2	SOG
Brewing	2	SOG	Funerary Arts	3	LS
Bootlegging	1	SOG	Geology	4	
Chemistry	4		Gunsmith	2	SOG
Cloud Mind	1	SOG	Handgun	3	
Communications	3	DG	Heavy Military Weapon		3
Computer Program	3		History	4	
Conspiracy Theory	2	DG	High Tolerance	2	LS
Cryptography	2	SOG	Hot-Wire	1	SOG
Cryptozoology	2	DG	Hypnosis	2	SOG
Cthulhu Mythos	6		Language	2	
Demolitions	2		Large Melee Weapon		4
Dodge	2				
Dramatic					
Appropriateness	4	SOG			



Law	3		Sneak	2	
Library Use	2		Sniper	1	SOG
Linguistics	3		Streetwise	3	SOG
Locksmith	2		Surgery	2	
Long Gun	3		Survival	2	SOG
Luck	4	SOG	Theology	2	SOG
Manservant	3		Thrown Weapon	2	
Martial Arts	4		Torture	2	SOG
Mathematics	4		Track	2	
Mechanical Repair	3		UFOlogy	2	DG
Medicine	4		Unarmed Combat	1	
Meditation	2		Unrighteous Fury	4	LS
Military Science	3		Weird Science	3	SOG
Military Weapon	3		Wetwork	3	LS
Mysticism	8		Withstand Torture	2	LS
Navigation	2				
Nerves of Steel	2	SOG			
Occult	3				
Op. Hvy Machinery	3				
Paraphysics	2	DG			
Physics	4				
Photography	2				
Pilot Aircraft	3				
Pilot Boat	3				
Police Forensics	2	SOG			
Police Science	3	SOG			
Professional					
Gambling	2	SOG			
Psychoanalysis	3				
Psychology	4				
Sleight of Hand	2				
Sm. Melee Weapon	2				



## NEW CHARACTER TEMPLATES

“Know thyself? If I knew myself I would run away.”

— Goethe

A number of new character archetypes are commonly found in Delta Green campaigns, owing to a greater emphasis on law enforcement, intelligence, and paramilitary operations. Other new templates reflect the scientific and industrial communities or radical fringe elements hovering on the knife-edge of paranoia and borderline schizophrenia.

### COMMANDO

**EDU: 11 CON: 9 DEX: 9 POW: 10**

**Extra Ability Points: 6**

**Skills:** Long Gun, Military Science, (Either Hand Gun or Military Weapon), (Either Demolitions or Sniper)

This profile is perfect for Police SWAT, FBI Hostage Rescue, British SAS, Majestic-12 NRO Delta, and other highly trained, ruthlessly efficient combat teams. The skill set is entirely combat-related, making this a potentially one-sided player character. It may be perfect for NPCs or for a few player characters on a larger and more diverse team. The remaining points are often spent increasing this character's combat effectiveness through CON, DEX, and POW, while the traditional five free skill points may be used to purchase a few EDU-based skills or hobbies to personalize the character.

### COMMUNICATIONS INTELLIGENCE SPECIALIST

**EDU: 13 CON: 7 DEX: 7 POW: 10**

**Extra Ability Points: 8**

**Skills:** Communications, Cryptography, Electrical Repair, Espionage, Language

Designed for characters such as a Signals Analyst, a member of the National Security Agency, or other federal agents involved with the collection of communications intelligence, this template is well suited for one or more members of a multi-disciplined intelligence team.

### CONSPIRACY THEORIST

**EDU: 14 CON: 5 DEX: 5 POW: 10**

**Extra Ability Points: 11**

**Skills:** Conspiracy Theory, History, Library Use, (Two of the following: Computer Programming, Communications, Military Science)

Living in a paranoid twilight world, the conspiracy theorist knows the truth. Perhaps he was a social outcast, feeling that some faceless cabal always kept him down and gave away the best opportunities to their favorite cronies. He may have been a successful businessman, a journalist, a college professor or perhaps even a government employee. One day something just snapped. The truth about Them was discovered.

Are They the secret United Nations government and the troops of the New World Order or the servants of Satan who have infiltrated all levels of our society? Or perhaps

They are the Men in Black and their secret pact with the Greys or the Zionist Occupation Government controlling America through banking and industry. Even if They are reptilian overlords masquerading as men in the halls of power or the Agarthan high command operating from their base deep within the hollow Earth, They are watching every move and pulling the strings.

Every conspiracy theorist has a Them. He may be collecting intelligence, hacking into their computer sites, and tracking their operations through mounds of newspaper clippings. He may be trying to undermine their authority with an underground magazine or pirate radio station. Or he may be squatting on the roof, awkwardly shouldering his brand-new hunting rifle and sighting in on their secret leader or undercover agent. He may be laying his sights on you. Watch out for this guy. They say a little knowledge is a dangerous thing. This template has a number of extra ability points available, but the Keeper may limit your POW to a maximum of 10.

#### **EMERGENCY RESPONSE TEAM MEMBER**

**EDU: 13 CON: 8 DEX: 5 POW: 10**

**Extra Ability Points: 9**

**Skills: Biochemical Operations, First Aid, (Chemistry or Biology), (Military Science or Law), (Language or Photography)**

This template covers members of emergency response teams tasked with the containment and cleanup of nuclear, biological, and chemical disasters. Such teams include the Department of Energy's Nuclear Emergency Search Teams (NEST), mobile bio-containment units from the Centers for Disease Control or the US Army Medical Research Institute for Infectious Diseases (USAMRIID), or a corporate emergency response team (CERT) for hasty cleanup and damage control fielded by organizations such as the ForeFront Institute. This template allows a fair degree of skill specialization. Accompanying team members may include doctors, demolition experts, public affairs personnel, commandos, or others specialists depending on the crisis situation. Few emergency response teams take to the field without carrying substantial equipment capable of dealing with most expected hazards.

#### **FEDERAL INVESTIGATOR**

**EDU: 10 CON: 8 DEX: 8 POW: 10**

**Extra Ability Points: 9**

**Skills: First Aid, Law, Police Science, (Either Locksmith or Police Forensics)**

A basic character profile that is well-suited for agents of the FBI, the Air Force Office of Special Investigations, US Army Criminal Investigation Command, the US Marshals Service, or other criminal investigation agencies. Sufficient extra points remain for personalizing the character, making this a popular template in Delta Green games.

### **GHOST HUNTER**

**EDU: 14 CON: 5 DEX: 5 POW: 10**

**Extra Ability Points: 11**

**Skills: Electrical Repair, Meditation, Occult, Photography, Psychology**

This template is excellent for parapsychologist characters who are active ghost hunters but have little patience for laboratory work. Some ghost hunters take an eclectic approach using meditation, dowsing, Ouija, and the occult. Others follow a pseudo-scientific path by building elaborate electrical devices of their own design. Such hardware creates spectacular effects for photographs and the lecture circuit, but is of questionable utility in the field. Ghost hunters typically support themselves by sensationalist newspaper articles and public lecture tours. They may find it difficult to gain admission to orthodox parapsychological societies. The 1920s were the great years of the ghost hunter, though there are still plenty around today.

### **IMAGERY INTELLIGENCE ANALYST**

**EDU: 11 CON: 7 DEX: 7 POW: 10**

**Extra Ability Points: 10**

**Skills: Computer Programming, Mathematics, Navigation, Photography**

This template represents members of the National Reconnaissance Office, Military IMINT Specialists, and others involved with satellite and aircraft imagery collection and analysis. Not the most common type of character in a Delta Green game, this template is more likely to appear in games specifically involved with the NRO, NASA, and other IMINT and space-related organizations.

### **MILITIAMAN**

**EDU: 11 CON: 9 DEX: 9 POW: 10**

**Extra Ability Points: 6**

**Skills: First Aid, Long Gun, Survival, (Two of the following: Conspiracy Theory, Demolitions, Gunsmith, Theology)**

These characters are considered by some the last breed of American patriot, and dangerous right-wing lunatics by others. Thrust into the media spotlight after such events as Waco, Ruby Ridge, and the Oklahoma City bombing, the Militiaman is a fiercely independent, well-armed and explosively volatile phenomenon in modern America. Most of these "patriots" join together in communities of like-minded individuals, motivated by ideology, religion, racism, or simply a deep-rooted fear and mistrust of the United States government. The FBI and BATF are dedicated to combating the threat of domestic terrorism, and conduct ongoing investigations of and undercover operations within these militia groups.

Although most militiamen simply want to live their own lives and be left alone by outsiders, a growing number of these groups are secretly trained and organized by the Karotechia—particularly neo-Nazi militia and adherents to the Aryan Christ theology. Depending on their level of training, such skills as Military Science and Military Weapons are likely additions to this template.

### **PARAPHYSICIST**

**EDU: 14 CON: 8 DEX: 5 POW: 10**

**Extra Ability Points: 8**

**Skills: Library Use, Mathematics, Paraphysics, Photography, Physics**

Any person may decide to give up their previous career and work in the field of parapsychology. The traditional parapsychologist template reflects the vast majority of individuals in the field: dilettantes, amateur dabblers, reputable and disreputable investigators all without serious academic credentials. The parapsychologist represents a dedicated scientist and researcher of paranormal events. A combination of parapsychologists and parapsychologists may be found in the same team, each contributing their skills to the investigation. Parapsychologists are adamant about preserving the integrity of the scientific process in paranormal investigations, unwilling to cloud their data with hearsay or folklore that may damage their credibility.

### **PSYCHIC CHARLATAN**

**EDU 11 DEX 10 CON 5 POW 10**

**Extra Skill Points: 9**

**Skills: Occult, Psychology, Sleight of Hand, (Hypnosis or Sneak)**

These people make their living by faking psychic phenomena. Some do it from the stage for the entertainment and amazement of large audiences. The more unpleasant charlatans prey on the recently bereaved and emotionally unstable, offering little solace but relieving them of their money. The years 1860 to 1925 marked the great age of fake mediumship.

### **UFOLOGIST (POST-1950 ONLY)**

**EDU: 13 DEX: 5 CON: 5 POW: 10**

**Extra Ability Points: 12**

**Skills: Psychology, Psychoanalysis, (Any three of the following: Conspiracy Theory, Hypnosis, Photography, UFOlogy)**

The UFOlogist is someone who specializes in investigating UFO cases, including sightings, abductions, contact cases, conspiracies, and more. Professional UFOlogists are becoming ever more common as the discipline gains greater credibility. Public interest and lucrative television and documentary contracts play no small part in the growth of UFOlogy. This has also brought many opportunists and unprofessional researchers into the field, focusing more on sensationalist abduction and conspiracy stories based purely on urban folklore, hearsay, and circumstantial evidence. Note that this profile need not necessarily take the UFOlogy skill! The skills selected with this template help to define the character as a serious researcher or a tabloid story hound.





### **UNDERCOVER OPERATIVE**

**EDU: 12 CON: 8 DEX: 8 POW: 10**

**Extra Ability Points: 7**

**Skills: Espionage, Photography, Psychology, Streetwise**

This template represents undercover operatives such as CIA Case Officers, FBI Counterintelligence Specialists, DEA undercover agents, or other individuals operating independently under deep cover. Such agents often work by themselves or with a minimal number of partners. They may often stray outside the confines of the law to maintain their cover and pursue their investigations.

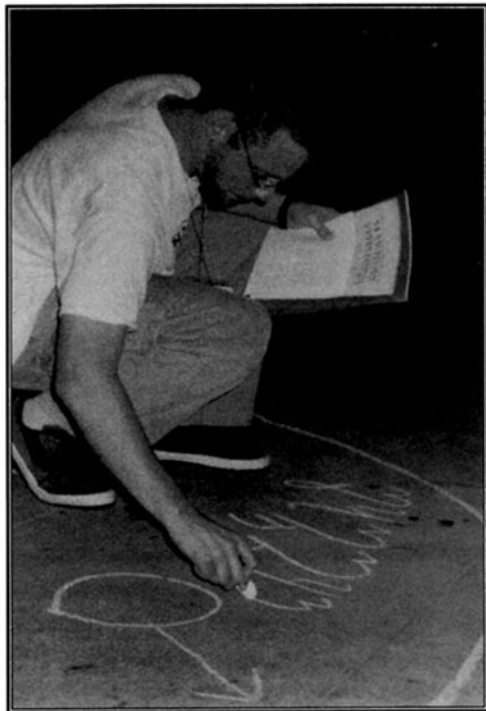
### **PSYCHIC POWERS IN CTHULHU LIVE**

“Believe nothing you hear, and only one half that you see.”

— Edgar Allan Poe, “The System of Dr. Tarr and Prof. Fether”

Psychic abilities have always been an element of Cthulhu Live, but Delta Green expands the scope of paranormal powers in the game. Psychic talents were an important element in the creation of PISCES and have been the focus of actual research conducted by the military, CIA, and KGB. The Wilmarth Foundation, detailed in Cthulhu Live: Lost Souls, is another Mythos-hunting organization using psychics as a regular part of their operations. True psychic talents are extremely rare and valuable. PISCES fields three civilian research organizations—the Psychical Research Association, the Paragon Foundation, and the ESPer Tech Corporation—as a front for evaluating and recruiting talents.

The Mysticism skill in Cthulhu Live defines the presence of psychic powers in a character. Some Keepers prefer to restrict these talents to NPCs only, but careful management of the Mysticism skill offers the chance for players to assume the role of psychic investigators.



## MYSTICISM

The core rules for the Mysticism skill appear on pages 66-71 of *Cthulhu Live* Second Edition. The following pages offer optional expansions and modifications of this skill. Mysticism is still an 8pt skill, which puts it beyond the reach of most characters. Another restriction is the minimum POW requirement of 13. The Keeper always has the final call on whether to allow Psychics in the game and adjudicates the use and results of the Mysticism skill. Any character with the Mysticism skill is considered a minor psychic. Major psychics, of the type most valuable to the Wilmarth Foundation and PISCES, are developed through the gradual expansion of powers through experience points.

The key change in these alternate rules is the development of psychic specialties and restrictions. These rules introduce new psychic powers and allow for the generation of more diverse talents. Under the basic *Cthulhu Live* rules, Mysticism allows the performance of psychometry (reading an object's aura), aura reading on a person, psychic attacks, and domination. The purchase of the Mysticism skill now provides 3 PSI POINTS for the purchase of personal psychic specialties. Psi points are not a measure of power but are simply a game mechanic used in character generation. They are used to assemble the basic abilities in a psychic's arsenal.

All psychics automatically receive Psychic Sensitivity at no Psi Point cost.

### **PSYCHIC SENSITIVITY, PSI POINTS: 0**

This is the simplest psychic talent to employ, costing the character 2 magic points per use. The psychic may feel that a specific location is "melancholy," "feels violent," "hostile," "peaceful," or whatever the Keeper deems appropriate, picking up the residue of any strong emotions left in the building or surrounding area. The investigator can sense the approximate location and demeanor of any disembodied spirits in the vicinity. This ability is useful to determine if an item is enchanted and its relative level of power. The Keeper will be somewhat vague in his or her descriptions, passing notes and whispering impression to the psychic. This sensitivity does not work on human beings or other living creatures, whose emotions are too complex. The true accuracy of the impressions may be questionable. An ancient battle or a murder that took place decades ago may leave background emotional traces that are misleading, as may a recent tragedy or any strong positive or negative emotions. The power can be misled or colored by the psychic's preconceptions or own emotional state. If the psychic believes the rusty knife to be bloodstained, then he or she may sense it to be a source of evil or painful emotions when it is completely innocent.

### **DIVINATION, PSI POINTS: 2**

Probably the single most commonly practiced psychic art, use of this power costs 3 magic points per reading and may take up to 10 minutes. It is difficult to deal with in game terms, since the future relies on player actions that are difficult to predict. With a byakhee outside and the shoggoth in the basement, just say "the cards indicate madness from above, death from below" and let them get on with the game. Leave the psychic's predictions in line with events expected to happen as part of the script timeline. Be general and rather vague, to allow investigators to read almost anything into the divination. Make sure the reading contains some clues or information of value. The psychic should go through the motions of their chosen method of augury—runes, tarot, or astrology are all fairly simple to simulate.

### **PSYCHOMETRY, PSI POINTS: 1**

The psychic may handle an item and experience visions of its history and owner. Psychometry costs 3 magic points per reading and takes 5 minutes, but it is far more effective than basic psychic sensitivity. The visions are associated with times of high emotion or death. It is not the objects' memory the player is reading, but the psychic residue left by humans who were once in its vicinity.

### **AURA READING, PSI POINTS: 2**

The power costs 3 MPs per reading and the psychic must stare at the target for 5 seconds. The psychic can read the psychic energy surrounding a living creature as a shifting colored aura.

**RED** - anger, lust, hatred  
**ORANGE** - passion, lust, greed  
**YELLOW** - sickness, madness, magic  
**GREEN** - health, passive, happy  
**BLUE** - love, goodwill, calm  
**PURPLE** - romantic love, spirituality, depression  
**BLACK** - uncontrolled psychic energy (poltergeist agent or possessed)  
**SILVER** - magically affected  
**COPPER** - total insanity  
**GOLD** - under influence of narcotic, optimism, praying  
**GREY** - extremely ill, under psychic attack, cursed  
**BROWN** - confusion

The predominant color is the person's prevailing emotional state, though rays or specks in the aura may show a secondary influence. The brightness of the aura provides a hint to the owner's POW.

**FAINT** - barely visible, POW 1-6  
**WEAK** - colors faded and pale, POW 7-9  
**NORMAL** - a typical aura, POW 10-12  
**BRIGHT** - a vivid and large aura, POW 13-15  
**STRONG** - very striking aura, POW 16-18  
**INTENSE** - the person is a magician or inhuman, POW 19-24  
**DAZZLING** - psychic equivalent of fireworks, POW 25+ (SAN test POW 15 1/3 loss)

### **SPIRIT VISION, PSI POINTS: 1**

The psychic can see invisible spirits or extra-dimensional entities with a clarity defined by the spirit's POW. Use the intensity table from the Aura Reading section as a guide. The talent costs 1 MP per 30 seconds of vision. The psychic must relax and concentrate for a few moments before activation. He or she can then see and may even try to communicate with the spirits. The psychic may try a form of exorcism called "moving on" a spirit. This employs reasoning, gentle persuasion, burial of bones, righting of ancient wrongs, or whatever else the Keeper deems necessary to appease the spirit and move it on to its final rest. In most cases, the Keeper whispers a description of the psychic's visions during the use of this skill. It is possible that the character will be forced to take a Sanity test at the sight of a particularly ghastly or alien apparition.

### **SECOND SIGHT, PSI POINTS: 1**

Common among shamans, witches, and practitioners of voodoo, this rare variation of Spirit Vision is the ability to see and communicate with the extra-dimensional spirits commonly believed to be fairies, loas, and umbra sprites. This talent may have unusual requirements such as Romany (Gypsy), Celtic or Haitian blood, or be limited to women, children, virgins, or seventh sons. The psychic is best able to see and communicate with spirits from his or her own culture. It requires a difficult POW test to see the elusive spirit, unless it wishes to be seen. The talent costs 1 magic point per five minutes. This gift is very rare and subject to misunderstanding and delusion. If a suitable investigator goes mad, the Keeper may afflict them with this talent permanently or until they recover. The player should never be sure if his investigator is mad or really seeing those laughing and shifting forms.

### **PSYCHIC ATTACK AND DOMINATION, PSI POINTS: 3**

As described in Cthulhu Live Second Edition, this discipline is uncommon but well suited for powerful sorcerers and arch-villains.

### **REMOTE VIEWING, PSI POINTS: 2 (3 IF THIS INCLUDES CLAIRAUDIENCE)**

This talent allows the psychic to enter a trance and perceive distant events, or connect to the mind of another individual and view their surroundings at that time and place. It requires a difficult skill test if the location or person is well known or an impossible test if the psychic only knows it by a description, photograph, or attempts to connect with an individual through a small personal object. Several minutes of meditation prepare the psychic. The talent costs 10 magic points for a maximum trance period of 5 minutes. Small details may remain invisible and reading symbols, letters, or numbers may require an extra 5 MP to focus the vision.

Besides the application of remote spying, this is a helpful technique in finding missing children and kidnap victims. The psychic may be able to obtain visual clues to their location or the identity of their kidnappers. Trying to pinpoint the location of a concealed corpse or missing person on a map is an impossible test that may require a team effort. The Keeper describes remote viewing sessions to the psychic in most cases. More elaborate and exciting stagecraft techniques include showing photographs cut from magazines or actual snapshots of the location and surrounding area revealed in the remote viewing. The Keeper might even lead the player into another room during his "trance" and allow him to watch a special scene mutely pantomimed with NPC actors. When the psychic returns from his trance, he may describe his visions to the other players.

Remote viewing is physically and mentally exhausting. The medium's spirit is vulnerable to psychic combat from disincorporate entities and his body at risk to possession. Remember that the psychic's spirit is not visible at the target location and may not physically interact with the environment. Nor can they hear any sounds unless they possess the Clairaudience discipline at the cost of an extra psi point. Remote viewing is sometimes called traveling clairvoyance.



### **ASTRAL PROJECTION, PSI POINTS: 2**

A variant form of remote viewing, the psychic has learned to detach his spirit from his body. It requires several minutes of meditation and 10 magic points for up to one hour of astral travel. The psychic may gain an additional 15 minutes per extra 5 MP expended. The astral traveler moves his etheric body across physical terrain and through manmade obstacles. He does not automatically home in on the target location or entity. A prominent note or even a stuffed dummy may be left behind to represent the psychic's physical body, while he is free to wander about in astral form. The player must wear a prominent badge, white sash, or other marker to signal his invisible and incorporeal state. Explain the significance of this mark to other players and NPCs before the game. If the traveler is unable to return to his body before his astral time expires, his soul may be trapped in the astral plane indefinitely. A malevolent spirit or ghost can seize control of his empty physical shell. The psychic must be careful not to stray too far from his body and beware of magical traps and wards.

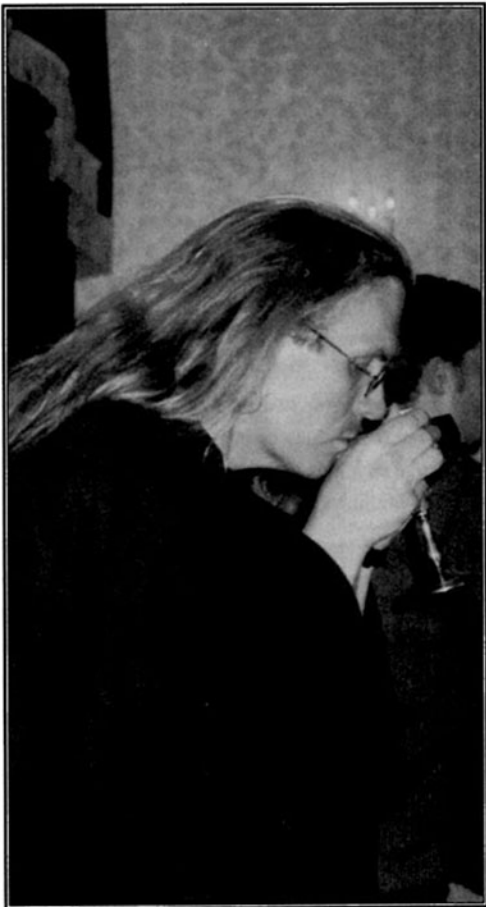
The astral traveler sees and may be seen by other spirit beings. In this regard, astral travel places the psychic in greater potential danger than simple remote viewing. He is able to move around in discorporate form and engage other spirits with Psychic Attacks (as per the discipline). The psychic's MP reserves may be dangerously lowered by entering astral form, however, making spirit combat a risky proposition. Losing spirit combat may kill the psychic or leave his soul trapped on the astral plane as discussed above. Some drugs or magical items may allow the psychic to enter the astral realm without expending his or her own MP. With a POW test of 18 and 3 MP, the astral traveler may have his spirit body manifest as a ghostly apparition, causing a SAN test for witnesses. The psychic may even speak to nearby living beings via telepathic communication at the cost of 1 magic point per six words.

### **TELEPATHY, PSI POINTS: 1**

This mental discipline allows the psychic to read an individual's surface thoughts at the cost of 3 MP. The Magic Point cost may be modified at the Keeper's discretion, based on the distance involved and the resistance or acquiescence of the target. By concentrating and expending 2 MP, the psychic may send a short message (one or two sentences) to one other individual. This may be written down on a scrap of paper and relayed to a member of the game staff, who delivers the message to the recipient. The cost to send a message is only 1 MP if the receiving person has the Telepathy skill as well. Without specific training or magical protection, the mind of a telepath is very vulnerable to the dream-sendings and psychic assaults of the Great Old Ones.

### **CLOUD MIND, PSI POINTS: 3**

Appearing as a new skill in *Cthulhu Live: Shades of Gray*, this powerful talent is rare and expensive in the Delta Green universe. In a game set in the pulp genre, the cost may be reduced to only 1 or 2 psi points. The individual projects a psychic cloud around his physical body at the cost of 1 MP per minute of real time. Unless another character has a POW equal or greater than the psychic, other humans do not see his clouded presence when he walks among them. He is not truly invisible, but merely overlooked. He will still appear on film or remotely viewed cameras and can still set off security alarms. Animals and nonhuman monsters are not deceived. Guard dogs bark wildly and strain at their leads, but the psychic remains unseen to their masters. The cloud is dispersed by the psychic at will, when he runs out of magic points, or if he triggers any alarm or loud noise that shakes the other characters out of his influence (Keeper's discretion). The player wears a badge or prominent sash while inside his psychic cloud, as discussed in the Astral Projection discipline. Players are expected to be good sports and roleplay their actions as if unaware of the psychic creeping through their midst.



### **PSYCHOKINESIS, PSI POINTS: 3**

This spectacular ability moves objects by force of will alone. The Keeper determines MP costs and results. A few suggestions are:

Causing a gun to malfunction or jam - 5 MP

Pushing a button or flicking a switch on other side of the room - 5 MP

Slamming an open door 10 feet away - 5 MP

Lifting an object - (weight in pounds divided by 10) multiplied by distance in feet from psychic

Causing a computer to crash in the same room - 2 MP

Pushing someone over or tripping them - 15 MP

### **STRAIN**

Psychics can strain themselves to gain extra Magic Points, possibly injuring themselves in the attempt. For every Wound Point sacrificed, an additional Magic Point may be expended. The psychic roleplays incredible mental and physical agony, and should only resort to such desperate measures under crisis conditions.

### **PSYCHIC PLAYER CHARACTERS IN CTHULHU LIVE**

Keepers must review the psychic's chosen specialties before the start of each game, since players have the tendency to forget their limitations. Ideally, psychic powers will be limited to only one or two investigators. Psychic powers are interesting and useful in the game, but results may be vague and unreliable. The Magic Point cost of frequent skill use will leave psychics drained or constantly bowing out of the action to rest, meditate, and regain their strength.

Keepers may develop other Psychic skills for their games as required, but be careful about powers such as pyrokinesis or crushing human heads by concentration and arched eyebrows. Resist the temptation to create extremely powerful talents and letting a psychic monopolize the game. Remember that not everyone will believe in psychic powers, and the visions and readings of a psychic character are not infallible. Encourage other investigators to be suspicious or even jealous of their friend's talents. Prompt them to question their friend's sanity. Suggest that the whole thing is nothing more than a new mania resulting from that awful shock they experienced in the past.

### **EXPERIENCE POINTS AND PSI**

Psychic powers may be developed with experience. Three experience points equate to one Psi Point for the purchase of new powers. The best psychics of PISCES and the Wilmarth Foundation are far more powerful than any new psychic characters. Psychics who gain a POW of 19 or 20 and 6 or more Psi Points of psychic disciplines will be of great interest to these organizations.

### **CTHULHU RISING: THE MYTHOS AND THE PSYCHIC**

The Call of Cthulhu opens with a description of a worldwide mania of nightmares, weird visions, insanity and religious revivals that afflicted the world from March 23 to April 2, 1925. Psychics are far too sensitive and vulnerable to effectively deal with the mind-numbing horror of a powerful, alien consciousness. This sensitivity may manifest as a POW 18 (2/5 sanity) test for each day that any major Mythos influence is unleashed in the world. This includes such events as R'yleh rising above the Pacific depths or an Outer God physically summoned to Earth. Psychics also suffer worse than other characters when they encounter Mythos horrors that are reservoirs of great psychic malignancy.

A psychic's Sanity Test is made at half POW when encountering one of the following entities for the first time. The test is made at regular POW on any subsequent encounters with the same entity or type of creature. Entities of great psychic malignancy include:

All Outer Gods

All Great Old Ones

Cthonians

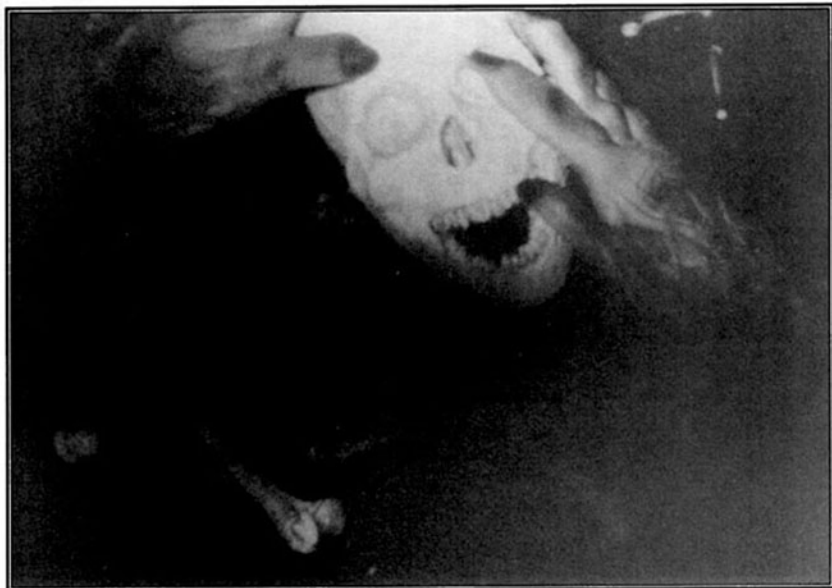
Star Spawn of Cthulhu

Lloigor

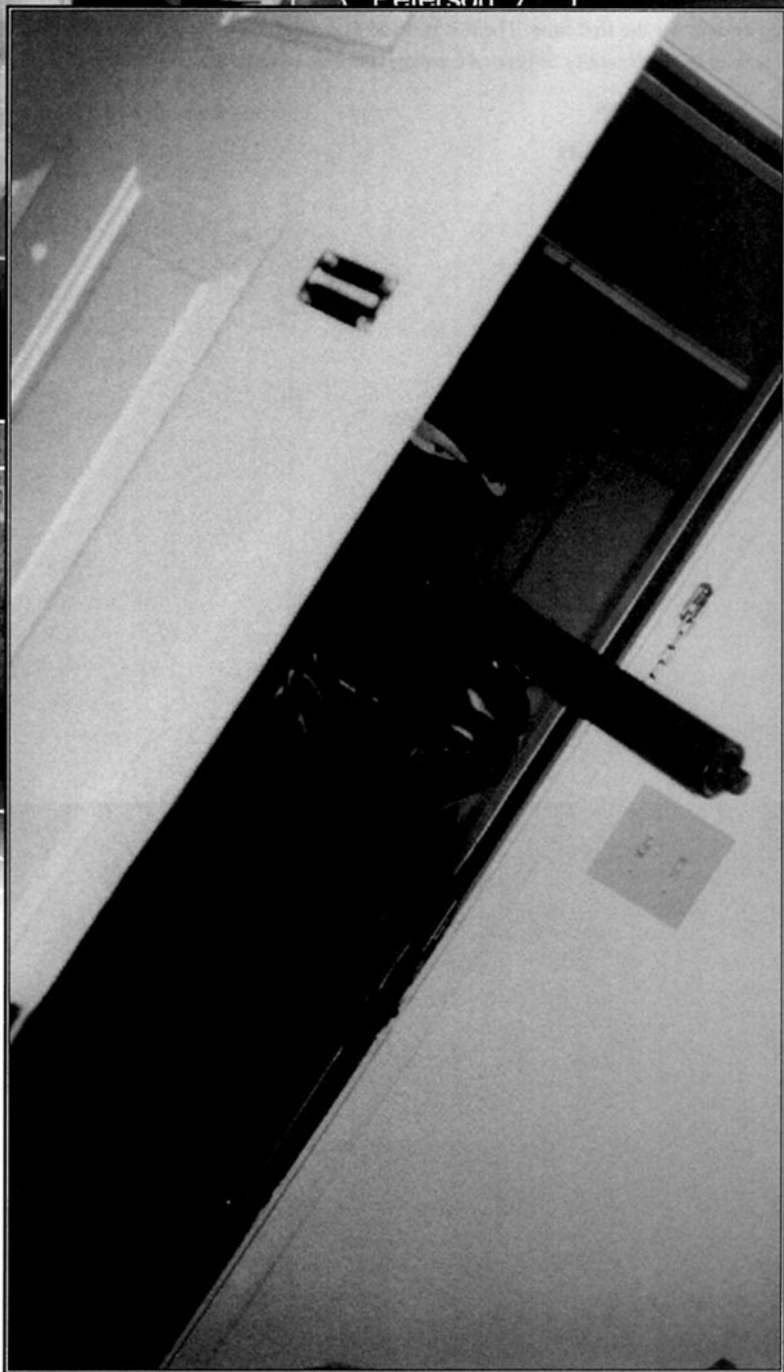
Flying Polyps

Hounds of Tindalos

... others as determined by the Keeper



Peterson



Curtis

Ass

lin

## Chapter Two

# GROUPS AND CONSPIRACIES

"Right here in our own state of Massachusetts, in February of 1928, agents of the US Treasury and Justice Departments perpetrated crimes worthy of Nazi Germany against a powerless minority of our citizens... When the dust of this jack-booted invasion had settled, no citizens (of Innsmouth, Massachusetts) were found guilty of any crime but the desire to live peaceful lives in privacy and raise their children in the faith of their fathers. The mass internments and confiscations have never been plausibly explained or legally justified, nor has compensation ever been so much as attempted to the innocent victims of this great hooliganism."

— Senator John F. Kennedy, speaking to the Miskatonic University Class of '59  
(Brian McNaughton, "The Doom that Came to Innsmouth")

The following section contains profiles of several major organizations within the Delta Green universe, along with a brief history and a summary of their motivations and goals. More detailed background histories and group profiles can be found in Pagan Publishing's *Delta Green* and *Delta Green: Countdown*. Several new groups are introduced in the following pages as well, expanding the Delta Green universe and offering new gaming options for Keepers and players.

### DELTA GREEN

"... Evil never dies. Darkness never retreats. In the cracks and crevices of our society there are monsters undreamed of by the rank and file of humanity. I've been there. I've seen them... This is like nothing anyone has ever understood. This is pure evil. Pure destruction. This is the apocalypse..."

— Major General Reginald Fairfield, US Army (Ret.)

The core of the entire campaign setting, Delta Green represents the US government's knowledge and involvement with the Cthulhu Mythos. Having gone through multiple transitions and changes since the late 1920s, Delta Green was ultimately scrapped as an official embarrassment and outrageous waste of tax dollars. Veterans knew of the horrors lurking unseen and unknown to the American public and swore to continue the fight with or without official sanction. Delta Green became an illegal conspiracy within the federal government—an assembly of the last "cowboys" from the old generation and the new breed of young agents recruited after proving their efficiency and discretion when stumbling across Mythos horrors.



With no funding and only limited command and control, Delta Green battles the nightmares of the Cthulhu Mythos with whatever resources can be borrowed, stolen, and misdirected. It moves fast, strikes hard, and covers its tracks against federal investigations into the mysterious events, crimes, and misappropriations. Delta Green continues the fight, alone and under equipped, to protect the American population from the Great Old Ones and the insidious corruption of humanity that accompanies Their foul presence.

## HISTORY

From Project COVENANT, the government raid on the seaside town of Innsmouth in 1928, the Office of Naval Intelligence (ONI) captured more than 200 deep one hybrids. It seized journals, documents, and curious stone tablets related to the Esoteric Order of Dagon. The War Department's cryptography cell, the Black Chamber, succeeded in translating the tablets they called the Book of Dagon in 1929.

At this same time, the Black Chamber was at the center of a public scandal regarding the intercept of Japanese diplomatic transmissions during a Washington Naval conference. Presented with the Innsmouth report a week after the great stock market crash, the exhausted and frustrated President Hoover was not in a receptive mood to hear fairy tales about aliens under the sea. The Black Chamber was disbanded under cover of the Naval Conference scandal.

Recognizing the significance of Project COVENANT and the newly discovered threat to the citizens and government of the United States, the Office of Naval Intelligence quietly moved Innsmouth veterans and personnel from the cryptography unit into a new, highly classified department called P-Division (Parapsychology, Paranormal and Psychic Division.)

From 1929 to 1942, P-Division scoured the world, collecting additional intelligence about the deep ones and learning of a terrible, wider presence of alien organisms inhabiting the depths of the sea. P-Division organized raids against hybrid infested villages in the Philippines and Nicaragua. It also conducted operations against groups of cultists within the continental United States whenever they were discovered. With no official government sanction to pursue operations against paranormal threats, the full details, goals, and results of these raids were kept solely within ONI. Intelligence reports and threat assessments were manipulated to cover these military and police actions against "guerrillas, anarchists, and dangerous subversives."

In 1942, Lt. Commander Cook of P-Division organized a private briefing for Major General "Wild Bill" Donovan of the newly formed Office of Strategic Services. P-Division was portrayed as an office of academics studying case histories and the psychological effects of occultism and paranormal events. Many details regarding P-Division's operations during the past 13 years were omitted or glossed over. Cook produced intelligence reports detailing Nazi interest in the occult and a paranormal research group within the SS Ahnenerbe called the Karotechia. Donovan was impressed by the potential use of the occult in psychological operations and moved to incorporate P-Division into the

OSS. P-Division continued to be the department's official name, but its members began to refer to it by the organization's new security clearance, "Delta Green."

Under the guise of conducting psychological operations, Delta Green began a fierce campaign against the Karotechia across Europe and the Middle East, disrupting Nazi occult research programs and countering the Karotechia's intelligence-gathering efforts by capturing or destroying countless ancient documents and relics. Following the surrender of Germany, Delta Green Operation SUMMER BREEZE went into Soviet-occupied Germany to seize or destroy Karotechia personnel and files before they were recovered by Stalin's NKVD secret police. During this operation, Delta Green discovered the Fuehrer's terrible, final orders to the Karotechia—the cataclysmic summoning of the Daemon Sultan Azathoth. Delta Green's Operation LUNACY raged for three desperate months as agents tracked down and eliminated renegade Karotechia personnel and their allies among the Werewolf partisans. Many agents lost their lives, and horrors undreamed were discovered, but the ghastly apocalypse was thwarted.

Delta Green was disbanded along with the OSS at the end of the war, although agents knew their work was far from done. When Majestic-12 was created in 1947 following the Roswell saucer crash, Delta Green veterans lobbied successfully for the reestablishment of Delta Green in order to "conduct activities necessary to deny alien technology to foreign governments." Now known officially as Delta Green, the organization virtually ignored their new mandate and launched Operation SOUTHERN HOSPITALITY to track down and eliminate surviving Karotechia members in South America. The Joint Chiefs of Staff eventually moved all UFO related operations under the jurisdiction of MJ-12, but spared Delta Green from official reprimand due to the success of their Nazi-hunting operations.

During the next two decades, Delta Green conducted operations in South America, Antarctica, Siberia, New England, the Belgian Congo, the Mediterranean, and Indochina, actively combating the alien forces of the Mythos or human cults and governments that sought to ally themselves with these ancient horrors.

However, a disastrous operation in Cambodia resulted in the deaths of over 300 US servicemen in 1969. Delta Green was blamed for compromising covert US operations in Cambodia, and the Joint Chiefs deactivated the agency early in 1970.

Knowing they fought for a greater cause, 40 federal officials who formerly held Delta Green clearance secretly met in the summer of 1970 to determine the future of their organization. All agreed the paranormal threat they had fought for so long could not be ignored, and many were suspicious of the capabilities and motivations of MJ-12. The group decided to continue Delta Green operations unofficially, through a loose fraternity of former DG agents spread throughout the federal law enforcement, intelligence, and military communities. For the next couple of decades, Delta Green existed as an ad hoc assembly of people "in the know," a freewheeling old-boys-network with no official sanction, no budget, and no central command or intelligence collective.

The assassination of retired Major General Reginald Fairfield, part of Delta Green's old guard, by an MJ-12 wetworks team in 1994 was a shocking wake-up call to the vulnerability of their organization. Realizing the danger that Majestic-12 posed to the autonomy of the federal government, the safety of the general public, and the continued existence and operations of Delta Green, the old guard decided that dramatic change was in order.

Tightening their security and numbers of active agents, Delta Green reorganized itself into a classic cell-structure conspiracy. Each cell consists of three active agents who know one another by name and occupation. All other cell members are known by code names alone. Names are assigned alphabetically by the top cell, beginning with the same letter as their cell designation. The members of the Alpha command cell, for example, are known as Adam, Andrea and Alphonse. There are never more than 26 active cells, resulting in a ceiling of 78 active agents. The members of each cell only know the code names of the cell leaders directly above and below theirs, minimizing organizational compromise. Communication between cells is conducted through encrypted email routed through a series of secure servers hidden around the country. Phone contact is permitted, but such calls should be placed through an automated, central encrypted telephone router.

In practice, many operations require the use of more than a single cell, resulting in different cell members getting to know one another. Every effort is made to use cells far removed from one another, to minimize the danger of betrayal to the organization. Field reports are sent back to A-Cell through secure email, building the operational database and allowing Alphonse to evaluate the results and potential fall-out of operations. All agents understand the inherent dangers to life and sanity. Appropriate steps will be taken to retire agents from active duty or, in the worst case, arrange accidents or disappearances for those who become physical or emotional liabilities to the conspiracy. "Inactives," those former Delta Green agents retired from active duty and removed from the cell structure, may be called upon in emergencies or if their specialized talents and experiences are required.

Besides the 78 active agents, there are hundreds of Delta Green "friendlies" who may be called upon and employed as de facto agents. Friendlies have no code names and are not part of any cell structure. Long-term friendlies are probably aware of the truth, although most believe Delta Green is still a legitimate agency within the federal government. Many of these friendlies are positioned as patsies and scapegoats, fed false or misleading information in the course of assisting Delta Green. They will be sacrificed to the authorities to protect the real conspiracy if an operation is disastrously blown.

It's not a perfect system, but it has worked so far. With the omnipresent threat of the Mythos coupled with the malevolent shadow of Majestic-12, Delta Green's leaders realize how vulnerable their conspiracy is if it were subjected to a full-scale investigation. The importance of Delta Green's mission far outweighs the risks, and these brave agents continue their shadow war against the alien horrors of the Mythos.



## GOALS

Protect the citizens of the United States from paranormal threats and gather intelligence related to these external and internal forces. Continue to battle against the alien and supernatural presence on Earth and those humans who would seek to ally themselves with these horrors. Investigate and expose the threat that Majestic-12 poses to the autonomy of the US government and the safety and security of its citizens.

## FLAWS & STRENGTHS

**1. Illegal Operations:** Even though Delta Green agents often employ their badges and the façade of official sanction to expedite an operation or assist in covering up the aftermath, Delta Green remains an illegal conspiracy within the federal government. While a lot can be accomplished with a badge and a good bluff, operations must be conducted swiftly and decisively and agents must be sure to cover their tracks. In some instances, Delta Green agents may go so far as to portray themselves as members of an official agency involved with paranormal investigation. Witnesses are sworn or threatened to secrecy by the threat of a top-secret or "license to kill" mandate, and the Delta Green agents disappear before any legitimate investigation takes place. This tactic is often employed to string along Delta Green friendlies through several operations.

**2. Intelligence Collective:** After the new reorganization and establishment of secure communications lines, a valuable intelligence database culled from seven decades of operations against the paranormal is maintained by the leaders of Delta Green. Unlike the disorganized “cowboy” missions of the 70s, 80s, and early 90s, current Delta Green operations are much better prepared and briefed on the anticipated dangers the agents will be facing.

**3. Organization Strength:** Active Delta Green agents are among the best in their fields and dedicated to their cause. The cell structure minimizes organizational compromises, while the cutting-edge communications network allows rapid and secure communications regarding new threats to mankind or to the organization itself. If the threat is grave enough to activate several cells, a tremendous amount of power and influence can be focused into an operation for a very short time. Prolonged operations increase the danger of exposing the conspiracy, however, and cell members will want to quickly melt back into the shadows and cover up the incident as efficiently as possible.

## SKILLS

Law enforcement, intelligence, military, and technology-related skills are found in abundance. Most Delta Green agents are drawn from the FBI, CIA, and DEA, while others are drawn from the alphabet soup of federal and state agencies. While a few purely technical or research oriented agents are on active status, less than two dozen of the 78 active Delta Green agents do not carry a badge and a gun as part of their day to day work.



## MYTHOS PROFICIENCIES

**Xenobiology:** deep ones, ghouls

**Lore Cycle Mastery:** deep ones, Tcho-Tcho

**Tome Mastery:** Book of Dagon, Necronomicon, Nameless Cults

## SPELLS

Delta Green operations typically rely on technology and firepower, although magic use is not unknown among agents. Spells will typically be limited to lesser protection, binding, and dismissals. Create Elder Sign, Voorish Sign, and Create Powder of Ibn-Ghazi are the most common choices.

## ROLEPLAYING NOTES

Delta Green pits the skills and courage of America's finest intelligence and law enforcement agents against the horrors of the Cthulhu Mythos. As federal agents, Delta Green players wear conservative attire, typically suit and tie. Agents filling undercover roles, such as DEA field agents or CIA case officers, wear whatever clothing helps blend into their environment and assigned cover. While most Delta Green agents have law-enforcement powers and may use this authority to their advantage, they should never forget that their operations are illegal, and flagrant abuse of their official powers may expose the conspiracy to the general public or foes such as MJ-12.

## PISCES

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"Secrecy is the handmaiden of deception."

— Sir Winston Churchill

"Everything secret degenerates."

— Lord Acton

The Paranormal Intelligence Section for Counter-Intelligence, Espionage and Sabotage traces its direct origins to the turn of the century. The first role of "The Section" is to gather intelligence and initiate appropriate responses to the occult and paranormal, new religions and cults, strange police reports, UFO sightings, and other Fortean events. If a rapidly growing cult or a messianic leader suggests a threat to the United Kingdom, measures are taken to eliminate the risk. PISCES is a black-budget operation and many of its activities are completely outside the law. PISCES is tasked to deal with paranormal entities, and its personnel will deal with any manifestations using the appropriate level of risk containment. This may include the use of deadly force or magic.

The Section maintains an occult and Mythos library at Kilmaur Manor in Scotland and a research facility in the Hebrides, code-named Magonia. PISCES also studies and develops individuals with psychical ability. Often these individuals are found during field investigations, but paranormal research organizations such as the PRA, PARAGON, and ESPer Tech screen and recruit potential talents for PISCES. Recruitment is not always



voluntary, especially in the case of vulnerable minors. This is effectively a paranormal weapons development project for the United Kingdom.

## HISTORY

In 1893, the Admiralty's intelligence department initiated project Delphi, testing psychics as a means to track enemy vessels. The project was largely unsuccessful and disbanded three years later. A young Naval Commander, Fredrick Ramsey, continued these studies on his own. He spent years and a considerable fortune scouring the globe in search of psychic talents. In 1916, Captain Mansfield Cumming asked Ramsey to revive Delphi for the tracking of German U-boats. The new group was designated MI-13, the Special Reconnaissance Section. Ramsey's handpicked talents exhibited remarkable success and grew to a staff of 20 psychics and 50 support personnel. MI-13 was largely dismantled after the war and its budget came under further bureaucratic attack after Cumming's death in 1923.

On February 28, 1925, a portion of the sunken continent R'lyeh emerged from the depths of the Pacific. Madness devastated the talents of MI-13, plunging them into the blackest depths of horror, delirium, and suicide. On April 2, it all stopped. In his search to unravel the mystery of those terrible weeks, Ramsey recruited Major David Cornwall into MI-13. Cornwall was on a personal quest against supernatural horrors that led him across Europe and Turkey. Together they uncovered the terrible secrets of Great Cthulhu and the myth cycle of alien beings known as the Great Old Ones. Cornwall continued to steer MI-13 after Ramsey passed away in 1932.

MI-13 was the first intelligence organization to learn of the Karotechia, but the section was not taken seriously by the War Office until after accurately forecasting the Nazi drive through the Ardennes and the flight of Allied forces from Dunkirk. PISCES was founded by Winston Churchill's direct orders on June 26th, 1940, to utilize the paranormal as a weapon against the Axis. Through the Second World War, PISCES provided timely information on the activities of the Karotechia in Europe and resisted the Black Dragon Society and Unit 831 in the Pacific Theater. Although Delta Green and PISCES conducted joint operations in WWII, there has been no official contact since 1945. The last unofficial contact between veterans who served together trailed off during the 1970s.

Experienced in surviving the end of wars, PISCES transformed itself into the cold-est of Cold Warriors, realigning its focus towards Soviet occult research. Clement Atlee, Britain's first post-war Prime Minister, was terrified of reports of Stalin and Smersh's occult interests. He confirmed PISCES continued post-war existence and expanded its mandate to keep up with Soviet research. In the early 1950s, the island of St. Kilda in the Hebrides was selected as the location of an ultra-secret, high-security research facility code-named Magonia.

With Stalin's demise in 1953, official Soviet interest in the paranormal subsided into more mainstream ESP experimentation such as remote viewing and psychic development. PISCES shifted its attention back to Britain and the shrinking empire. Discontent, revolution, and the aftermath of WWII stirred up forgotten horrors across the British

Commonwealth. PISCES fought against Mythos activity in Malaysia, India, Nigeria, Kenya, Borneo, and Hong Kong. PISCES also targeted the worst of Sixties counterculture, conclusively moving against Mythos cults in the Severn Valley.

When Thatcherism swept through the UK in the 1980s, PISCES embraced the market economy and set up Severn Aerospace as an elaborate front and financing apparatus. PISCES operates out of Severn Aerospace's headquarters on London's South Bank. Severn Aerospace is a highly successful corporation with a manufacturing plant located at Winterdown Flats, Gloucestershire. It produces booster rocket components for the European Space Agency, next generation smart weapons for the Ministry of Defense, and satellite communications systems for GCHQ. Severn Aerospace provides the cover for PISCES and black-operation funding through cost overruns. In the field, PISCES agents carry MI-5 identification and work closely with this counterintelligence organization. PISCES prefers to get MI-5 agents and Special Branch officers to do most of its dirty work, to maintain the fiction that PISCES is just a super-section of MI-5. PISCES only operates on its own when details of the operation must be contained within the Section, such as unmistakable Mythos activity.

Overseeing all operations is the PISCES Internal Affairs department, the watchmen of Britain's paranormal guardians. PIA stands aloof from the rest of PISCES and is generally distrusted by agents and researchers. PIA does the dirty cleanup work when an operation goes horribly wrong or PISCES personnel are compromised in any way.

## THE TRUTH

PISCES looks like a competent and highly successful intelligence agency, dedicated to fighting the horrors of the Mythos. The stunning truth is that this organization is a puppet agency of the Shan, a cruel and manipulative alien race marooned on Earth nearly 400 years ago. In 1968, PISCES launched a large-scale operation against the corrupt inhabitants of Goatswood. The operation was deemed an overwhelming success, eliminating the Mythos threat within the population and capturing a number of major artifacts. During the raid, two PISCES agents stumbled across the marooned Shan temple-ship in Goatswood forest. Realizing the usefulness of PISCES toward restoring their spaceship and departing from Earth, the Shan used the two agents as hosts and set about corrupting PISCES from within.

The Shan are religiously intolerant, allowing no worship of any Great Old One or Mythos entity other than Azathoth. As the infiltration of the agency's senior ranks proceeded, PISCES was allowed to continue its mission objective of eliminating Mythos cults and manifestations. Severn Aerospace was principally created to allow the Shan to build a new temple-ship capable of escaping Earth's gravity. The Shan's advanced technology insights allow Severn Aerospace to build cheaper, better, and more reliable booster rockets than any other company in the world. From the seed of Severn Aerospace planted within the European Space Agency, the Shan are slowly spreading their influence through Europe and the world in an effort to win their way back to the stars.

Shan infestation numbers no more than 10% of PISCES personnel, but it is the 10% that matters. Shan hosts occupy the post of 'R', the director of PISCES, and key agency personnel. All Internal Affairs agents are Shan hosts, the main reason for their deadliness and detachment from the rest of PISCES. Shan hosts are prevalent around Winterdown Flats, where they run Severn Aerospace's manufacturing plant built around the marooned temple-ship. The town of Winterdown Flats is the former Goatswood, emptied of its citizens, razed to the ground, and redeveloped as an award-winning planned community. Close as they are to achieving their objective, the Shan are nearer to being discovered than ever before.

The Army of the Third Eye is waging a war of attrition against PISCES and Severn Aerospace. The Army's initial campaign hit the Shan hard, killing eighteen in a seven-year campaign, before Lee Coleman and his guerrillas were tracked down by the SAS in 1996. Under new leadership, the Army began to play a long-term strategy of watch and learn, rather than direct and suicidal confrontation. The Army has become an even more elusive prey, particularly since most PISCES agents on their trail know nothing of the Shan and cannot fathom the Army's actions and motivations.

Delta Green is aware that something is not right in the state of Britain. The 1998 Embassy Row shootout between Irish terrorists, US Marines, and SAS troops continues to attract conspiracy theories due to its unlikeliness, the massive tabloid coverage, and the repeated denials of involvement by Irish nationalists. The incident was a cover-up of the murder of a Delta Green team that stumbled upon a new alien life form. Both Majestic-12 and DG have begun clandestine investigations into the United States' closest ally.

But the biggest threat to the Shan is from within their ranks. The young Shan born and bred on Earth are not enamored with the idea of returning to space in search of a new homeworld. The young Shan are confident and arrogant, committing degenerate and headline-grabbing excesses through their hosts in search of new experiences to satisfy increasingly jaded palates. Should too many shocking incidents become known, media attention, exposure, and public action against the Shan might easily wipe out their relatively small colony.

## GOALS

PISCES' official objectives are to gather intelligence on the Mythos, combat paranormal threats and develop ESP techniques suitable for espionage. Its true goal is helping the Shan leave the Earth in a new or repaired temple-ship, although this is unknown to most PISCES agents.

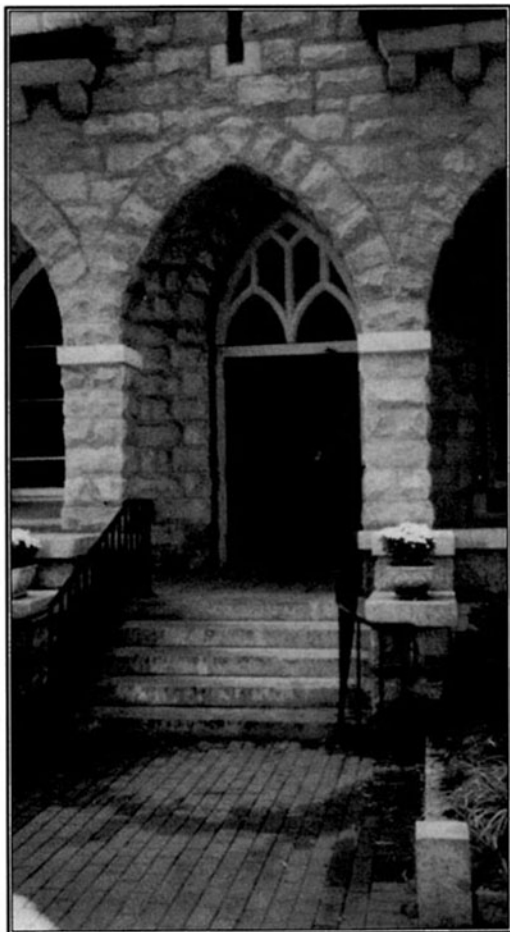
## SKILLS

Agents will have espionage, law enforcement, and military related skills. Most PISCES agents are recruited from the ranks of MI-5, though a significant minority are recruited from MI-6, Special Branch, or Military Intelligence. PISCES agents are the *crème de la crème* of the British intelligence community. Researchers will have limited access to Weird Science and the Cthulhu Mythos skills in addition to any language and science skills. PIA operators have skills appropriate for the roles chosen for them by the Shan, commonly reflected in the federal investigator or commando character templates. Talents have Mysticism and other psychic skills that may reflect their unique capabilities.

## FLAWS & STRENGTHS

**1. The Chronicle:** Over the last 60 years, PISCES has thwarted most Mythos attempts to advance the End Times in the British Isles. Any significant Mythos entity or cult is likely under surveillance. This includes most Mythos investigators in Britain who are not associated with PISCES. The Chronicle allows PISCES to match field intelligence with research and case histories stored in its London supercomputers. With the secret assistance of the Shan, PISCES has become the most effective Mythos-hunting organization in the world, unless one considers the Shan corruption gnawing at them from within.

**2. Resources:** PISCES has access to the collection assets of MI-5, MI-6, GCHQ, the armed services, and ECHELON's satellite SIGINT and ELINT platforms. PISCES has no qualms about illegal collection missions and, if necessary, will interrogate and torture suspects for information.



**3. The Secrets of the Vault:** Kilmaur Manor's high-security vault is one of the most extensive Mythos and occult libraries in Europe. Access is tightly controlled, but researchers may be able to collect data unavailable to any other agency in the world. Volumes include the Latin Necronomicon, an almost complete set of the Revelations of Glaaki, the Cthaat Aquadingen, and the original Eltdown Shards.

**4. Unseelie Science in Magonia:** The subterranean research facility located on St. Kilda is far removed from all major population centers and built for maximum security. Magonia's facility includes laboratories for testing Mythos magic and artifacts. There are research and containment chambers for the numerous Mythos specimens recovered during field operations. Magonia is a convenient hole into which troublemakers, embarrassing lunatics, and abandoned Shan hosts can disappear. The dangers resident on Magonia are not taken lightly. A small nuclear device is installed to destroy the island in the event Mythos containment fail-safes are broken.

**5. Above the Law:** PISCES doesn't officially exist and is known only to a very small number of people outside of the organization. This allows it considerable freedom of action, as long as the Prime Minister and the Security Services are not directly implicated in any operation. PISCES will act decisively to prevent exposure and public inquiry into its activities. Given its resources and operational scope, PISCES will probably be well aware of any significant threats that may arise.

## SPELLS

These spells and compounds are only released by official sanction: Dread Curse of Azathoth, Dust of Suleiman, Create Elder Sign, Nyhargo Dirge, Powder of Ibn-Ghazi, Barrier of Naach Tith, Shrivelling, and Voorish Sign. Specially trained researchers also have access to selected Bind and Dismiss spells.

## MYTHOS PROFICIENCIES

**Lore Cycle Mastery:** deep ones, Glaaki, Shub-Niggurath, Tcho-Tcho, Y'gononac, Non-Euclidean Theory

**Tome Mastery:** Necronomicon, Cthaat Aquadingen, Revelations of Glaaki

**Xenobiology:** Avatars of Y'gononac, Gofn Hupadgh Shub-Niggurath, Glaaken

## ROLEPLAYING NOTES

PISCES agents typically dress in conservative attire, with the professional bearing and credentials to support their cover as MI-5 agents. Unlike Delta Green, PISCES enjoys the benefits of immense financial and information resources, and its agents are officially sanctioned to take what actions may be necessary to accomplish their missions. This does not mean PISCES players have carte blanche to abuse their authority and perform wanton acts of destruction and murder. PISCES is a black operation, but one that polices its own. Agents must be prepared to justify any actions to PISCES Internal Affairs. Most agents have no awareness of the Shan infiltration, but may slowly become aware that something is dreadfully wrong during the course of an extended campaign.



## THE SHAN

Extensive information on PISCES and the Shan may be found in *Delta Green: Countdown*. Also known as the Insects from Shaggai, these alien parasites and their temple-ship were marooned on Earth in 1643. The axial tilt of Earth's electromagnetic field wrought havoc with the Shan temple-ship, causing it to materialize partially buried in the English soil of the Severn Valley. As long as the temple-ship was wrapped within the Earth's electromagnetic envelope, it could not reenter non-Euclidean space. Certain wavelengths of our sun's light acted as a cumulative poison on Shan anatomy, forcing them to avoid direct sunlight. It was an unparalleled disaster for the colony.

The Shan are able to phase their bodies through organic matter, be it plant or animal, and seize control of the body and limited memories of a host organism. The Shan conquered several alien civilizations in this manner, often driving their hosts into cruel and dreadful depredations in a jaded pursuit of new sensations. Humans are no exception. The Shan made several forays into our world, but determined that human civilization would be unable to achieve space-flight into the early 21st century. Rather than risk a premature exposure that might destroy the small colony, the Shan chose to bide their time until humans reached a point in their development that the Shan could use them to escape this planet and the toxic rays of its sun.

Shan are rarely seen outside their host, typically for a brief moment when they flee the body of an abandoned host or try to possess a new one. The trepanation of a host in order to let sunlight into the skull and drive out the Shan is a scene that might occur during a game. The alien parasites appear as large insects about the size of a pigeon. The Keeper may opt to merely describe the fast-moving creature through a narrative, but other options are possible.

Giant plastic bugs that make great Shan are available at toy stores and natural science shops. After stringing one of these giant plastic insects from a broom handle or PVC pipe, a member of the game staff "flies" the Shan rapidly around a room. The staff member zips the Shan around until it touches a player and merges with the new host. This allows a bit of fun action while agents dodge from the flying plastic insect and flail at it with sticks as if it were a fast-moving piñata. Outside of their hosts, Shan are fairly easy to kill. A solid ax-handle or cricket bat makes short work of these creatures, and sufficient time in the sunlight will cause them to sicken and die.

*Cthulhu Live: Lost Souls* presented a different profile of the Shan as an alternative for Keepers outside the *Delta Green* campaign setting. Many details regarding the Shan Pleasure Puppets are accurate and appropriate for hosts occupied by the rebellious young Shan born on Earth, but the Shan operations described in this book and in *Delta Green: Countdown* serve as the model for Shan activity in the *Delta Green* universe.



"There still exist secrets that should remain... secrets. Truths that people are not ready to know. The world's reaction to such knowledge would be too dangerous."

— Deep Throat, *The X-Files*

We all know the story. We see the "Greys" on television, in the movies, in novels and non-fiction exposés. On giant billboards outside their most famous New Mexico haunt, in dramatic recreations for Phenomen-X documentaries, in research reports by SaucerWatch, in Jungian behavioral theories on the pages of *Psychology Today*. The conspiracy theories are just as widespread as the alien mythology, seeming ridiculous by the unlikely scope and unanimity of the conspiracy they imply. The scorn heaped on true believers keeps the whole lunatic theory, with its vague allegations of Mephistophelian deals and penny-dreadful deeds, out of serious public discussion. And yet with every poll, more and more of us apparently believe that aliens have come and members of the US government collude with them.

That's what keeps Charlie Bostick busy. Charlie Bostick makes those deals. Charlie Bostick keeps the secrets, and he makes sure that anyone who gets a secret out is discredited, humiliated, bankrupted, brainwashed, or killed. Charlie Bostick works for Majestic-12.

### HISTORY

It all started in 1947. Despite the "foo fighters" buzzing Allied pilots and rumors of extraterrestrial manipulation of the Nazis or Nikola Tesla, the Nazis were too busy looking for ancient secrets and black magic to chase deals with little green men. Tesla stumbled across his greatest, most devastating and secret works thanks to very human discoveries and obsessions. And the foo fighters... we're still not sure what they really were. Elements within the US government already knew of multiple contacts with supernatural or inhuman powers, from the Innsmouth raid in 1928 to encounters with the Karotechia and a host of nameless cults. That knowledge was compartmentalized and fiercely guarded by Delta Green, a black-operations slice of what would become the CIA, with sole mandate for dealing with unexplained events and paranormal mysteries. Things changed in 1947 when the flying disc crashed at Roswell, New Mexico. Just like you've heard all along. But it's really much worse than you think.

On July 7, 1947, Major Jesse Marcel of the 509th Bomber Group found fragments of indestructible metal foil scattered over several miles of farmland near Roswell, New Mexico. Investigating further, the Army found a partially intact silver disc with four bodies lying nearby. The bodies were small and gray with huge black eyes, a tiny mouth, and no nose, hair, or visible genitalia. One was still alive, but apparently unconscious. Front-page headlines announced the saucer to the world. After two days of debriefing, Marcel and his men denied their previous report. They posed for photographs with pieces of a weather balloon, claiming it was what they really found. The long campaign of disinformation had begun.

President Truman formed the Majestic-12 Special Studies Project to investigate the crash and control any information related to the government's investigations of UFO phenomena. Answering directly to the President, it was led by a Steering Committee of 12 leading figures in the military, intelligence, and scientific communities, including several former members of Delta Green. Majestic-12 was charged with four key missions: the study of the extraterrestrial biological entities (EBEs), analysis of the wreckage and the alien science behind it, investigation of subsequent extraterrestrial incursions, and control of information to prevent public panic and the release of critical intelligence to hostile powers.

Biological examination of the aliens was conducted in YY-II (code-named ICE CAVE), a secret facility in the Atomic Energy Commission's reserve at Los Alamos and the same facility to which Delta Green had consigned Innsmouth's deep ones and hybrids less than 20 years before. MJ-12 Special Studies Group 1 (SSG1) autopsied the corpses and studied the surviving entity. The aliens were photosynthetic, going into torpor after eight hours' isolation from light. Their physiology was remarkably simple and utilitarian, with no apparent means for procreation. Their "blood" was a thick, greenish liquid and they exuded a foul, "burning-cardboard" smell as they expelled waste matter in gases. They were designated *Hominid xenanthropus*, shortened to "H.X."

Intriguing discoveries stemmed from the surviving Grey, which occasionally responded to questions in a clear, deep voice. It seemed to have a poor concept of plurals, causality, and identity, referring to itself invariably as "we" and responding to questions of its identity and origins in the vaguest of answers. When given a verbal IQ test to gauge its intelligence, the alien gave responses that twisted conventional physics and mathematics into knots and drove one administering scientist to suicide. Shortly after the test, the Grey lapsed into a torpor from which it could not be roused, and all biological activity ceased.

Ultimately, SSG1 reached several conclusions about the aliens. They appeared to be telepathic, with a hive psyche that made written communication superfluous and decorative. The hieroglyphs on the Greys' spacecraft appeared to be an extremely limited pidgin of ancient Mayan and Egyptian symbols. They were uncertain whether or not there was any sort of hierarchy within the Greys, or if a "hive queen" of some sort existed. The aliens originated on a small world in the M-31 star cluster, where they were bred as a slave race for another alien species. They occupied a number of "world ships," but only two of these escaped a cataclysm that destroyed their homeworld. One surviving ship set off for the galactic core, the other for the galactic rim. In the three million years since then, the Greys searched from planet to planet, collecting genetic samples with which to rejuvenate their race. They discovered Earth around 2500 BC and found humanity to be the most genetically compatible species they had yet encountered. Their world ship is now in a deep orbit beyond Pluto. They studied humans largely undetected for 4500 years until a freak accident wrecked the small scouting craft at Roswell.

Majestic-12 Special Studies Group 2 studied the alien spacecraft, code-named "the Bucket," at Wright-Patterson Air Force Base. The Bucket was 30 feet in diameter, 12 feet

tall, and weighed less than 12 pounds. It hovered about a foot and a half above the ground at all times, except for a severe list near the damaged rear section. The foil-like surface was frictionless and impervious to all attempts at penetration. It contained localized gravity of 1.0015 G at all times, even when the craft was tipped upside-down. Inside, the craft was built for the diminutive Greys, forcing researchers to crouch. All internal rooms were constructed of a clay-like substance carved with hieroglyphs, which would invariably grow back into place if chipped or damaged. Several scientists were accidentally killed over the years. Others were terminated as security risks or committed suicide. The Bucket was destroyed in 1972 when the team succeeded in restarting its engine, which malfunctioned within seconds. The blast obliterated the ship, its "indestructible" shell, and four personnel.

The first operation dedicated to investigating and covering up UFO sightings was created as an Air Force project in late 1947. Project SIGN absorbed a number of former Delta Green personnel to help cover up what could not be explained away. Project GRUDGE succeeded project SIGN as the search-and-discovery mission, with an elite recovery unit designated BLUE TEAM to retrieve crash debris. The famous Project BLUE BOOK was developed to convince the public that the Air Force was indeed looking into UFO reports, and that all the UFO sightings were no more than swamp gas and weather balloons. In 1952, Majestic-12 consolidated its UFO investigations into Project AQUARIUS within the National Security Agency, which was then so classified that it never even appeared on Top Secret congressional budgets.

As it became clear that the United States was helpless against the alien technology if the Greys should ever turn hostile, Majestic-12 was given broad powers of national security operations, including the kidnapping or murder of American citizens. James Forrestal, Secretary of Defense and a founding member of MJ-12, "jumped" from his 16th-floor room in Bethesda Naval Hospital where he had been sent for emotional strain.

In 1978, Dr. Abner Ringwood deciphered a series of transmissions that AQUARIUS had detected back in 1954. It was a message from the Greys, stating that they were ready to make contact whenever humans were advanced enough to translate the message and send a response by laser transmission to a set of coordinates on the moon. Majestic-12 made contact, and the first face-to-face meeting occurred on October 31, 1980, at Area 51. The Greys simply materialized in the conference room, sparking a panic among the guards. They fired three shots at the aliens before two of them were shot dead by their supervisor. The Greys did not even appear to notice the disturbance.

The aliens explained their need for human genetic material for procreation, and they requested the aid of the US government in covering up their physical and psychological studies of American citizens. In return, they offered technology that would set the United States centuries ahead of all other nations on Earth. As a gesture of good faith, they gave Majestic-12 a huge manual nicknamed "The Cookbook," containing the complete map of the human genetic code. They also provided the first edition of "The Report," a document periodically updated with a complete breakdown and positioning of all military forces of the world. After the meeting, the surviving alien from Roswell reawakened from its 33-

year torpor and rejoined its companions. Majestic-12 briefed the newly elected President Reagan and received his imprimatur on the negotiations. MJ-12 had never seen cause to report its existence to Johnson, Nixon, Ford, or Carter. The Accord went into effect in January of 1981. Aided by the technology and intelligence provided by the aliens, the United States drove the Soviet Union to bankruptcy and became the world's sole super-power.

Today, 20 years into The Accord, Majestic-12 is the power behind the power. Its existence has been bandied about in conspiracy-theory rags and websites for years, but MJ12 insures that those theories are discredited and dismissed by every "serious" journalist and scholar. Its actual existence is known to only a handful of top-level officials, few of whom know who is really in the organization. Secrecy is enforced under threat of death. Budget dollars and personnel are spread between a gamut of intelligence, security, and military organizations. A MAJIC-cleared official can get into any facility of any agency of the government and gain access to any file.

It has become clear that the aliens' mistreatment of American citizens goes far beyond the provisions of the Accord. The aliens have ignored objections, stated their intent to continue with their activities, and instructed Majestic-12 to continue its work. This state of affairs has led to a schism within Majestic-12. Some members of the Steering Committee approve of the Accord regardless of the harm that a few citizens might suffer, while others push for the development of technologies that can be used to resist the Greys. The only thing which all agree on is the need to keep their work a secret from the world.

The Directors of Projects MJ-1 through MJ-12 form the Steering Committee that sets and implements policy for the group. The President of the United States is not a member of the Steering Committee and he is only briefed at their discretion. Since its formation, Presidents Truman, Eisenhower, Kennedy, Reagan, and Bush knew of Majestic-12; Johnson, Nixon, Ford, Carter, and Clinton did not. Each Project has responsibility for a different sphere of Majestic-12's activities. The ones Delta Green players are most likely to encounter are Project GARNET (MJ-3), Project MOON DUST (MJ-5), Project PLUTO (MJ-6), and Project REDLIGHT (MJ-7).

### **MJ-3: PROJECT GARNET (DIRECTOR, GAVIN ROSS)**

Officially organized under the National Reconnaissance Office, Project GARNET is the counterintelligence and security arm of Majestic-12. GARNET was behind the infamous MKULTRA drugs developed by the CIA in the 1960s, studies that paid off in sub-project OUTLOOK, with which GARNET manipulates or erases the memories of individuals who know too much. Only as a last resort will GARNET use blackmail, kidnapping, or murder to silence a leak, and it will prefer the use of programmed assassins and patsies to do its dirty work. When direct action is required, GARNET employs NRO Section Delta, a deadly efficient paramilitary team. Gavin Ross, the director of GARNET, publicly supports the Accord but privately suspects that a showdown with the Greys is inevitable. He knows of Delta Green and may secretly manipulate Delta Green agents into actions that will discredit his opponents.

### **MJ-5: PROJECT MOON DUST (DIRECTOR, LT. GENERAL EUSTIS BELL, USAF)**

MOON DUST was first established within the US Air Force to intercept, shoot down, and recover extraterrestrial craft. Since the Accord was signed, they have restricted their intercepts to unknown extraterrestrial visitors, which are exceptionally rare but have occurred, and the recovery of accidental crashes by Grey craft. Sub-project BLUE FLY and its BLUE TEAMS take the field under the cover of the US Air Force Aerospace Rescue and Recovery Service.

### **MJ-6: PROJECT PLUTO (DIRECTOR, MAJOR GENERAL KURTIS SCHENK, USAF)**

Administered jointly by the Air Force and the CIA, Project PLUTO studies and evaluates alien technology, largely at Area 51 under the cover of the Strategic Defense Initiative. Numerous sub-projects develop Grey-imparted science, from nanotechnology, to organic and crystal-matrix computers, to vaccines for the worst known diseases. Sub-project RECOIL has fielded a handful of BLUE FLY and NRO-Delta troops with extensive physiological enhancements. CORE develops techniques for chemical memory wipes, "brain carbons" that reproduce all memories of a subject, and engineered diseases and smart viruses. It has also developed "protomatter," a biological substance that can be utilized for immediate tissue regeneration and limited control of the subject's actions and thought processes.

### **MJ-7: PROJECT REDLIGHT (DIRECTOR, DR. EDWARD PENN)**

Formerly SSG2, Project REDLIGHT is charged with applying Project PLUTO's alien-derived technology to terrestrial aerospace research. REDLIGHT conducts most of its work on top secret Air Force bases such as Nellis Test Range (Area 51) and Wright-Patterson AFB in Ohio. Most of its deployed craft have stealth capabilities well beyond what the public has seen in the B2 and B17 aircraft. Its studies of antimatter reactors and gravity generators donated by the Greys have produced more inconsistent results.

### **THE TRUTH**

Majestic-12 is utterly ignorant of the truth. The Greys are constructs, a set of biologically engineered puppets sent to interact with humanity by the Mi-Go, the Fungi from Yuggoth. The Mi-Go have taken an active interest in studying human behavior and thought processes, just as they have in mining the Earth for certain rare substances and minerals. The ability of the human mind to make intuitive leaps of thought allows exponential scientific growth and discovery, a process of which the coldly logical and sequentially reasoning minds of the Mi-Go are incapable. In recent years, the Mi-Go had to retreat from many old operations as human observation and communication technologies advanced. They have all but abandoned their substantial activities in the United States, hence the need for the Greys and Majestic-12. With the Greys, the Mi-Go can negotiate with humans using a more or less sympathetic face. With Majestic-12, the Fungi have humans to do their research for them, cover up their activities, and scurry about like curious little monkeys under the Mi-Go microscope.





Delta Green has a closer grasp on the nature of the universe and the powers behind the Greys than do any agents or scientists of Majestic-12, but Delta Green is outlawed and Majestic-12 runs the show. The two agencies have largely ignored each other over the years. The former Delta Green agents who helped found Majestic-12 are long-since dead or retired. Most Majestic officials regard Delta Green as unsanctioned black-ops cowboys who are only interested in tracking down irrelevant pieces of the paranormal and destroying them in fits of delusional paranoia. Delta Green doesn't know enough about The Accord or the full operational scope of MJ-12 to warrant deeper investigation and interference.

But relations have grown tense since 1994, when retired Major General Reggie Fairfield, the leader of the Delta Green organization, uncovered too much about Majestic-12. He learned of the deal sacrificing the rights and lives of American citizens and developed his own suspicions about the power behind the Greys. Fairfield collected a library of damning files and evidence to expose MJ-12. Section Chief Adolph Lepus led an NRO-Delta networks team to silence Fairfield and recover or destroy his files. When the team tripped his alarms and ran into his specially prepared defenses, Fairfield sent a final message and warning out to the Delta Green conspiracy via secure email. Only Lepus came out alive, and he has never disclosed the horrors Fairfield had prepared for them.

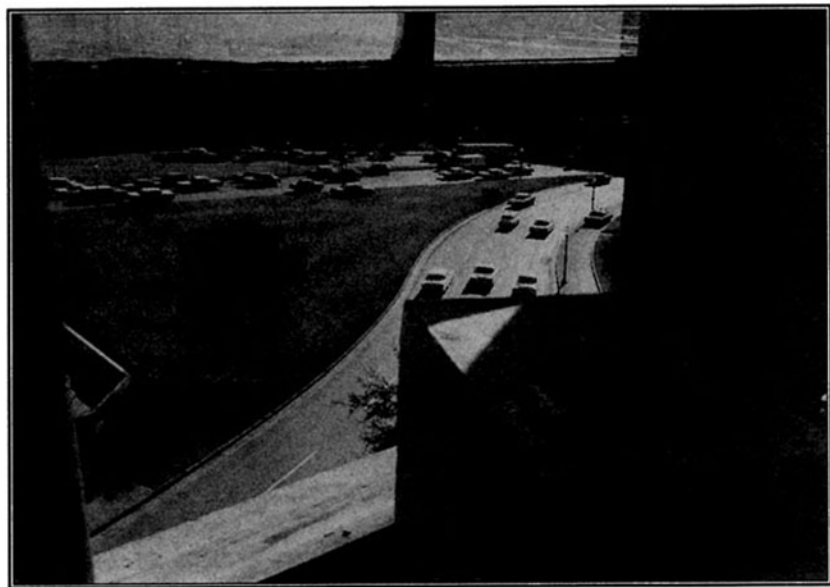
Fairfield's murder is well known to the new leaders of Delta Green. It prompted a major restructuring to protect the organization, but they know better than to initiate open warfare. If pushed too far, Majestic-12 has the power to root out the Delta Green conspiracy and utterly destroy it. Delta Green, however, could expose the government's collaboration with an alien race and its crimes against the American people. Both sides follow the rules of engagement in this new cold war within the US government itself. When



they don't, too many people die and unspeakable secrets are exposed. That's something neither side will risk lightly.

## GOALS

The primary goals of Majestic-12 are research and development of alien technology to maintain the United States' position as the world's superpower. This includes protecting the confidentiality of The Accord and ensuring the secrecy of alien activity on Earth. While some members of MJ-12 have grown to fear and mistrust the Greys' agenda, no one in the organization knows the truth regarding the Mi-Go and their manipulation of the US government. Through the various MJ-12 projects and sub-projects, the Mi-Go have human scientists use their intuitive abilities to advance some research problems faster than the Mi-Go themselves are capable. Meanwhile the Fungi from Yuggoth conduct their own experiments into human genetics and psychology through abductees culled as part of The Accord and concealed by Majestic-12 itself.



## FLAWS AND STRENGTHS

**1. The Federal Government:** Through orders, manipulation, favors, and innuendo, Majestic-12 can get just about any part of the U.S. government to do just about anything it wants. If Majestic-12 officials learn that Delta Green agents are up to no good, they can disrupt their personal and professional lives in a heartbeat. The source of the heat almost always appears to be something unrelated. It may be a superior who disapproves of the players for personal reasons, a Justice Department official afraid of lawsuits, or a judge who is all too eager to hear a complaint from the ACLU. Almost never will it be shadowy men in black arriving at the agents' door. And if it is, the characters are in trouble.

**2. Diffusion of Power:** A core of 12 directors who come from all branches of the military and intelligence communities lead Majestic-12. The group's projects are conducted in dozens of facilities around the country and beyond. There is no centralized office or subgroup to target for attack, sabotage, blackmail, or Congressional oversight.

**3. High Technology:** Most of the technology developed by Majestic-12 has yet to see field deployment, but some of it has already been put to use. If the players are unlucky enough to encounter NRO-Delta or BLUE TEAM agents equipped with physiological enhancements, sonic weapons, particle beam lasers, and nanotech stealth modules, they may not live to regret it. Project GARNET's techniques for manipulating memories and behavior are effective beyond the speculation of conventional science and psychiatry.

**4. Limited Scope:** Majestic-12 doesn't care about Great Cthulhu, the deep ones (those in ICE CAVE are forgotten except by a few custodians), secretive occultists, or any aspect of the Mythos that does not look like what they expect an extraterrestrial intelligence to look like. They have had limited encounters and experience with other extraterrestrials, to include a recent discovery of the Insects from Shaggai. But all are perceived as isolated encounters of far less importance than the presence and activity of the Greys.

**5. The Greys:** Most Majestic-12 activity is observed by the Greys. The Fungi from Yuggoth may focus their attention against Delta Green if agents threaten to expose them or if MJ-12 takes an inordinate interest in the conspiracy. If the Mi-Go become involved via the Greys, things will quickly get weird—close encounters with the Greys, abductions, missing time, mysterious implants, clones, suppressed memories, the works.

## SKILLS

**Majestic-12 Researchers:** Any of the academic sciences, including Weird Science.

**NRO-Delta Agents:** Combat and infiltration skills. See the Commando template.

**BLUE TEAM Troops:** Similar to NRO-Delta, but to include Navigation and Pilot Aircraft skills among the team. A few characters based on the Emergency Response Team member profile are also to be found.

## MYTHOS PROFICIENCIES

**Tome and Lore Cycle Mastery:** None. Almost everything Majestic-12 knows about the Mythos is wrong. Some individuals, such as NRO-Delta Section Chief Adolph Lepus, know better but are not in a position to instruct anyone or set policy.

**Non-Euclidean Theory:** This is the one Mythos proficiency that some Majestic-12 scientists are able to learn. Most who do wind up committing suicide or becoming so unstable that they are removed from active service.

## **SPELLS**

None

## **ROLEPLAYING NOTES**

In most games, Majestic-12 is a ready source of NPC villainy and deception for players who are agents of the Delta Green conspiracy or civilian investigators such as SaucerWatch or Phenomen-X. These NPCs may be MJ-12 researchers or field agents working to cover up evidence of alien activity. If the players are unlucky, their encounter may be with members of a BLUE TEAM or NRO-Delta. Other games may feature the players themselves as members of Majestic-12. Much like PISCES player characters, players who are members of this organization must roleplay their ignorance of the truth. MJ-12 has not yet learned of the Mi-Go's existence or the facts behind the Greys and The Accord. The temptation to dress MJ-12 agents in black suits and sunglasses is a powerful one, although sharp-looking, conservative suits are a little less obvious. Typically they will carry a selection of credentials identifying them as FBI, CIA, DEA, NSA, or other federal organizations such as the CDC or FEMA. Some very interesting games can be organized with MJ-12 characters working to cover up secrets or perhaps stumbling upon truths behind their own agency. The biggest drawback with MJ-12 player characters is adequately replicating the resources they could potentially have at their disposal.

## **THE KAROTECHIA**

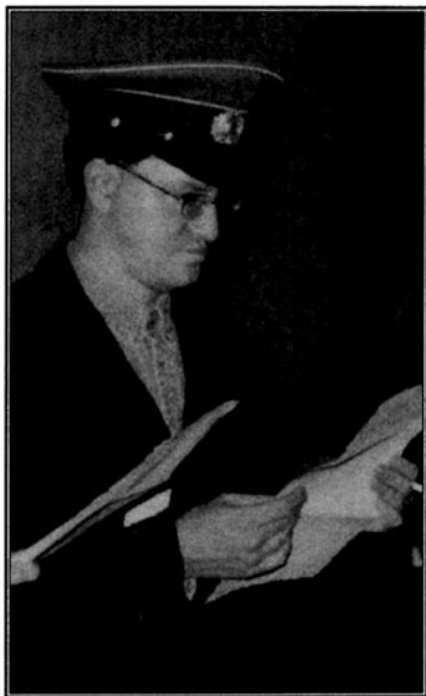
"We have all seen each other somewhere before, and in the same way we will see each other again in the next world."

— Himmler to his Gruppenfuhrers, Dachau, 1936

The perennial foes of Delta Green, the Karotechia was perhaps the greatest scourge of villainy and black magic the Western world has ever known. The Karotechia scattered to the ends of the earth when the Allies shattered the Third Reich, fleeing with what dark science they could carry. Delta Green relentlessly hunted them down, knowing the enormity of the Karotechia's horrors and the threat they posed to all of mankind. Eleven years after WWII, Delta Green believed they had eliminated the last of the Karotechia threat. They were gravely mistaken. The seeds of evil that escaped extermination found new root in the jungles of South America. Decades later, the Karotechia has grown into a sinister new power unto itself. The dark tendrils of the Fourth Reich have extended into the subcultures of North America and Europe. It is said that old Nazis never die. They just go to South America and regroup.

## HISTORY

Many Nazi elite held a particular fascination for the occult, influenced by the Volkisch movement and the Aryan mysticism of the Thulegesellschaft. Nazi propaganda preaching Aryan destiny and purity bore occult overtones. A special department of the SS called the Ahnenerbe, or Ancestral Heritage Research and Teaching Foundation, was established to 'scientifically' prove Nazi racial doctrine. An office within the Ahnenerbe, known as Sonderkommando H, was assigned to research the inquisition and witch trials in Germany. Himmler intended to build a historical justification to crackdown on the Church for crimes against the German people, but Sonderkommando H found much more than they bargained for—frightening, long-buried secrets revealing the existence of real occult powers.



The Karotechia was created in 1939. Members included German academics, occultists, and former members of the Thulegesellschaft, Ahnenerbe, and Sonderkommando H. Embracing the use of magic and unconventional science to empower the Third Reich, the Karotechia pillaged the libraries and museums of Europe for clues, artifacts, and manuscripts of ancient power and knowledge. The rest of the SS feared and distrusted the Karotechia, but never questioned its orders. Thousands of prisoners from the camps were transferred to their care, never to be seen again.

The Karotechia initiated Aktion Eisschloss in '39, locating the frozen, pre-human Antarctic city reported in the academically discredited account of the Pabodie Expedition. For the next six years, Karotechia archaeologists, cryptographers, and experts in ancient languages were shipped by submarine to a site called Point 103. Hundreds of Nazi scientists, SS combat engineers, and mountain troops were reassigned from the European Theater in order to build submarine pens and a research complex beneath the Antarctic ice. The upper levels of the ancient city were explored and relics of the science and magic of the Elder Things recovered before all contact was lost during the last terrible months of the war.

The Middle East became an occult battleground as the Karotechia sought the locations of Irem, ancient tombs, and dire relics. Agents of Delta Green and PISCES raced to steal away or destroy these secrets and deny them to the Reich. Delta Green met great success in France, sending a commando raid to disrupt a critical meeting between the

Karotechia and deep ones from the sunken city of Ahu-Y'hloa. The deep ones refused to resume contact with the Karotechia and a terrible alliance was prevented.

During a Karotechia exhumation program of persons reputed to be witches and warlocks, Dr. Olaf Bitterich discovered a set of manuscript pages from Friedrich Von Junzt's unpublished Black Book. The pages included a spell vaguely purported to contact "those beyond." Performing the ritual, Bitterich communed with the spirits of such German heroes as Bismark, Nietzsche, Friedrich the Great, and Arminius. He shared their wisdom with Hitler and Himmler, who acted upon their grim directives. Significantly less success was enjoyed when the Karotechia found and translated fragments of the Gothic language version of the dreaded Necronomicon. Seven Karotechia researchers, 73 SS support personnel, Naudabaum castle, and most of the mountain on which it stood were obliterated in early 1945 during an aborted and poorly understood attempt to summon the Daemon Sultan Azathoth.

While the Karotechia's success in magic was uneven, they had considerable success in certain medical technologies. These included genetic research, selective breeding, and DNA manipulation, possibly assisted by advanced biogenetics data retrieved from Aktion Eisschloss. Research paralleling experiments by Doctor Herbert West in the 1920s produced a method for reviving the dead by chemical means. Monsters, mindless animals impossible to control, these "resuscitated casualties" were shipped to the Eastern Front by the truckload and released onto the battlefields. Research was also applied to life-exten-



sion projects involving the preservation of the human brain without its biological support system.

Some 37 of the original 164 members of the Karotechia survived the war and Delta Green's feverish hunt during Operation LUNACY. Linking up with ODESSA, Organization der Ehemaligen SS-Angehorigen (the Organization of Former Members of the SS), the last of the Karotechia fled to the darkest corners of the world. Delta Green operatives were not far behind them, and the newly reformed agency launched Operation SOUTHERN HOSPITALITY in 1948. Slowly, the last members of the Karotechia were nibbled away by Delta Green and Mossad Nazi hunters. By 1956, Delta Green was satisfied that the last members of the Karotechia had been slain or died from mishaps, old age, and disease.

Unfortunately, Delta Green was wrong. At least three members of the original Karotechia remain alive today and have slowly rebuilt the organization into an underground empire of fearsome potential. From the end of World War II until 1975, the former members of the Karotechia were fragmented and without central command or organization. Some banded together in small communities, such as the Thulist enclave in Chile known as the Colonia Dignidad, others made deals as advisors to South American police states. Many were content just to lay low and try to stay one step ahead of the hunters.

Since the sudden reappearance of Dr. Olaf Bitterich in 1975, Dr. Gunter Frank and SS-Oberfuehrer Reinhard Galt have all worked together to create a new Karotechia far more ambitious than the original. While the old Karotechia served the Third Reich, the new organization is the Fourth Reich—a network of fascist, white supremacist, and anti-Semitic groups and individuals with strong ties and influence with criminal organizations around the world. An ancient resurrection formula is being used to bring dead Nazis and war criminals back to life, while the Karotechia has resumed its relentless acquisition of occult manuscripts and relics from around the world. Operating from their headquarters in La Estancia, an abandoned rubber plantation in Brazil, this evil triumvirate works together to expand the power of the Karotechia while pursuing their own personal agendas.

Doctor Gunter Frank was a technological necromancer of the Karotechia and has succeeded in granting himself a ghastly half-life based upon the work of the renowned Spanish physician, Dr. Javier Munoz. Frank has recovered the Gothic language version of the Necronomicon and has tasked Reinhard Galt to help him assemble the language experts needed to translate this powerful tome. SS Oberfuehrer Reinhard Galt remains a young, muscled specimen of the Aryan ideal, his strength and youth preserved by black magic and cannibalism. Since Dr. Frank can't leave his freezer and Bitterich's age prevents any travel, Galt oversees all major Karotechia field operations.

The third member of this unholy triumvirate, and the leader of the modern Karotechia, is Doctor Olaf Bitterich. The same researcher who conjured the spirits of German heroes to advise the Fuehrer, Bitterich apparently keeps his decrepit and twisted old body alive by force of will alone. What he actually discovered those many years ago



was a spell for contacting the Crawling Chaos, Nyarlathotep. The old trickster masqueraded as the spirits of great German heroes to win the confidence of Hitler and Himmler, guiding the Reich further down the path of darkness and utter insanity.

When Nyarlathotep contacted Bitterich again, he wore the guise of Adolf Hitler himself. Der Fuehrer told Bitterich that he had not died, but entered a higher plane of existence from the harnessed energies of the mass sacrifices in the SS death camps. He was now one of the Enlightened Masters, like Buddha, Jesus, and the High Priests of Atlantis. Bitterich, his prophet and disciple, was to establish a new Reich and engineer the apocalyptic eschaton that would wipe the lower orders of humanity from the earth and catapult the Aryan race beyond the restrictions of the flesh.

A time bomb is ticking in the form of the Thulegesellschaft, the most adamant of Aryan supremacists among Bitterich's ranks. A unique theory grew among the Thulists in the Karotechia as they attempted to reconcile their fearsome discoveries with their fanatical Aryan religion. The Elder Things, the alien race who built the great Antarctic city beneath Point 103, were none other than the Ancient Masters of Volkisch and Theosophist thought. A dying race, these Ancient Masters created the Aryan as the pinnacle of their biogenetic science, a master race of warrior-poets destined to inherit the Earth and the very stars themselves. But the imprisoned Great Old Ones who warred against the Ancient Masters were crafty. The sacred bloodline was corrupted as alien and subhuman races bred with the children of the Ancient Masters, often tricking them or forcing them to their vile lusts.

The Thule believes the hybridization and corruption of the pure-human strain is the ultimate threat to their master race. Only a human hand can free the Great Old Ones, and the corrupted human races are their tools. To protect itself against a return of the Great Old Ones, to inherit the world and ultimately the galactic empire that is its birthright, the purity of the Aryan race must be maintained and the corrupted Untermenschen wiped from the face of the Earth.

When Bitterich surfaced in 1975, committed to rebuilding the Karotechia, the Thulegesellschaft eagerly rejoined the organization. Bitterich's mystical contacts and séances were legendary, and now he communed with the spirit of the Fuehrer himself. The Thulegesellschaft has become a loyal supporter of Bitterich, offering a new Lebensborn of pure Aryan blood and a garrison of highly trained, fanatical troops. If it was discovered that the 'spirit' of Adolf Hitler guiding Dr. Bitterich was none other than the Crawling Chaos, a terrible schism and internal war could erupt within the Karotechia as the Thulegesellschaft and its shock troops rushed to purge the corruption of the Mythos from their ranks.

## GOALS

Increase the scope and power of neo-fascist, anti-Semitic, and organized crime groups within the Karotechia's network. Acquire tomes and relics of occult power that will further the cause. Build the Fourth Reich as an underground empire, plotting the eradication of all lesser races from the earth, at which time the Karotechia will emerge from the shadows to rule the world.

## FLAWS & STRENGTHS

**1. Hunted:** Should the Karotechia's old foe Delta Green or an organization such as the Mossad learn of the extent of the Fourth Reich, a ceaseless campaign would be launched to track down and destroy the Karotechia. No one who learns too much of the Karotechia may be permitted to escape alive.

**2. Insane Superiors:** The Karotechia's triumvirate and many other senior leaders are dangerously insane with no regard for human life. It is not unlikely that members of the Karotechia may be ordered into suicide missions for the greater glory of the Reich, or tortured or killed outright for even minor infractions.

**3. Necromantic Arts:** The Karotechia's skills in both magical and scientific necromancy are unparalleled. Many of the most notorious Nazis and war criminals have been resurrected to join the ranks of the Karotechia, and a loyal and valuable member of the Karotechia may be given the same honor if he or she dies for the Reich. If the character served the Karotechia well before his death, his body may be recovered and brought back to life via the Resurrection spell. If he is less fortunate, his mind may be preserved in a chemical bath with an electronic communications link so that his experience or details from his last missions may be extracted.

**4. Resuscitate Casualty:** Some Karotechia field agents are provided with self-injecting ampoules of Dr. Frank's reanimation serum. Intended for use only in dire emergencies, these may be used to produce mindless, violent zombies whose destruction and mayhem might slow or halt pursuers long enough to allow the agent to escape.

## SKILLS

A strange mixture of Aryan supremacists, black magicians, and mad scientists, a wide variety of skills may be found among the ranks of the Karotechia. The Bauer, the "troops" of the Fourth Reich, are rough and tumble skinheads, thugs, and right-wing militia, although others are common citizens with right-wing or anti-Semitic proclivities who think they are working for ODESSA in a worldwide movement to revive fascism. The Ritter are the officers and the new SS of the Fourth Reich. Trained in espionage, languages, paramilitary tactics, and torture, they are employed by third-world security services, criminal organizations, terrorist groups, and mercenaries around the globe. The Bischöfe are the most powerful members of the Karotechia besides the triumvirate. A dozen powerful sorcerers pulled from the finest Lebensborn specimens, these are the pupils and favored aides of Dr. Bitterich himself. Individual Karotechia researchers will usually have combinations of the Occult, Cthulhu Mythos, and Weird Science skills among their talents.



## MYTHOS PROFICIENCIES

**Tome Mastery:** Unausprechlin Kulten, the Black Book, and others

**Lore Cycle Mastery:** Ancient Masters (corrupted history of the Elder Things)

## SPELLS

The following spells are all known by Bitterich's Bischöfe. Individual Karotechia researchers may possess other combinations.

Body Warping of Gorgoroth

Contact Der Fuehrer (Avatar of Nyarlathotep)

Create Gate

Dread Curse of Azathoth

Resurrection

Shriveling

Voorish Sign

## ROLEPLAYING NOTES

As NPC foes, the sheer villainy and tradition of evil that the Karotechia represents is a delight for players eager to stomp Nazi butt. The Karotechia are anything but paper targets or fancifully melodramatic ogres. Investigators who take this violent, dangerous, and fanatical organization too lightly will soon regret it. For shadow campaigns, the Karotechia is a fascinating challenge for roleplayers looking for darker character roles. The Thulists among the ranks of the Fourth Reich present a chilling paradox and internal threat to the unity of the Karotechia. The Thulegesellschaft is both a sworn enemy to the Great Old Ones yet a terrible threat to the entire human race. Additional information and a more detailed profile of the Thulegesellschaft is found in *Cthulhu Live: Lost Souls*.

## THE ARMY OF THE THIRD EYE

"To take what you attack, attack where there is no defense. For unfailingly secure defense, defend where there is no attack. So in the case of those who are skilled in attack, their opponents do not know where to defend. In the case of those skilled in defense, their opponents do not know where to attack. Be extremely subtle, even to the point of formlessness. Be extremely mysterious, even to the point of soundlessness. Thereby you can be the director of the opponent's fate."

— Sun Tzu, *The Art of War*

One of Britain's most-wanted terrorist groups is a violent and unfathomable organization calling themselves the Army of the Third Eye. For several years in the mid-1990s, more resources were employed to hunt the Army of the Third Eye than were used against the Irish Republican Army. Although the leader of the Army was eventually captured and the IRA, foreign terrorists, and animal rights activists once again dominate Britain's headlines, the Army of the Third Eye is still operational and still hunted by Special Branch and PISCES.

The Army is typical of anti-modern protest groups that emerged during the "green and caring Nineties." Unlike other groups who progressed to violence after other forms of dissent and civil disobedience, the Army's first actions were violent and sensationalistic, as it targeted individuals involved in Britain's defense and aerospace industries. Bodyguards and security personnel were killed during violent abductions, the kidnapped targets taken to remote locations where the Army trepanned their victims with power drills. These grisly operations typically resulted in the death of their victims or severe brain damage, although some survivors actually turned to join the bizarre terrorist organization. The popular press depicted the Army of the Third Eye as modern-day Luddites, fighting the inevitable future tooth and nail.

Increasingly frequent kidnappings of valuable scientists and technicians goaded the British authorities into action, responding with a massive manhunt for the Army of the Third Eye. Eventually the Army was tracked down to an isolated farmhouse near Truro in Cornwall. After ignoring police demands to surrender, the SAS were sent in to capture the

terrorists. After a fair and well-reported trial, the Army's paranoid and delusional American leader was found guilty and sent to Dartmoor Prison.

But that's what They want you to think. Behind the headlines, behind the veil, the Army of the Third Eye struck directly at a dark secret within the heart of the British establishment. Their activities forced this establishment into destroying the Army in a ruthless attack by anti-terrorist troops after a botched high-risk sting operation, an act of desperation not seen even at the height of Northern Ireland's troubles. The Army of the Third Eye directly attacked the Shan, the secret Masters of Britain.

## HISTORY

In 1989, Lee Coleman, an American graduate student touring the British Isles by bicycle, stumbled across the Shan temple-ship in Goatswood forest. Coleman was captured by PISCES security personnel guarding the site and forced to become a host to the alien Shan. It was never exactly clear what an American tourist was doing in such a desolate part of England as Goatswood. Some conspiracy theorists suggest a CIA connection, that Coleman was investigating the nascent Severn Aerospace facility under construction. It matters little, now that Coleman is dead.

Initially Coleman cooperated with his Shan tenant, but eventually escaped two months after his disappearance in Goatswood. Through a supreme act of willpower, Coleman resisted the control of his Shan and performed a crude self-trepanation. The 'ghost from space' fled his skull and was destroyed by the rays of the sun. Coleman retained the memory of the horrible experience, as well as a fairly complete knowledge of the Shan plan for domination of Britain and their eventual escape back into space. This knowledge included an awareness of high-ranking hosts within the British government and aerospace industry, the targets for Coleman's new war of revenge and liberation.

Coleman kidnapped Richard Rowland, a Ministry of Defense engineer and trepanned him to destroy the Shan living within his head. Rowland survived the operation, and the Army of the Third Eye was born. Over a period of three years, the Army liberated six recruits from Shan domination and terminated two irretrievably corrupted hosts. The amateur brain surgery performed by the Army was less than effective, with a high probability of death or serious brain damage.

The Army kidnapped a trainee neurosurgeon, Karen Carter, from outside her London hospital. Given the choice of properly performing a trepanation herself or watching Coleman and Rowland butcher another kidnapped Shan host, Carter did the operation herself. The emergence of the Shan from the host's cranium convinced Carter that Coleman and the rest of the Army weren't madmen.

With Carter performing surgical operations, the survival rate soared to 100% and the Army quickly grew with recruits drawn from the ranks of former Shan hosts. Operations were now performed on the back of the head to minimize visible scarring. A campaign of sabotage around the Severn Aerospace facilities in Goatswood was begun in order to intimidate the non-host workforce. Attempts were made to contact the media, but no jour-

nalist was willing to deal with kidnappers and murderers. Surgery videos of alien-infested hosts failed to grab the attention of news editors wary of another alien autopsy hoax.

Until 1993, the Shan had only lost eight of their race to the Army; but between 1994-96, they lost another 13. These were unacceptable losses to the Shan Elders, although the casualties were all Shan born on Earth. Initially Special Branch was used to hunt the Army, but they were replaced by PISCES agents masquerading as MI-5 as casualties rose. The Insects from Shaggai laid a trap for the Army of the Third Eye.

A new Shan host, selected from employees at the Severn Aerospace manufacturing facility, was infested as bait. The Army had been unable to penetrate the manufacturing plant's security for fear of capture, and recent recruits had no knowledge of the plant. The host seemed like an ideal opportunity to gain intelligence about Severn Aerospace's factory and the temple-ship last seen by Coleman. The host's family assisted the Army with the abduction, but the Shan were waiting with agents and special forces troops. Coleman and three comrades escaped the initial ambush and fled with the host to a farmhouse in Cornwall.

As the SAS closed on the farm, the bait-host was trepanned and his Shan killed. One of the Army was killed during the SAS assault; Coleman and the two remaining soldiers committed suicide with vials of cyanide. The plan had failed; the Shan lost another of their race and gained no useful intelligence on the Army. PISCES covered up the fiasco, claiming that the whole movement and its leader had been captured in Cornwall. A show-trial was staged with several mental patients as stand-ins for Coleman and his comrades, effectively killing the Army as a story for the media. The rest of the Army withdrew back into the shadows and regrouped.

Karen Carter took command on Coleman's death and implemented a new campaign to gather intelligence on the Shan, PISCES, Severn Aerospace, and politicians involved in Britain's revitalized interest in the European Space Agency. Carter reorganized the Army into a leaner force, one more capable of surviving a PISCES hunt than Coleman's former band of bravados. The core of the Army, the men and women liberated from the Shan, can detect the presence of Shan hosts and have considerable knowledge of the aliens and their plans. They are a valuable resource and an important intelligence asset, but are known to PISCES and especially vulnerable. Shan occupation of a prisoner's mind would reveal the Army's secrets and infrastructure, leaving suicide as the only option for members who face capture.

These identified members of the Army hide in plain sight amongst the homeless, mentally ill, or criminal elements of society. Eighty-five members of the Army who are currently unknown to PISCES carry out the day to day operations. These soldiers include Karen Carter and Dr. Donald Clare, a psychiatrist who organizes recovery therapy for former hosts and short stays in mental health facilities as cover for Army operations.



## GOALS

Protect the security of the Army while gathering intelligence on the Shan, PISCES, and Severn Aerospace. Kidnap and liberate Shan hosts whenever the risk appears minimal, but always be alert to traps set by PISCES and Special Branch. Identify the greatest weaknesses of the Shan, and prepare for the final assault that will liberate Britain from their alien grasp.

## FLAWS & STRENGTHS

**1. Gathering Strength:** The Army's recently adopted campaign of watch and learn will pay off, unless someone is captured by PISCES. The ability of the liberated hosts to detect the presence of Shan is a tremendous benefit, although these individuals must be extremely careful since their identities are known. The Army is learning where to strike to inflict maximum damage to the alien parasites and their plans. The Army has definite proof of malevolent alien life, a powerful wild card if Delta Green or Majestic-12 become involved or initiate investigations in Britain.

**2. Small Numbers:** The small size of the Army leaves it hard to find and flexible enough to avoid most traps. It has contacts, safehouses, and a clandestine communications network around Britain, but the Army simply does not have the manpower to mount the reconnaissance effort required. The Army concentrates its resources on identifiable key targets, a weakness that PISCES can exploit to set future traps.

**3. Slow Communications:** The Army cannot use modern, conventional means of communication without running the risk of discovery. Telephones, cell phones, faxes, and emails can all be eavesdropped by GCHQ and the mail can be intercepted. Army communications are direct face-to-face meetings, deliveries by courier, or by dead letter drop. Organizing an operation and marshaling forces takes time, which means some opportunities may pass before the Army can effectively exploit them.

**4. Hunted:** The Army is actively hunted by the Shan, PISCES, and Special Branch. If PISCES should identify Army safehouses and key personnel, retribution will be swift and brutal. Law enforcement personnel are the least of the Army's problems, but if a soldier is arrested with incriminating evidence linking him to the Army, then PISCES will become aware of the fact through Special Branch.

**5. Internal Dissent:** Coleman's direct actions were ultimately self-destructive, but some dispute Carter's watch-and-wait strategy. Current proposals include going public to the government and media, or informing the French or the Americans about the Insects from Shaggai. The Army has successfully linked the Grosvenor Square embassy shootout of 1998 to the Shan, but has not yet decided whether to involve the Americans.

## SKILLS

Army soldiers come from a variety of backgrounds with a wide range of skills. Long-serving members of the Army have likely developed Espionage and Cryptography skills. Most members of the Army know First Aid and have been taught how to perform basic trepanations and provide medical aftercare.

## SPELLS

None



#### **MYTHOS PROFICIENCIES**

**Lore Cycle Mastery:** Shan

**Xenobiology:** Shan

#### **ROLEPLAYING NOTES**

The Army of the Third Eye offers a very unusual organization for players combating PISCES and the Shan. Interesting alliances may occur between the Army, Delta Green, or Majestic-12 should the Americans learn of the alien horror slowly consolidating its control of the United Kingdom. On the other hand, the Army could easily be represented as a maniacal group of NPC terrorists to be hunted down by PISCES players. The Army is a true wildcard in the Delta Green universe and their future activity, alliances, or destruction may have extreme and far-reaching implications.

#### **THE BLACK DRAGON SOCIETY**

"Myths do not necessarily disappear with the circumstances that first produced them. They sometimes acquire an autonomy, a vitality of their own, that carries them across the continents and down the centuries."

— Norman Cohn

The Kokuryu-kai, or more popularly the Black Dragon Society, was the unacceptable face of Japanese nationalism back in the days of the Second World War. The Black Dragons schemed and murdered their way across Japan, China, Korea, and Southeast Asia in pursuit of Greater Japan, even infiltrating the United States in order to achieve their aims. Today, the term "Black Dragon" is a lazy journalist's label, like "Nazi," applied to elderly or shady individuals with publicly known right-wing opinions or actions. Even though some politicians pray at Shinto shrines dedicated to the war dead or accept campaign contributions and votes from the Yakuza, the modern consensus is that organized Japanese fascism died at the end of the Second World War.

In 1945, the Dragons shrank back into the shadows, giving up a few hotheaded scapegoats to the Allied War Crimes investigators. Unit 731's chilling medical and biological warfare experiments and researchers were traded to the Americans in return for immunity from investigation and prosecution. The esoteric Unit 831, its archives and collection of wonders plundered from across Asia, was mothballed for future use. Its occult researchers hid themselves among the monastic orders and the underworld network of the Yakuza. The Dragons took their time to regroup and began the implementation of Plan B. Instead of dying out, the Dragons became a subtle, far-flung conspiracy that has transcended Japan and the Far East, spreading worldwide and settling around the pressure points of the modern financial, commercial, and political world.

The objectives of the modern Black Dragons are subtler than the crude geo-political ambitions of the 1930s and 40s—a plan not to be achieved by war but by stealth, trade, and cultural osmosis. This time the Dragons are setting the stage and positioning themselves to rise as the masters of the Tsan-Chan Empire, the cruel, oriental power prophesied to rule the Earth in millennia to come. The Dragons are certain that the One Emperor and Dai Nippon will lead and guide the Tsan-Chan Empire, as is their rightful destiny.



## HISTORY

The Black Dragons are the successors to the Black Ocean Society, a powerful cabal of Japanese nationalists. Throughout the last half of the 19th century, secret societies dedicated to Japanese nationalism manipulated politics and military actions throughout Asia, all to secure the uncontested sovereignty of the Japanese Emperor. With many parallels to the Volkisch movement that catapulted the Nazis into power in Germany, members were fanatically devoted to the cause of nationalism, the Emperor, and the ultimate destiny of the Japanese race. Membership in these organizations often overlapped. Some societies such as the Black Ocean and the Black Dragons were not afraid to use force to achieve their political aims.

Following defeat in the Second World War, Japan went through a process of reeducation, though not to the same extent as Western Germany. Organizations such as the Black Dragons became public embarrassments and ceased to be spoken of even though they had large memberships spanning Japanese society. At the height of its popularity, the Black Dragons' membership numbered 10,000. Nationalism moved onto other forms of expression such as new religions, politics, and international trade. The Dragons made sure that the trust funds and fortunes of the *Zaibatsu*, the pre-war merchant houses, were unaffected by war reparations, and encouraged the *Zaibatsu* to modernize using American aid so that they developed into the present-day *Keiretsu*.

Shadowy forces preferring to remain in the background have always guided Japanese nationalism. These forces guided the Black Ocean and other militarist secret societies, just as the Black Ocean later guided the Black Dragons. The ultimate driving force behind these secret societies, the politics and power plays since the 19th century, is the Order of the Green Dragon. A small order of ostensibly Buddhist monks, the Green Dragons arrived in Japan from mainland Asia during the 8th century. The Order's influence and prestige developed during the Ashikaga period of the 13th to 16th centuries, maintaining a solitary monastery in the mountains of Kii Hanto. Before Oda Nobunaga's campaign against the Buddhist monks during the late 1500s, the Order abandoned its monastery and retreated to Kyoto, where it hid from the worst of Oda's excesses.

After America forced open Japanese trade and culture to the outside world, the darkness was unleashed. For over 900 years, the monks of the Green Dragons have been in contact with a small group of Agarthan monks of the Left Hand Path, known as the Green Men, located in Tibet. Communicating through dreams and astral projection, the Green Dragons have been cooperating with these Tibetan monks to bring about the Tsan-Chan Empire in 3,000 years time. Some occult researchers have suggested that the Order of the Green Men are probably related to the Cult of Cthulhu—the Leng Monastics or the Kuen-Yuin. In 1855, a member of the Green Men arrived in Kyoto to meet personally with the Order of the Green Dragons and detail their plans for the future of Japan.

The Dragons utilized 19th century Japan's growing nationalism and anti-foreign sentiments for their own ends. The secret societies developed networks throughout Korea and China to gather intelligence, recruit allies, cause unrest, and strengthen Japan's position across Asia. As Japanese power swelled, annexing Korea and extracting concessions and

territory from ailing China, the Green Men's grasp tightened on the increasingly proud and resentful Dragons. The Council of the Green Dragons decided that cooperation with the Agarthan Green Men would only continue as long as it was in Japan's interest to do so.

The Green Men ordered the Dragons to cooperate with the Thulegesellschaft in the 1920s, and the Ahnenerbe and Karotechia during the 1930s and 40s. The Ahnenerbe staged several expeditions into the mountains of Tibet and it remains unclear what relationship the Karotechia established with the Green Men. Substantiated reports place a small group of Tibetan monks in Berlin during the final days of the Third Reich. These monks were found executed, apparently by the SS, to prevent them from being captured by the encroaching Soviet forces. Despite the apparent alliance forged between the Green Men and the Karotechia, the relationship between the Karotechia and the Dragons was forced and uneasy. One of the last contacts Japan had with the Nazi Reich was a submarine infiltration off Kyushu that evacuated several Karotechia personnel and a cargo of artifacts. It is unknown whether the submarine, its passengers, or cargo reached the Dragons and the Karotechia's counterparts in Unit 831.

Delta Green's World War II operations were focused on the European Theater, and their experience with the Black Dragon Society is limited. Operations in Vietnam and Cambodia occasioned Delta Green's first real encounters with the Dragons, although they are perceived as a cabal of Japanese nationalists and Yakuza clans rather than a true Mythos threat.

Recently the presence of the Black Dragon Society has been identified on the West Coast in what appears to be a struggle with Southeast Asian drug lords for the control of narcotics traffic. Some tensions have arisen between the Black Dragon Society and the Tcho-Tcho. Tiger Transit controls the greatest sources of Liao in the world, and the Tcho-Tcho have recently begun to tighten the screws and increase prices of the exotic drug. Liao is vital for the Dragon seers, and violent skirmishes may break out unless some compromise is reached. While the Dragons respect the magical powers of the Tcho-Tcho, they are merely allies of convenience in the rise to Empire. The Black Dragons are chafing under their near-monopoly of the Liao supply. Japanese troops carried out an attempted genocide of uncooperative mainland tribes in the 30s and 40s, and the Tcho-Tcho relish their current control of the Black Dragons' Liao.

PISCES battled the Black Dragons extensively through Burma, Thailand, and China, coming face to face with the horrors unearthed by Unit 831. Those files are sealed away in the depths of the Vault in Kilmaur Manor. Minor skirmishes continued in Hong Kong for decades, but PISCES interest in the Black Dragon Society has waned dramatically during the past 10 to 15 years. This removed one of the long-standing obstacles to the consolidation of the Dragon's power in the Pacific, an opening the organization has not hesitated to exploit.

Perhaps the greatest threat to the Black Dragon Society is internal, for the Dragons are now at odds with the Green Men. Since 1959, the Green Dragons have pursued an

openly pro-Japanese plan for the Tsan-Chan Empire. Contact with the Green Men ceased when Chinese Communists overran the Green Men's monastery in Tibet, allowing the Dragons to proceed with their plans more easily. However, the seers didn't predict renewed contact with the Green Men in the 1990s.

The Green Dragons are split along pro- and anti-Agarthan lines. The majority of the Dragons are playing a game, cooperating with the Green Men but still trying to advance their own agenda. Both organizations want the Tsan-Chan Empire to come into existence. The Green Dragons' seers suggest that propitious intervention at key points in the development of the Tsan-Chan Empire can influence and shape the future character and foundation of the empire in the image that best suits the Green Dragons and Japan.

The exact relationship between the Black Dragon Society and the Imperial family remains unclear. It has been suggested that Oda Nobunaga's 17th century campaign against the Buddhist monasteries was a cover to root out and destroy the Green Dragon monks. When the Black Dragon Society finally approached the Imperial family to offer their support to the Emperor, it became apparent that the Imperial line was not unfamiliar with the Mythos. Although the Green Dragons feel they are steering the destiny of Japan and the Imperial family toward the Tsan-Chan Empire, it is apparent that they have occasionally been used by the Emperor to fulfill some private agenda of his own. The full scope of the Imperial family's Mythos knowledge remains unknown, as does their true intentions and allegiance. For the time being, however, the Imperial family and the Black Dragon Society strive toward a similar goal, allowing a cautious alliance between the two. It is clear that neither the Emperor nor the Green Dragons have fully revealed their hand to the other.

## THE DRAGONS AND THE MYTHOS

The Dragons understand their place in the Universe. The Mythos is reality and the true universe. The powers and cycles of the Mythos are perfectly natural; it is the human worldview that is unnatural and disordered. Adepts comprehend themselves as organisms within the Mythos universe, opening conduits for the use of non-Euclidean principles. Legends tell of the most amazing feats accomplished by Dragon adepts. Quite mad by human standards, the adept follows the abilities and constraints of a revenant character in Cthulhu Live.

An adept's worldview is transformed by rigorous training, starting with Zen Buddhist techniques of meditation and martial arts. When considered ready by their sensei, they study elements of rinzai and satori philosophies to expand their awareness and acceptance of the true nature of the universe. Only by accepting his place in the cosmic order can Man master his destiny. This understanding is enhanced by the use of koans, mondos, and katsu. Sometimes the katsu takes the form of controlled encounters with Mythos entities. Black Lotus and the Liao Drug are sometimes used to accelerate training or open reluctant minds to infinite possibilities.

The adept is trained to influence his own physical body as well as other organisms around him. The adept can effectively manipulate time and space, or so it appears to an



observer stuck in a mechanistic universe's point of view. An adept's graduation comes when he can make a bud blossom into a flower. More talented adepts who rise as Dragon assassins learn to master abilities such as bullet-dodging, moving unseen, and walking through walls. Chakra, or aura, perception allows adepts trained as manipulators to suggest, influence, direct, or blackmail targets very successfully, literally seeing the target's weaknesses. Adepts are also trained to operate as prophets and influence the minds of mankind. They learn how to create, organize, and develop a new cult, or infiltrate and subvert an existing one.

Individuals with appropriate talents are trained to divine the future or see into the past. At higher levels of ability, seers often sacrifice one of their senses in order to amplify those remaining. The Dragon seers consume copious amounts of Liao and Black Lotus, putting them at risk from entities such as the Hounds of Tindalos. Trained adepts who can perceive and combat such threats guard the valuable seers.

Their council, the Inner Circle of the Dragons, rules the Order. Members who accept the green silk mask will never again leave the precincts of the Green Dragons' temple, nor do they show their faces again to anyone other than the Mad Emperor who dwells at the center of the Universe beyond Space and Time. It is not known what happens to the wearers of the masks, since their number is always constant.

## GOALS

Infiltrate the western world and condition global culture through the adoption of eastern philosophy, business practices, technology, and commerce. Expel the communist influence in China, Korea, and elsewhere in Asia. Establish a network of trade, finance, and political power through both legitimate channels and the criminal underworld to enable a Japanese hegemony that will usher in the cruel Tsan-Chan Empire in the next New Age.

## FLAWS & STRENGTHS

**1. Armed & Extremely Dangerous:** The average Black Dragon thug is a competent enough street fighter or soldier, made all the more dangerous by operating in groups. The Green Dragon-trained agents and adepts that occasionally take to the field are extremely dangerous. Green Dragons have access to bleeding-edge surveillance, infiltration, biomedical, and weapons technology some 10 to 20 years ahead of anything known to the general public or even advanced defense researchers.

**2. At One with the Mythos:** The Dragons accept the presence of the Mythos and mankind's role in the universe. They may ally with Mythos powers in order to gain what they seek, and may already have done so on more than one occasion. Knowledge and use of the Mythos makes the Dragons extremely powerful through their visions of the future and minor manipulations of reality through non-Euclidean principles. Revenant Dragon characters lose Façade at one-half the normal cost when dealing with Mythos entities or revelations. The Dragons may know what happened to the occult researchers of Unit 831 at the end of the war, as well as the arcane relics they looted from across Asia.

**3. World Network:** The Doho, overseas communities of expatriate Japanese, provide cover for Black Dragon activities. The Keiretsu, powerful trading and manufacturing companies, have offices and manufacturing facilities all over the world. The Yakuza have always had close ties with nationalist secret societies. Spreading overseas, the Yakuza have expanded their power and connections with the Chinese Triads, American Mob, the South American Cartels, the European Mafia, and the Russian Gangs.

**4. Keeping Face:** The Dragons are hampered by appearing compliant to the Green Men, although they now wish to chart their own course to the Tsan-Chan Empire. Unsure of the strength of the revitalized Agarthans, the Dragons are testing the limits of their supposed masters. Splits have already developed within the Dragons. The Aum Shinrikyo cult was directed

by orders from the Green Men, but such open acts of terrorism endanger Dragon operations by drawing unwanted investigations.

**5. Patience and Caution:** The aim of founding the Tsan-Chan Empire is a very long-term goal that requires the survival of the organization. Although the aim of the Black Dragon Society is to secure Japanese leadership of that distant Empire, certain tools are better suited for certain jobs. Western Gaijin and other foreigners may number among the ranks of the Black Dragon thugs. Select foreign agents may be trained by the Green Dragons, but only those of true Japanese ancestry may become full adepts and members of the Order. Patience is a virtue. Rash actions may lose the war for the sake of winning a battle. Enemies of the Dragons are not forgotten. Revenge may be slow in coming, but is cold and terrible in its ruthless totality. The Dragons' plan is like a game of chess played via a slow and unreliable postal service.

## SKILLS

Black Dragon thugs should have access to firearms, melee, and unarmed combat skills. They are often found among the Yakuza and security departments of the Keiretsu. Green Dragon-trained agent provocateurs have such skills as Espionage, Mysticism, Hypnosis, and other skills useful for their assigned missions.



Green Dragon adepts have mastered themselves and the space-time flux in which they dwell. Adepts typically have the Cthulhu Mythos, Occult, and Mysticism skills. Other common skills include Dodge, Fleet-Footed, Martial Arts, and Meditation.

## **SPELLS**

Green Dragon adepts may have a variety of spells at the discretion of the Keeper.

## **MYTHOS PROFICIENCIES**

### **Non-Euclidian Theory**

**Time Mastery:** The Seven Cryptical Books of Hsan, The R'Lyeh Text, others

**Lore Cycle Mastery:** Cthulhu, Tchos-Tchos, Chaugnar Faugn, Nyarlathotep (Bloated Woman, Black Emperor aspects), others

## **ROLEPLAYING NOTES**

The Black Dragon Society offers a new source of NPC foes, combining the Mythos with the Asian underworld. Dragon thugs and agents offer an esoteric new source of villainy, while a Green Dragon adept is a fearsome opponent to challenge the mettle of the strongest team of investigators. If player characters are drawn from the Black Dragon Society, they will be from the ranks of the organization or agents trained at the hands of the Green Dragons. Keepers should be very cautious about adept player characters. If allowed in the game, player adepts will be relative novices into their sinister order and must abide by the limitations of revenant characters.

## **THE ORDER OF THE FEEDING HAND**

"Beyond the gulf in the subterranean night a passage leads to a wall of massive bricks, and beyond the wall rises Y'gonolac to be served by the tattered eyeless figures of the dark. Long has he slept beyond the wall, and those which crawl over the bricks scuttle across his body never knowing it to be Y'gonolac; but when his name is spoken or read he comes forth to be worshipped or to feed and take on the shape and soul of those he feeds upon. For those who read evil and search for its form within their minds call forth evil, and so may Y'gonolac walk among men and await that time when the earth is cleared off and Cthulhu rises from his tomb among the weeds, Glaaki thrusts open the crystal trap-door, the brood of Eihort are born into daylight, Shub-Niggurath strides forth to smash the moon-lens, Byatis bursts forth from his prison, Daoloth tears away illusion to expose the reality concealed behind."

— *Cold Print*, Ramsey Campbell

## HISTORY

The Order of the Feeding Hand is an obscure, loosely knit cult based in Chicago. It's a depraved group consisting of the worst dregs of humanity: drug fiends, rapists, thrill-killers, perverse fetishists, and child murderers. Consisting of 80 to 100 members, "the Order" has gained quite a bit of notoriety in the underground scenes of Chicago, New York, Los Angeles, and other major American cities for their drug orgies, sexual torture, chilling murders, and hints of even darker rituals.

The cult was created in the late 1890s by an occultist named Kurt Langemayr, who belonged to a society known as the Silver Order of Crystal Twilight. It was merely a band of rich dabblers in the occult, like so many others that thrived during those years, mixing equal parts of the Cabala and Egyptian mysticism to create something unique. Langemayr grew dissatisfied and openly broke with the group, vowing to find answers to the questions burning inside him. He returned after an absence of three years, claiming to have seen many "strange vistas" during his travels. Langemayr spoke of a cult founded on the shores of a black lake and claimed that he was back to spread their shadowy revelations to the New World. He proclaimed the leaders of the Silver Order to be charlatans and cowards, unwilling to take the risks needed to find ultimate truth.

The Silver Order split and Langemayr retreated to an inherited family estate with his congregation, which he called the Order of the Feeding Hand. Rumors of sex orgies, wanton drug use, and deeper and more depraved thrill-seeking began to circulate. Five years after the schism, serious allegations of murder, rape, and child abuse were lodged against the Feeding Hand. The leaders of the Silver Order came forth to testify against Langemayr. They were later found dead at their lodge within the inner sanctuary, their eyes chewed away from their sockets. A police raid found Langemayr's estate vacated, but with the evidence and remains of terrible atrocities committed within those walls.

Now with scattered enclaves in several major American cities, the Order of the Feeding Hand recruits individuals with a propensity for violence, drug addiction, and twisted sexuality. Members slowly seduce suitable new candidates into the Order, initiating a friendship and gradually turning on the candidate to increasingly perverse and violent pleasures. At some point, the candidates find themselves too deeply involved to turn back, with the threat of blackmail or death driving them further into the arms of the cult. The Order finds most candidates among the ranks of homeless poor who have succumbed to powerful addictions, or the jaded rich who have ceased to find traditional forms of experience liberating.

The poor members, vastly outnumbering the rich clientele, have found the Order a necessity to live and to feed their addictions. They see the cult as their means to triumph above the laws and morality of a society that ground them underfoot. Fanatical in obedience to the orders and whims of their masters, they are pawns of a cult that strikes true fear in even the most hardened criminals. They live in sewers and lonely streets, their basic needs provided for by the Order. In exchange for their service, gathering intelligence on the street and performing missions for their masters, they are provided with the drugs and pleasures their filthy bodies crave. The especially loyal and attractive of their number

are admitted into the dark revels of the Feeding Hand, where pleasure and pain unite in a white-hot blur of transcendent sensations. Those who have not yet been granted this honor often organize their own private revels of sexual torture and depravity within the sewers, alleyways, and abandoned buildings of the inner city.

The rich maintain the power base of the cult, using the poor and homeless followers as tools for their schemes and fodder for their appetites. The original Order was comprised of wealthy occultists, but most new members are recruited from jaded executives, repressed and twisted clergy, and rebellious young dilettantes. Well-placed individuals pull strings in government and high society for their own petty schemes, but the true masters of the group have all been driven underground. They live in the cult's inner sanctuary in the deepest recesses of Chicago's sewer system, sadistic and utterly insane. They indulge themselves in unspeakable horrors performed upon runaways, the homeless, and even those members of the Order unlucky enough to spark their terrible desires.

Kurt Langemayr is still alive, although he has not been seen in more than 20 years. He bricked himself away decades ago in a small room, eyeless, naked, and drooling. Any necessities for him are passed through a loose brick by the faithful. Langemayr is oblivious to who comprises the inner sanctum and doesn't even care. Although seen as the guiding force behind the Order, he rarely concerns himself with it. But when requests from Langemayr come, they are always carried out to the letter for fear of his power and retribution.

The presence of the Feeding Hand has slowly spread from Chicago to the underground of several major American cities. Many cult members play and operate within the BDSM (bondage, domination, sadism, and masochism) communities in order to indulge their appetites and recruit new candidates into the deeper atrocities of the Order. The whispered reputation of the fantastic excesses of the Feeding Hand have brought eager invitations to join the "scene" in new cities, slowly spreading the dreadful tendrils of the Order. There seems to be no true leadership or direction to the Feeding Hand, growing and performing activities according to the whims of the more powerful members.

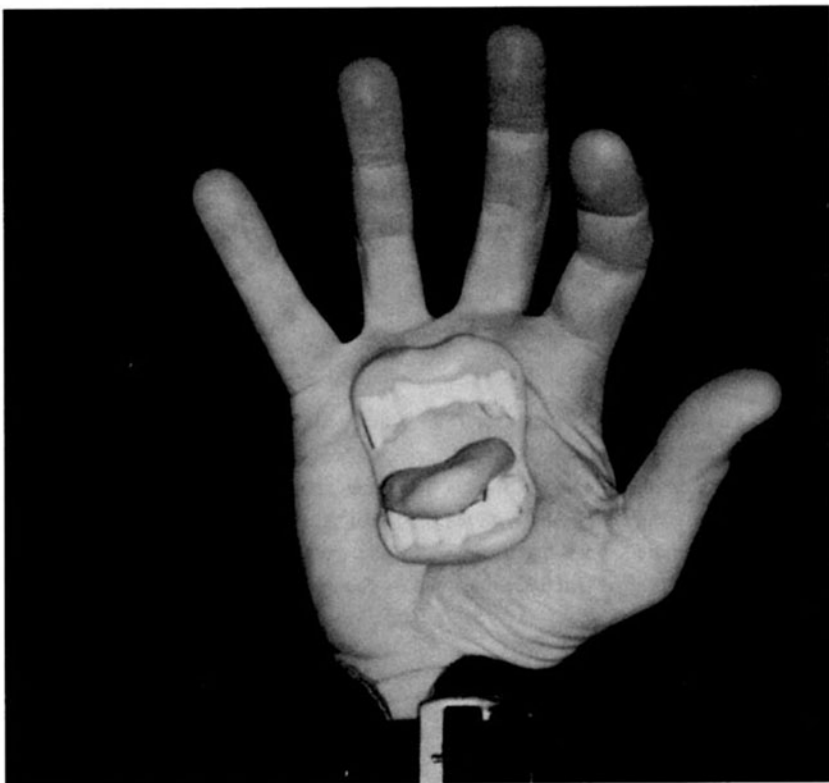
Delta Green became aware of the Order in 1997, via a federal investigation into violent pornography and ghastly snuff-films circulating through Chicago and New York. One grainy, sanity-blasting film captured the unspeakable transformation of an obscenely fat man into a headless horror with fanged maws in the palms of his hands. The investigation was abruptly transferred to the leadership of a new team of federal agents, who carefully restricted all access to the pornographic materials and ruthlessly pursued the trail to a secret studio inside a warehouse in Gary, Indiana. The warehouse caught fire during the FBI raid, resulting in the deaths of two special agents and five members of the pornography ring who were trapped in the blazing structure. Delta Green knows this was nothing more than a bloodied nose to the Order, but the disorganized and elusive nature of the cult continues to frustrate investigators.

From his tiny, filthy cell deep beneath Chicago, Langemayr rarely directs day to day operations. He toils away in his self-imposed imprisonment to commune with the

Outsiders and to complete the next volumes of the Revelations of Glaaki. One day Langemayr will complete his work and emerge from his cell to rise as the new prophet and avatar of Y'gononac. This is apparently an event of considerable significance to the cults spawned in the Severn Valley of England, many of which have been crippled, displaced, or restricted by the sudden development of that region by Severn Aerospace. The Glaakeen secretly watch the progress of the Feeding Hand from their new enclave wrested from the ghouls of the London underdark. Members of the Temphill cult have even participated in the revels of the Feeding Hand, quietly watching for outside threats to the Order. It is as if Something was being quietly protected and nurtured, Something growing fat and powerful behind a nitered wall of bricks, deep beneath the city of Chicago.

## GOALS

The Order of the Feeding Hand is a home, a family, to those whose jaded physical appetites are only satisfied by the most abhorrent practices. These individuals find solace in the Order, which gives them appreciative recognition and a license to continue in their indulgences. A few stronger members manipulate the cult to suit their own goals, but the Order largely operates like a headless monster until the return of Langemayr.





## FLAWS & STRENGTHS

**1. Disorganized:** The Order is slowly growing and developing with no clear direction or leadership. With no one to curtail their outrageous excesses, some members of the cult have come dangerously close to exposing the Feeding Hand to the world, an action that would surely bring an army of law-enforcement officials to root out every last vestige of the organization. Members of the Order pursue their individual goals and appetites, occasionally fighting with one another when agendas conflict or when a favorite slave has been killed or mutilated by another cultist's games.

**2. Living Legends:** The Feeding Hand has become something of a legend among the BDSM community, a secret society that freely indulges in the pursuit of transcendent sensations. They have been foolishly mistaken by some as counterculture icons. The true horror behind the Order is not public knowledge, and the BDSM community may help hide or protect members of the Feeding Hand from what they may perceive as the government's attempts to control libertine expression and freedom.

**3. Hidden Allies:** Langemayr's return heralds events of great significance to several Mythos cults. The Glaakeen and the Temphill cult are particularly interested in protecting the Feeding Hand. Significant powers are watching over the Feeding Hand, protecting it from outside intervention and from the notoriety of its own misdeeds.

## SKILLS

The poor and homeless members of the Order have such skills as Survival, Streetwise, Fleet-Footed, and Sneak, talents that help keep them alive and serve the needs of their masters. The higher-ranking members of the Feeding Hand have skills appropriate to their legitimate professions. Doctors, lawyers, and politicians serve dual roles as wealthy patrons, but also help to keep the Order's favorite playthings alive for future games and steer the shadow of government investigation from the activities of the cult. Torture and Wetworks are common skills found among all members.

## SPELLS

A few spells of summoning and binding may be known to some members, generally used to bring unspeakable participants to the revels of the Order or to strike down the enemies of the Feeding Hand. These are determined by the Keeper.

**Feeding Hands:** Taught by Langemayr to his inner circle and passed down to the more powerful members of the cult, this spell opens wet fanged mouths in the caster's palms that provide a combat bonus of 2 points. (4 points damage in the RTC system or a +2 bonus to melee combat in CAS) With the benefit of surprise or when savaging a helpless victim, these rending, gnashing maws make short work of a human life. The caster expends 2 magic points. Witnesses must make a Sanity Test of POW 12 2/3 at the sight.

## ROLEPLAYING NOTES

The Order of the Feeding Hand is a delightfully dark cult for Cthulhu Live. Formal police and federal investigations open the lid to a hellish Pandora's box of murder and depravity organized by the Order, while hollow-eyed junkies and the tattered masses of the homeless rise to attack or frighten away the characters. In the course of a revenant shadow campaign, the Order of the Feeding Hand offers a unique opportunity for players to assume the roles of the darkest of underground subcultures whose vile appetites know no societal constraints. Note that the Order of the Feeding Hand is designed for mature gamers only.

## OTHER GROUPS

These have merely been a few organizations, conspiracies, and cults within the Delta Green universe. Further background material and additional groups can be found in Pagan Publishing's Delta Green and Delta Green: Countdown, or in Fantasy Flight Games' Cthulhu Live supplements. These groups span the full spectrum of special interests and affiliations, giving Keepers a tremendous variety of player characters, NPC foes, and allies to introduce in their Cthulhu Live campaigns.

Remember that not all Delta Green games must revolve around agents of the federal government. Civilian investigators such as the UFOlogist team of SaucerWatch, or the television documentary staff of Phenomen-X offer very different and entertaining role-playing opportunities. A Cthulhu Live game recently staged at a major game convention included a five-person Phenomen-X film crew. They carried a video camera and conducted extensive interviews of fellow players and unsuspecting passersby alike. The game was a blast and the videotape created was priceless.

The ghoul cults discussed in Delta Green: Countdown and Cthulhu Live: Lost Souls offer an unusual but fascinating source of both NPCs and revenant player characters. The urban infestation of ghouls fits well into the gritty world of Delta Green, and their anthropomorphic forms are easily represented in a live-action game with masks, makeup, and appropriate costuming. The arcane phagomancy practiced by some ghouls, including the spells of Consume Likeness and Consume Memory, permits these necrophagous horrors to walk among humans wearing the outward appearance or even accessing the memories of those they devour.

Delta Green campaigns can also feature characters allied with or opposing any of the cults and veiled societies described in Lost Souls and the Player's Companion. Perhaps the game will feature a secret war between PISCES and the Brotherhood of Eternal Vigilance or a Delta Green raid on the Mund-Caprice compound in North Dakota (see Cthulhu Live: Lost Souls).



# Chapter Three

## CLOSE ASSAULT SYSTEM

"Power comes from the barrel of a gun."

— Chairman Mao

### INTRODUCTION

Cthulhu Live offers several combat system variants from which the Keeper may choose. Each system is designed to meet specific script requirements or playing styles that best suit the needs of the players. The turn-based system presented in the Cthulhu Live Second Edition rules creates artificial combat rounds in which every player and NPC action takes place in a slow-motion battle paced out and controlled by the Keeper. The Real Time Combat (RTC) system, presented in the Cthulhu Live Player's Companion is a fast-paced combat system for groups that play together on a regular basis. The RTC system allows real-time combat actions resolved by the players themselves, although it may take several practice battles for players to become familiar and comfortable with the RTC system. Best suited for a balanced or melee-heavy combat situation, the RTC system may slow down during straight gun battles.

Anticipating the fire fights that so often occur in Delta Green, the Close Assault System was developed for Cthulhu Live. CAS is fast, simple, and designed specifically for the high-speed intensity of a fierce gun battle. It works very well as a basic combat system for first time Cthulhu Live gamers and introduces location specific damage results. Although it was developed as a spinoff of the RTC rules, the Cthulhu Live Player's Companion is NOT required. All the information you need to play the Close Assault System is contained in the following pages.

### Wound Cards and Taking Damage

The primary innovation of the Close Assault System is the predetermined wound card—a trick inspired from US military wargames. Every player and non-player character is given a personal wound card at the beginning of the game, individually created according to that character's statistics. The wound card details attack results against the character, misses, hits, and damage inflicted—all determined before the game actually begins. Players keep the card on their persons, and the results may be listed on the same reference card containing their abilities and skills. Remember the results listed on your wound card, perhaps rechecking the card to refresh your memory several times during the game.

When hostilities occur, any shot fired at a character is resolved by the next result on his wound card. A character's wound card may state that the first shot against him is a miss, then a hit in his chest for five points, then two misses, then a hit in his leg for three points, and so on. All attack results and damage are resolved before the game begins, but brought to life through roleplaying in a combat situation.

The attacker must have a clear line of sight to his target with at least a significant part of the target's body exposed. The Close Assault System relies on a sense of fair play and good sportsmanship among the players. It is up to each player to fairly admit when they were caught exposed under fire. You only advance to the next result on your wound card when you feel your opponent had a clear shot. If your opponent catches you in the open and manages to fire off two shots before you made it behind cover, then those attacks are resolved by the next two results on your card. If you feel that you legitimately ducked behind cover BEFORE the shot was fired, then you do not need to advance to the next card result.

How much cover is sufficient? Again, that is left up to you. Shooting through a narrow firing slit in a wall provides excellent protection. Leaning around a corner to fire, exposing your head, shoulders, and at least one arm, is probably enough of a target for your opponent to shoot back. Even if the next result details a hit to a covered portion of your body, such as a hit to your leg when your legs were actually behind a desk, you should still abide by the card results in order to keep the system simple and fast.

Regardless of the rules or your wound card results, there is always the possibility of sudden death. If you open a door and find a shotgun mere inches from your face or a supposed friend plants the muzzle of his pistol against your head and fires, most players should concede the kill. Recognize the skill, craftiness, or sheer luck of an opponent who unequivocally got the drop on you and die like a good sport. Perhaps the Keeper may reward your fair play and decide it would be dramatically appropriate for you to escape a fatal wound by millimeters, allowing you to awaken later, barely alive but still in the game.

During game play, a CAS battle is fun to play and thrilling to watch as players run, duck, and maneuver, firing staccato bursts of caps and occasionally dropping with screams and shouts of pain as they react to specific injuries and wounds—all performed without the artificiality of combat rounds or Keeper involvement in attack resolution.



### ASSEMBLING A WOUND CARD

Combat results in CAS are determined in a somewhat unorthodox manner. Since the card is assembled before the game, it is unknown who will end up attacking the character. Therefore the results on a wound card are determined according to the character's ability to AVOID a hit rather than an attacker's ability to CAUSE a hit. Dexterity and combat skills are taken into account, reflecting how quickly the character moves, how well he can dodge and maneuver, and how much "combat sense" he has to keep his head down and move tactically in a hostile situation. Wound cards are generated for each character based on a series of dice rolls using a 10-sided polyhedral die and two standard six-sided dice. All results are noted on the cards and they are given to the players at the start of the game.

#### Step One: Determine the Attack Result

Take the character's RTC Combat Score (COM) and apply any applicable modifiers listed below:

DEX	COM Score
1-5	1
6-10	2
11-15	3
16-20	4
21-25	5

**One or more Firearms Skills +2**

**One or more Melee Skills +1**

**Dodge Skill +1**

Note that the high modifier from a Firearms skill reflects a trained "combat sense" for gunfights.



Roll a d10. Any result equal to or less than the modified COM score is a miss. Any roll higher than this modified COM score is a hit. Regardless of the modified COM score, a roll of 10 is always a hit. If the result is a miss, note it on the wound card and repeat step one. If the result is a hit, proceed to step two.

#### **Step Two: Location and Damage**

Roll a d10 to determine hit location; make a second dice roll to determine damage and effects.

<b>Location</b>	<b>Damage</b>	<b>Effects</b>
1 Left Leg	d10	Can't run if 4+. Can't stand if 6+
2 Right Leg	d10	Can't run if 4+. Can't stand if 6+
3-4 Abdomen	2d6	Can't run. Can't stand if 7+
5-6 Chest	2d6	Blackout if 8+
7 Left Arm	d6	Lose use of arm if 5+
8 Right Arm	d6	Lose use of arm if 5+
9-10 Head	2d6	Blackout if 6+

Note the location and effect results on the wound card. Repeat step one until the wound card reflects about 10 to 15 points of damage above the character's WP total. This allows for any First Aid applications between combat encounters or the use of body armor.

Any "doubles" roll (1/1, 2/2, 3/3, etc.) on the abdomen, chest, or head inflicts aggravated damage. A doubles roll on the chest or abdomen results in internal bleeding, causing the loss of one WP per minute. The victim will slowly bleed to death unless treated by First Aid with a success score of 25 - (the victim's CON score). A doubles result to the head will blind one of the character's eyes or destroy his jaw and prevent speech until after surgery and recovery. Roll a d6 to determine the injury (1-2 Right Eye, 3-4 Left Eye, 5-6 Jaw).

During the game, players should not try to memorize every result on their card. Study the sequence of attack results and their final effects. Just memorize the sequence results to the first time your character is incapacitated. For example, a player may remember that the third shot fired against him causes a painful wound to his left leg, preventing him from running. The fifth shot fired at him lightly grazes his right arm, then the sixth shot catches him in the chest and knocks him unconscious. Recording the exact wound points suffered and memorizing future results can be handled after the combat scene.

### **SAMPLE WOUND CARDS**

**Jessica Grisham**

**DEX 14 Handgun, Dodge**

**(Modified COM score is 6)**

**Wound Card Results**

- 1- Miss
- 2- Miss
- 3- Hit Abdomen 6 WP
- 4- Miss
- 5- Miss
- 6- Hit Chest 5 WP
- 7- Miss
- 8- Miss
- 9- Miss
- 10- Hit Chest 11 WP

Etc...

**Benny Nichols**

**DEX 12 Handgun**

**(Modified COM score is 5)**

**Wound Card Results**

- 1- Hit Abdomen 10 WP (Can't Stand)
- 2- Miss
- 3- Miss
- 4- Miss
- 5- Miss
- 6- Miss
- 7- Hit Right Leg 8 WP (Can't Stand)
- 8- Miss
- 9- Miss
- 10- Hit Head 6 WP (Lose Right Eye)

Etc...

**Frank Meyer**

**DEX 11 Small Melee, Dodge**

**(Modified COM score is 5)**

**Wound Card Results**

- 1- Miss
- 2- Miss
- 3- Hit Left Arm 6 WP (Lose use of arm)
- 4- Hit Right Arm 3 WP
- 5- Hit Head 7 WP (Blackout)
- 6- Miss
- 7- Hit Chest 8 WP (Internal Bleeding)
- 8- Hit Abdomen 7 WP (Can't Stand)
- Etc...



## BODY ARMOR

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In the Close Assault System, body armor absorbs partial damage by location. A soft ballistic vest may absorb 2 to 3 points of damage to the abdomen and chest, while a hard vest may absorb 4 or 5 points. A helmet may absorb up to 4 points of damage to the head. These points are deducted from the damage score of that particular shot. If body armor will be used during the game, wound card damage should total significantly higher than the character's CON to allow for improved survivability and prevent the player from running out of card results before he runs out of wound points.

## HEAVY WEAPONS

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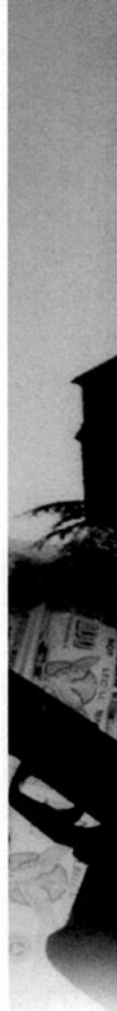
No differentiation is made in CAS between large and small handguns to maintain a level of simplicity. Shotguns and automatic weapons, however, do inflict additional damage by triggering more than one wound result. A shotgun blast or a short burst of automatic weapons fire inflicts the next TWO results from the character's wound card, be they a hit and miss, two hits, or two misses. A shotgun blast at close range (within five yards) inflicts THREE results from the player's wound card.

If a player is caught in the open, an attacker armed with a submachine gun or assault rifle may elect to empty his magazine at the hapless victim. The attacker must shout his intention and starts counting from one to five. Every second the victim remains in the open, he suffers one result on his wound card. At the end of five seconds, the magazine is empty. Caught under fire, a player should move to cover as quickly as possible. Even if the next few results on the player's wound card are a series of misses, each miss result burned up brings him that much closer to the next actual hit. If several characters are close together when they come under automatic fire, EACH character suffers one wound card result per second until they reach cover or sufficiently disperse (players' honor). If your enemies have automatic weapons, you'll do well not to bunch up!

## COLLATERAL DAMAGE AND BULLET PENETRATION

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These optional rules may be invoked by a Keeper to increase combat realism. Firearm collateral damage is simple enough, ruling on damage intentionally or accidentally caused to inanimate objects. Players may use a shotgun blast as a fast way to enter locked rooms, although repeated rounds from a handgun or rifle may also be used to destroy locks. Players may call specified shots to destroy security cameras, electronic equipment, or even to blow chunks out of that looming stone idol. Results are all judged and announced by the Keeper, who may decry accidental damage to items—such as the electronic controls to a vault door or a computer containing cult information or restricted government files—if the gunfight was exceptionally fierce..

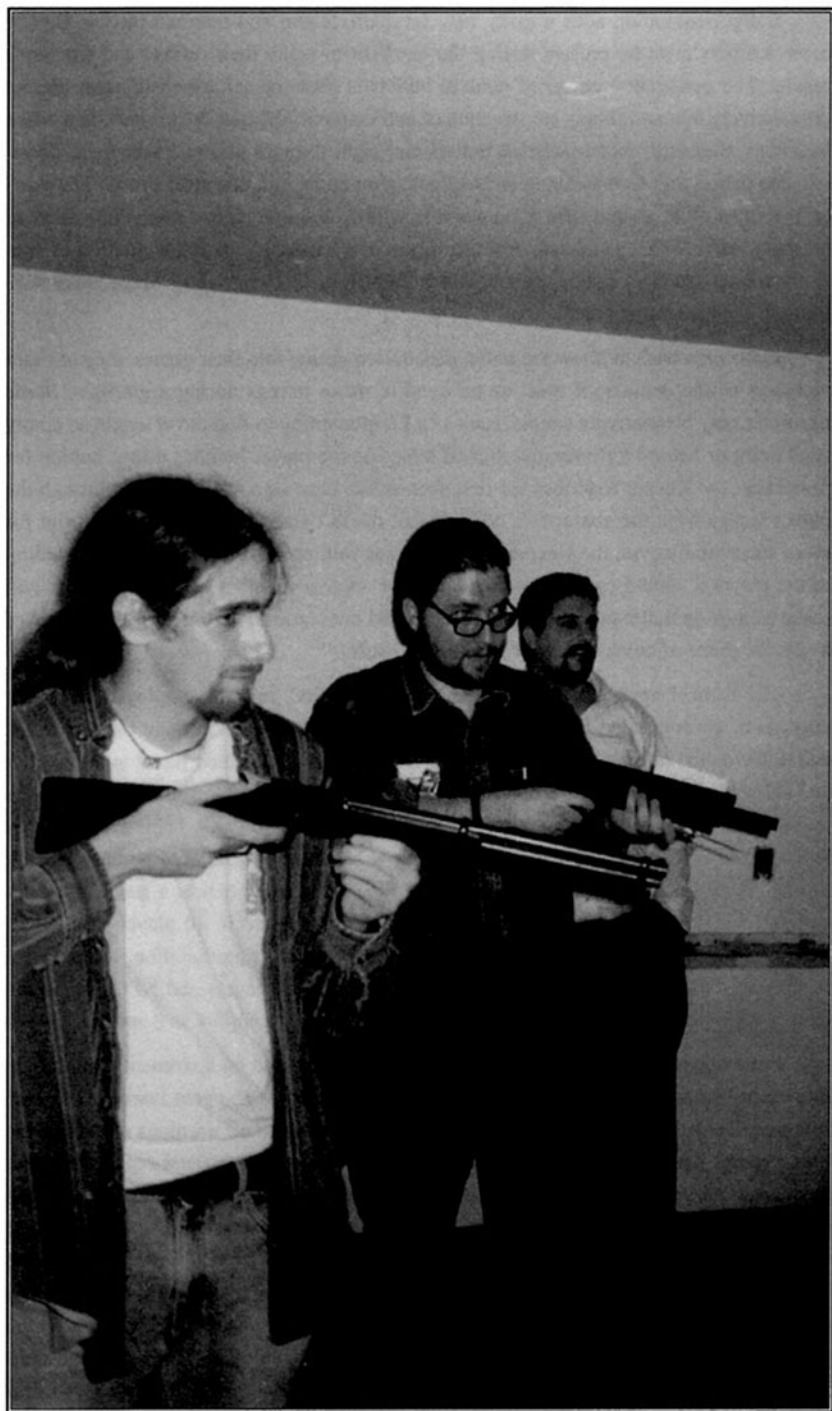


Bullet penetration adds a gritty new level of realism and optional tactics. One or more Keepers must be present during the gunfight to make their rulings and announce results. The penetration power of modern bullets is phenomenal, especially considering the relatively thin and flimsy construction of contemporary homes, apartments, and office buildings. Standard, metal-jacketed bullets tear right through plaster, sheet-rock, doors, wooden panels less than a couple inches thick, aluminum, and thin steel sheets. The powerful rounds of an assault rifle or sniper rifle will rip through almost everything short of masonry, earthworks, sandbags, or armor plate. The expansion or fragmentation of specialty rounds, such as hollow points, Black Talons, or Glaser "Safety Slugs" may substantially reduce bullet penetration.

If Keepers wish to allow the bullet penetration option into their games, they or other members of the game staff must be on hand to make rulings during a gunfight. Some examples may be relatively simple, such as a PC attempting to find cover inside an empty steel drum or behind a flimsy, overturned table. As the player huddles down, hoping for protection, the Keeper describes the first shot or two blasting a smoking hole through the object inches from the character's head. If that doesn't convince the player to sprint for more substantial cover, the Keeper may announce further shots to be resolved according to the player's wound card. Only the Keeper or another member of the game staff will make rulings on bullet penetration. Players should not argue about the protective value of a specific piece of cover during or after a gun battle.

The tactical application of "reconnaissance by fire" may be employed when the opponents are concealed but not necessarily protected by bushes, flimsy interior walls, and thin wooden or metal constructions. Players must announce their intent to the Keeper and allow him time to enter the other room or otherwise position himself so he can see the intended targets. The attackers unload their weapons at the walls behind which they believe their opponents to be hiding, emptying at least one magazine or perhaps blazing through several reloads in a blistering hail of fire. The Keeper makes a quick judgment call and announces the number of wound card results applied to all players and NPCs inside the room. Consider the number of shooters, expended ammunition, the physical composition of the walls, and the relative positions of the players and NPCs inside the danger zone (upright, prone, etc.) Don't worry, this isn't as complex as it sounds.

For example, a group of Delta Green agents sneaks into an apartment owned by a known cult leader. Slipping in through the bedroom window, an agent bumps a piece of furniture. They must have been heard, because urgent voices and warnings drift from the living room! Knowing this action will never find its way to an official report, the team leader opts to ventilate the adjoining room and soften up any potential resistance. The players assume firing positions and the Keeper quickly steps into the living room so he can see where the occupants are positioned. A staccato burst of cap fire explodes in the apartment as the Delta Green team unloads their weapons through the wall and into the adjoining room. With three agents armed with two automatic pistols and one submachine gun, the Keeper loudly describes the splintering of wood, explosions of plaster, and shattering of pictures and knickknacks as bullets rip through the thin interior wall. All four



cultists were upright and covering the bedroom door with their pistols, expecting the agents to emerge. The Keeper announces that everyone in the living room takes the next two results on their wound cards. While the cultists dive for the floor, the Delta Green team can seize the initiative and storm the room before the cultists can recover themselves.

Obvious disadvantages of such a tactic include the death or injury of hostages and innocent bystanders, the collateral destruction of evidence, equipment or relics, and the tremendous amount of ammunition burned up in such an attack. This optional rule is introduced at the Keeper's discretion. Only the game staff determines the results of reconnaissance by fire. Strictly enforce the ammunition requirements and danger of collateral damage and accidental deaths in order to keep this tactic from being abused by players. Generally speaking, you want to be able to see what you're shooting at.

## RELOADS

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Unlike the RTC rules system, in which firearms have an artificially restricted shot capacity, weapons in CAS may be assumed to carry their full compliment of rounds. This is typically six shots for a revolver, nine to fifteen for an automatic handgun, two to seven for a shotgun and about ten 3-round bursts for an assault rifle or submachine gun. Shots can be always called out with a loud "BANG!" or "POW!" But the CAS system is a lot more fun using toy cap pistols.

Cap guns frequently hold more shots than their real-world counterparts. Players are asked to abide faithfully by their weapon limitations and reload when appropriate. Reloading can be physically changing the cap ring or strip in the weapon, or using the wooden block "reloads" as discussed in the RTC rules section of the Cthulhu Live Player's Companion. That sourcebook also includes tips and ideas for creating firearms for the game, from easily available handgun props, to homemade submachine gun, shotgun and heavy machinegun props.

## GRENADES

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A physical prop simulates fragmentation grenades in CAS, tossed into the room with a warning count shouted out loud to time the detonation. "GRENADE! GRENADE! GRENADE! BOOM!" At the explosion, anyone still in the room, unless they have moved behind substantial cover, suffers the next FIVE results on their wound cards. When you see a grenade bounce into the room, you better be on your way out of there!

Flash-bang grenades are used extensively by law enforcement and counter-terrorist teams to minimize casualties among hostages and civilians. Rather than sending out a blast of shrapnel, flash-bangs detonate with a deafening explosion and a brilliant and disorientating flash of light. Since the results are different from fragmentation grenades, the attacker throws the grenade with the detonation count, "FLASHBANG! FLASHBANG!



FLASHBANG! BOOM!" Anyone in the room when the grenade explodes must freeze in stunned and vulnerable disorientation for three seconds. This should be followed by an immediate assault into the room. If a stunned player is fired upon by the assault team, he or she immediately advances to the next hit result on their wound card and suffers appropriate damage, but may then resume normal actions.

When a grenade lands in the room, the smartest thing is to run like hell or dive behind cover before it explodes. A player may try to snatch up the grenade and toss it back at the attacker. If successful, this will be an unpleasant and probably lethal surprise for the grenadier, but split-second reactions are vital. If the grenade "explodes" in the player's hand or in the air just after release, the player should consider himself blown across the walls and immediately killed, regardless of whether the grenade was a fragmentation or a flash-bang.

A particularly gutsy player, or one who knows the next wound result on his card would kill him anyway, may elect to sacrifice himself for his comrades and leap on top of the grenade. If he jumps on it before it explodes, he is killed immediately but prevents the grenade effects (fragmentation or flash-bang) from taking place in the room. If the player is a split-second too slow, he is killed by proximity to the blast and the grenade effects occur as normal.

Since grenade props are often tossed blindly around corners, it is critical that the prop is constructed to prevent injury. Inert grenades with lead or steel bodies are available from army surplus shops. These look great but could severely injure someone if they are struck with the prop. Consider using something like small beanbags or green-painted racquetballs for fragmentation grenades. Toilet-paper rolls packed with crumpled paper for a little more mass and covered in black duct tape make great flash-bang props.

## MELEE COMBAT

Since CAS is designed primarily for gun battles, the melee combat rules are very basic and quick to resolve. Before the game, calculate a character's CAS melee score and write it on his wound card. This is equal to DEX plus CON plus the combat modifiers from the Cthulhu Live Second Edition rules book for any melee skills they possess (cumulative if more than one skill). For example, a character with a DEX of 12 and CON of 10, the Brawling and Small Melee skills would have a total score of 24 (12+10+1+1).

When two combatants close for melee, they each announce their CAS melee score and the character with the highest score wins. A tie is resolved with a game of rock/paper/scissors. The loser immediately suffers the effects of the next hit result on his wound card and is rendered unconscious or stunned regardless of the injury location and damage amount. The winner may leave his victim unconscious or deliver a coup-de-grace and kill the helpless loser by announcing his intention and counting to three. The loser is then dropped to zero WP. He may conceivably be saved if treated with First Aid within

five minutes as explained in the Cthulhu Live rules book. In an intense fight with multiple combatants, there may not be time to waste finishing off an unconscious foe.

What happens if two weaker opponents team up against a stronger foe? If two or more attackers decide to combine forces and attack a more powerful enemy, all combatants square off and announce their CAS melee scores. Every player suffers the injuries specified on their next hit result, but if the combined CAS scores of the cooperating players equal more than their stronger opponent, the stronger opponent is left unconscious at the end of the fight.

For example, Chris and Melissa sneak up on a ghoul guarding the entrance to the warrens underneath the old Mercy Hill church. Having encountered several ghouls earlier in the game and expecting to find one guarding the entrance, the Keeper rules they pass their Sanity test and keep their composure. The ghoul scents them and lifts its blood-crust-ed muzzle just as the two investigators leap to attack. All combatants announce their CAS melee scores. Chris has 25, Melissa has 26 and the ghoul has 33. All players go to their next hit result. Chris takes five wound points to his left arm and loses use of it. Melissa takes seven points damage to her head and blacks out. The ghoul takes five points of damage to its abdomen. The investigator's combined score of 25+26 equals 51, winning the combat. The ghoul drops unconscious, leaving Chris nursing his mangled arm and trying to revive Melissa before something else comes their way.

## **RULES OF ENGAGEMENT**

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"Those are my principles, if you don't like them I have others."

— Groucho Marx

## **COMBAT PSYCHOLOGY**

After World War II, the military psychologist SLA Marshall put forward a theory to explain why only 15 to 20 percent of soldiers in the Pacific used their weapons. He argued that there were two kinds of people, fighters and non-fighters. Fighters were in the minority and could be relied upon to take independent action against the enemy. Non-fighters rarely, if at all, fired a shot in anger. Properly led by fighters they could be persuaded, threatened, and cajoled into being effective killers. This theory may be surprising for role-players, whose characters rarely give a second thought about ending a life.

While fighters are born, they can also be made. Marshall's work was taken into account when training new generations of soldiers. Firing rates grew to over 50% in Korea and 90% in Vietnam. The new training mirrored combat conditions as much as possible, to make killing an automatic rather than a reasoned response. Human-shaped targets were used instead of paper bull's-eyes. Soldiers did physical training before going on a range to recreate the physical tension of battle. Amongst police forces, cops were trained on Shoot/Don't Shoot simulators, which included both criminal and civilian targets. The number of effective killers in armies and police forces rose worldwide.

The rules of engagement are a set of optional rules that detail how your character reacts psychologically to killing. In one sense they may be considered an extension of the Price of Murder section featured in *Cthulhu Live: Shades of Gray*, although the rules of engagement (ROE) are designed to cover combat and self-defense situations rather than cold-blooded murder. The character types defined below are fairly broad, but describe a series of psychological mindsets into which characters might fall. You are always free to play your character as you see fit during a combat situation. Nothing prevents you from killing indiscriminately during game play, although violating your character's personal rules of engagement will cost him sanity points when he later tries to come to grips with his actions.

#### **Suggested Sanity Loss**

Minor Infraction	1-3
Severe Infraction	4-5
Major Infraction	6+

What constitutes a minor, severe, or major infraction is up to the Keeper to decide after combat—not in the heat of the moment, but after the dust clears and the character has a chance to think about what he has done. Consider the character's ROE, the combat situation, and the type of opponent when handing out sanity loss. It is quite possible for a character to drive himself insane by embarking on a killing spree or by flagrantly breaking personal rules of engagement.

Gunning down an inhuman monster is much easier for a character to rationalize. As a general rule of thumb, when a character takes a sanity test at the sight of a creature, he will not face additional sanity loss after gunning it down. If anything, he may gain a few sanity points back at the end of the game as a result of conquering his fears and putting an end to living horrors. The only exception might be an unexpected shock or surprise revelation—the monster is later recognized as an old friend, horribly transformed, or a fright-mask is stripped away to reveal a dead human rather than some sort of monster.

Keepers may assign personal ROE or allow players to select one that best fits the concept of their character. The *Cthulhu Live Player's Companion* introduces advanced character creation rules with optional advantages and limitations that modify a character's initial pool of ability points. A 2-point advantage costs two ability points during character creation, although it provides a special strength or talent that may benefit the character during the game. A 2-point limitation may become an obstacle or liability during the game, but provides two extra points to his pool of start-up ability points. No more than five points in either category are typically allowed. Personal rules of engagement fit very well into these advanced character creation rules. Suggested modifiers are listed with each ROE. Further information on advanced character creation, advantages, and disadvantages may be found in the *Cthulhu Live Player's Companion*. Keepers are certainly free to ignore this point system when ROEs are chosen or assigned. Some groups may even dispense with the ROE rules altogether. It is merely presented as an optional rules framework for *Cthulhu Live*.

### **Non-Combatant: Lamb (1 Point Limitation)**

You are the meek, if not necessarily the innocent. Violence is anathema. You may get huffy, irritated, and even angry, but you would never raise your hand to somebody. You find the idea of taking another human life to be sickening. How would you live with yourself? You never got into fights in the schoolyard. You kept well clear and never got involved. You might be persuaded to beat somebody or hurt them badly, but never kill. Even so you would find that deeply upsetting.

1. You cannot kill, even in self-defense.

2. You find violence extremely upsetting, beating someone or being beaten is probably more than you can stand.

### **Non-Combatant: Sheep (No Cost)**

You are representative of most of humanity. The idea of killing is alien to you. You may have seen people die, but usually in their beds, in a hospital, or maybe in an accident. The idea of somebody ending a life in front of you puts a chill down your spine. You might contemplate the idea yourself, but only in extreme circumstances. Beating someone up doesn't bother you that much. You may even like the occasion to rumble outside your local pub on a Friday night. You might be a bully, but the idea of a real fight with your life at stake terrifies you. You always hesitate, pull your punches a little. Against a real killer, that will cost you everything.

1. You can use non-lethal force in good conscience.



2. You won't kill someone who doesn't pose a direct threat, even with the opportunity to do so without repercussions. You can kill, but often won't, in self-defense, to protect your loved ones, when ordered to do so by someone in a position of authority, or when put under societal pressure to do so.

#### **Trained Killer: Soldier or Cop (No Cost)**

You were born a sheep, but you've been taught how to kill due to your choice of career. You've probably never fired at anything except a paper target and you probably never will. But you know how. You can use your weapon with a certain amount of skill, but the most important part of your training was the conditioning. When presented with a target under a certain set of circumstances, you won't think about the rights or wrongs of it. You'll shoot him. You'll think about it later in bed with your wife and ask "Why?" Why him and not me? But by then it'll be over. He'll be dead and you'll be alive to worry because you killed him.

1. You can use non-lethal force at will. It's no big deal, it's your job. Losing your cool and killing isn't your style.

2. You can use lethal force under certain circumstances that replicate the way you were trained. If you're a soldier, that means that the enemy is armed and probably wearing some sort of uniform. If the aggressor is a civilian, you're more likely to punch or pistol whip him. A cop will kill to prevent death or injury to others. Killing outside these conditioned rules of engagement may result in sanity loss as well as a trial or court martial.

#### **Willing Killer: The Cultist, Terrorist, or Ideologue (No Cost)**

You were born a sheep and would have died a sheep. But something found you. Religion or politics took hold with a burning fanaticism that gave purpose and direction to your life. Within this frame of reference, you can justify ending the life of another. You don't have



the instincts of a killer; you still hesitate and think things through. But if you can justify a killing by your own ideology, you can carry it through without a stain on your conscience. It was bad, it was wrong, but it was necessary and that is why you did it. Be it for the greater glory of Allah, sacrifice to Great Cthulhu, or to further the manifest destiny of the United States, you do it for the Cause. People aren't important in the great scheme of things, only the Cause.

Under normal circumstances you are a sheep. If something involves the Cause it becomes a different matter. Given that the Cause is all that matters, what is one more life? If you justify the killing in those terms to the Keeper, you are within your rules of engagement.

**Natural Born Killer: Wolf (1 point Advantage, but see Sanity rules below)**

You're the bad man mother warned about. You're stone cold, remorseless, and probably certifiable. In clinical terms, you're probably some sort of sociopath; people are objects to you. Ending a life is about as meaningful and costly to you as ordering a cappuccino. Fortunately, you make up less than one percent of the population and are rarely found in the sections of society sanctioned to use violence - the police and the military. You are probably a professional criminal, gangster, or possibly a hit man in the pay of an intelligence or secret police organization.

1. Violence is its own reward. But it also brings you power, respect, and fear.

2. Killing may excite you or it may bore you, but you hardly give it a second thought. Your main concern is not getting caught, not the guilt or shame of ending another human life.

**Optional Rule:** Wolves are often insane or else walking on the edge. Wolves are either born bad or become so because of an abusive or traumatic childhood. A player wanting a Wolf character should consult with the Keeper, who may not want a card-carrying psychopath in his game. Wolves are generated as normal, but their starting Sanity is calculated by POW times three rather than the usual POW times five.

**Natural Born Killer: Guard Dog (1 point Advantage)**

A guard dog amongst the sheep, you protect the flock from the wolves. Not necessarily a brave man or even a particularly noble one, you're fully capable of killing if you have to. You are often found among specialized units of the military, the police, or other dangerous occupations. You may even work as a mercenary or hired gun, though you are not a dangerous psychopath like the Wolf. You probably got into lots of fights at school, but you weren't a bully. You may not even have won many of those fights. You learned how to deal with it, maybe even developed a taste for it if you knew you were fighting for the right reasons.

You can use non-lethal and lethal force if you feel you're justified. If somehow you are put in a position where you kill an innocent man and cannot realistically justify yourself, you will pay for it.





## Chapter Four

# STAGECRAFT

*The crew chief and six black-clad members of the FBI's elite Hostage Rescue Team squatted uncomfortably in the tight confines of the helicopter. It was dark in the cabin. A single red dome-light in the ceiling cast a ruddy glow across their faces. The fast, rhythmic beat of the chopper blades roared in their ears. The crew chief listened to a squawking in his headphones. He shouted over the din, "Ten minutes! The LZ is three hundred yards southwest of the cabin."*

*Special Agent Harbin jabbed a gloved finger to a point on his map. "That's the landing zone here. Bounding overwatch through the forest till we reach the objective." He unfolded a rough sketch of the cabin. "Red team at the front door, blue team at the back. Isom plants a charge on the junction box here. The hostages are probably held in the front bedroom. Probably four to five terrorists, but they'll be blind and confused when we blow the power. Quantico said these guys are part of some weird cult. Religious fanatics. Don't take chances with these guys! Just take them down!"*

*The team sat in grim silence through the rest of the flight, listening to the steady thump of the blades. "Hang on!" the chief shouted, "We're going down to treetop level!" The chopper bumped and jostled, leaving the team fighting to keep their balance. "We're coming up on the LZ. Hit the ground running. Stay low. Make for the tree line. Night vision on!"*

*The assault team pulled their night-vision goggles down over their eyes. Seizing the handle, the crew chief slid the side door open, flooding the dark compartment with a wash of spectral green light. Tall grasses rustled in the night breeze and the edge of a dense pine forest loomed some 50 yards across the clearing. "Go! Go! Go!" The team leapt from the bay door and raced for the trees. By the time Harbin reached the forest and looked back over his shoulder, the chopper was already gone.*

*Eyes filled with the glowing green image of the forest, the FBI agents converged on the cabin. A C4 charge blew out the junction box, cutting the electricity. The teams crashed through front and back doors simultaneously, sweeping the room for hostiles. A long-haired youth with a handgun stumbled wide-eyed out of a side hallway, feeling his way through the darkened house. Harbin triggered a short burst that sent the terrorist reeling. A second burst dropped the youth across a small coffee table that broke under his weight and sent magazines sliding across the floor. Two more terrorists charged in, firing wildly. Perez grunted in pain as a bullet slammed into his upper thigh. The team's suppressed MP5s chattered in the darkness, dropping terrorists as the agents rushed from room to room.*

*Bursting into the front bedroom, Harbin found the senator and his wife tightly bound and lying on the floor. The glare of a flashlight exploded in his eyes and a bullet cracked past his ear. Diving across the room, Harbin rolled to bring his weapon to bear. A second shot lightly grazed his left arm. Isom rushed in and both agents finished off the gunman in a spray of 9mm rounds. Working quickly, Harbin stripped the tape from the senator's mouth. "You're safe now, sir! We'll have you and your wife out of here in minutes!"*

*The senator's face was a contorted mask of terror in the green light of the goggles. "No! We're all going to die! The others! The others come after nightfall! Out of the woods! Her favored children! The Black Mother!"*

*There was the sound of breaking glass. Bennett let loose a blood-curdling scream from the other side of the cabin. "Oh my God! What the hell are those?" Wild gunfire erupted. Isom started for the door, but Harbin snarled, "Stay with the senator! Cover the doorway!" Into his radio, he shouted, "Eagle! This is Alpha-6! We need immediate extraction at the LZ! Men down!" Sporadic gunfire barked in the night, followed by a final tortured shriek.*

*Something that sounded like hooves clattered across the wooden floor. A hulking figure, a man but not a man, lurched past the doorway. Isom howled and emptied his magazine at the horror. Rough laughter echoed in the night and hooves clopped down the hallway. More shapes flitted past, moving through the living room at the end of the hall. Isom hastily reloaded his weapon and swiveled his goggled-stare back to Harbin, "The team is gone! Forget them! The window is our only chance!"*

Delta Green is a setting of alien horror, dark conspiracy, tense action, and excitement. Many Cthulhu Live games involve a series of slower paced scenes of research and revelation, gradually building to a climactic confrontation near the end of the script. The Delta Green genre is better served by a fast-paced timeline, with a roller-coaster ride of dramatic confrontations and action scenes interspersed with traditional research and investigation. A wider variety of locations, situations, and new stagecraft techniques are available for games in a contemporary setting, bringing the horror of the Mythos that much closer to the reality players see in their day-to-day lives, film, television, and the evening news.

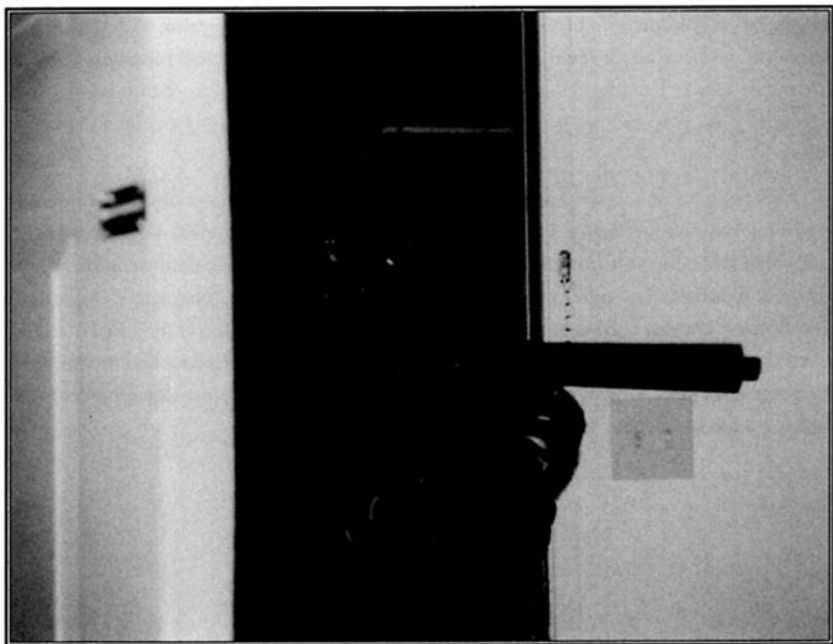
The previously described helicopter insertion and hostage rescue operation against a cult safehouse was the opening scene of "The Danville Brood," a Cthulhu Live game plunging the players into the pursuit of a Shub-Niggurath cult masquerading as modern ecological terrorists. Clever stagecraft and organization of the scene created a pulse-pounding experience that seemed straight out of an action thriller, setting the foundation of the game that followed by indelibly etching the horror and danger of the cult in the minds of the players. The following pages describe techniques used during this scene, as well as other advanced stagecraft techniques to capture the action, excitement, and tension that are an important part of the Delta Green experience.

## COMBAT AND STAGED COMBAT

Violence occupies a small part in traditional Cthulhu Live games, which typically focus on research, investigation, and puzzle solving. Confrontations with cultists or Mythos horrors are not necessarily uncommon, but violence and direct action become even more prominent in the Delta Green setting. Even though Delta Green agents maintain low profiles, their small numbers and tenuous position leave little room for kinder, gentler solutions to the Mythos. Delta Green operatives must identify, contain, and neutralize the threat, then disappear before the smoke clears. They must manipulate the resources of other agencies or employ Delta Green friendlies whenever possible to increase the authority and firepower behind the operation. Most Delta Green agents don't care about the origins of a Mythos horror or in what crumbling book it is described. They just want to know if it will bleed, and how to put it down for good.

The Close Assault System for live-action combat was developed specifically for the requirements of Delta Green. It allows fast-paced gunfights and brutally violent combat scenes to be fought quickly, safely, and usually without the need of a Keeper on hand to adjudicate every step of the action. The rules of this system are simple and easy to learn, but the Keeper and his game stuff must be sure that CAS is fully understood by the players. If time permits before the game, fighting out a sample gunfight or two with the players goes a long way to helping them understand CAS in action.

Staged combat scenes with manipulated outcomes spectacularly enhance the game. Not all confrontations are predetermined, but a few combat sequences can be staged as



dramatic devices rather than true tests of your players' tactical prowess. They immerse players in a pulse-pounding sensory experience, driving home key elements in the plot and setting the course of scenes still to come. These scenes are fixed in advance when all or at least some of the players must survive a combat situation, or if a specific outcome is required—eliminating a small group of cultists, preventing an assassination, capturing a key prisoner or ancient relic, and so on. Keepers often manipulate the results of some scenes for drama or a necessary end-state in the conventional Call of Cthulhu roleplaying game, and Cthulhu Live games are no exception.

Non-player characters are given their combat card results and coached in advance by the Keeper. They might ignore players who make a fairly convincing effort to sneak up on them and perform panicked, tactical blunders during the heat of combat. In essence, they are coached to become moving targets for the players. This doesn't mean that the players will be invulnerable, but the NPCs intentionally slow down their own combat and fire-reactions to the players' advantage. Ideally this will not be too apparent during the action of the scene, leaving the players in white-knuckled excitement, scrambling to avoid enemy fire and desperately blazing away at their foes.

The scene described earlier was a manipulated combat sequence. The six FBI agents were all player characters. The cultists were players whose actual characters didn't enter the game until later. They were given temporary roles as NPC "targets" during the opening scene. These cultists were only a minor threat to the assault team, but built up their confidence after an easy victory. NPC actors from the game staff entered the cabin costumed as the Gofinn Hupadgh Shub-Niggurath. Once again, the results were manipulated. The monsters were told they could sweep through the house, terrifying and killing the agents, but should permit at least two or three players to escape the cabin with their lives. These survivors of the ill-fated raid were debriefed in a later scene and recruited as Delta Green friendlies. The players "killed" during the raid were recast as members of Delta Green, who sent the hostage rescue team in on the mission without giving them the entire story.

Staged combat scenes also allow the game staff to have easier control over the timing of lighting, smoke, and other special effects. NPC victims may spray stage blood from concealed blood packs, capsules, and squibs. The secret is to balance confrontation scenes between dramatically staged combats with limited threats to the characters' lives, and free-flowing combat scenes that can easily get the characters killed if they make a mistake. The action during CAS combat gets fast and furious, so the Keeper and members of the game staff must always be standing by as 'safety officers' to slow down players performing actions that may injure themselves or others in the game.

## **BREAKAWAYS AND COLLATERAL DAMAGE**

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To liven up a staged combat scene, consider building a few items of breakaway furniture or other objects to be 'destroyed' during combat. A breakaway table is probably the simplest construction: four equal lengths of pine 2x4s for the table legs and a sheet of plywood for the top. Stain or paint the wood to the desired color. Drill shallow holes in the top of each leg and at the corners of the tabletop to accommodate a short piece of slender wooden dowel. The dowels connect the pieces so they won't collapse under a stiff breeze, but any significant weight falling across the table will break the dowels and send it to the floor.

Breakaway chairs are more challenging. A similar board and dowel technique can be used to build a stationary chair that breaks when someone stumbles or falls across it. If you are considering a staged combat scene in which an NPC breaks the chair over the head of another, do your friends a favor by remembering they are not professional stunt men! Any such action must be performed between NPCs who have rehearsed the scene in advance. Rather than cutting breakaway points into a light wooden chair, a much safer option is to build a chair prop out of Styrofoam or foam insulation sheets and regular white glue. Enamel paint degrades and dissolves Styrofoam, so be sure to find a latex-based paint for your breakaway chair.

Techniques for manufacturing candy-glass bottles and sheets are discussed in the Cthulhu Live Player's Companion. As with all breakaway objects, candy-glass bottles are only to be used on NPCs who are expecting the attack and are prepared for it. There is to be no physical contact between players and NPCs during combat. Even if the breakaway object is relatively safe, you risk catching an unprepared player in the face, eyes, or other vulnerable locations.

Other objects for collateral damage may be fashioned from Styrofoam sheets, chicken wire, papier-mâché, aluminum foil, cardboard, clay, and similar materials. These objects may be pieces of high-tech hardware, alien technology, strange statues, or other potentially dangerous items the players may want to destroy. Even mundane objects prepared for collateral damage add a great deal to the game. Consider assembling and painting sheets of foam insulation to look like a door and mounting it in a doorframe for the players to kick in at the beginning of a combat assault.

## **FIREARMS AND LASER SIGHTS**

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Due to the nature of most Delta Green agents and their foes, firearms are prominently featured in most games. The Close Assault System plays very well with toy cap guns. Plastic strip or ring caps allow more reasonable ammo capacities than roll caps. Cap guns are inexpensive, easily available, and the best all around choices for Delta Green games using CAS combat rules. Blank guns are spectacular for staged scenes with NPCs and blood squibs, but are too expensive and probably a little too dangerous for all players to use during a game.

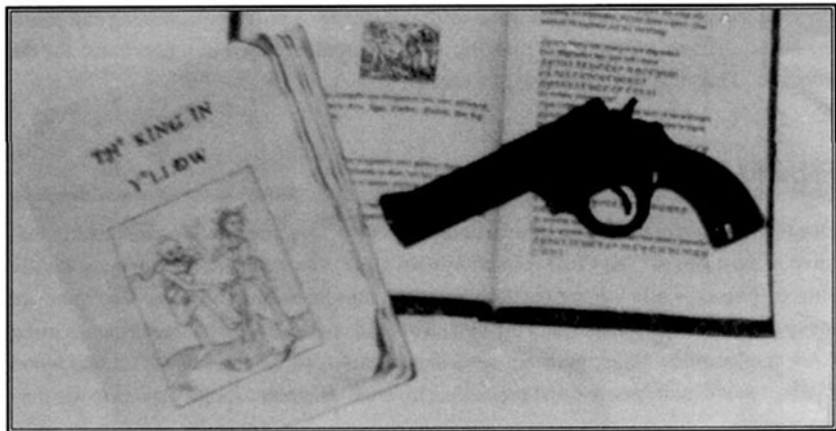


The Cthulhu Live Player's Companion includes tips for building rifle, shotgun, sub-machine gun, and heavy machinegun props from scratch if players don't mind shouting "bang!" Other options include black or silver spray-painted water pistols and Airsoft(tm) guns. Airsoft™ weapons are extremely realistic, spring-powered air guns. Players are NOT to fire projectiles at one another during the game for obvious safety reasons. More expensive than cap guns, Airsoft™ weapons look fantastic but lack the same noise and smoke effects.

Laser sights are a small, optional detail, but one that is fun and easy to create. Small key-chain laser pointers are available in stores for less than \$8 apiece. Remove the key chain with a pair of needle-nose pliers and tape the laser on the side of a toy pistol or sub-machine gun prop. Position the laser so that a finger on the firing hand or the supporting hand can depress the button whenever the laser sights are required.

Laser sights are used in conjunction with the Sniper skill, as detailed in Cthulhu Live: Shades of Gray and the Cthulhu Live Player's Companion. Laser sights on pistols and submachine guns have no special benefit in the standard CAS rules, but they are fun and exciting for the players. If dry ice or a smoke machine is used during a combat sequence, the flickering beams of laser sights probing through the smoke is a thrilling experience. Players should be careful never to look into the light of a laser, and should always aim at chest height or lower.

Depending on their profession, some characters should consider a small backup pistol in addition to their primary sidearm. Most law-enforcement personnel carry backup pistols, often carried in an ankle holster. Slipping a small, painted water pistol into the player's sock is an easy and lightweight solution. A backup pistol might save the character's life, allow him to plant a weapon at the scene of a crime, or enable him to make an accidental killing or even a cold-blooded murder look like self-defense. Some agents specifically carry an unregistered backup pistol for just such an eventuality. The Keeper may require players to state if they are carrying an unregistered weapon at the beginning of the game.



A daunting challenge at first, some clever staging creates a surprisingly effective and fun simulation of night-vision technology. The equipment cost of turning night into day is far too expensive for any practical gaming application, but the game staff may circumvent this obstacle by turning day into night! "Night-vision" sequences are performed outdoors during periods of limited daylight or indoors in a fully illuminated building. The trick is using colored lenses to change the perception of the players and using NPC actors to support the illusion of darkness and limited visibility.

Night-vision goggles for the game can be made at home with scissors, duct tape, cardboard, cardboard toilet paper rolls, and dark green transparent plastic. If the game budget permits, an even better option is to purchase rubber and hard-plastic welding goggles with dark green lenses. Available at large hardware or welding supply stores, usually for less than \$12 a pair, these welding goggles make great NVG props. The peripheral vision is sharply restricted, creating a limited and claustrophobic field of view. All available light is sharply reduced and turned into a greenish glow not unlike artificially intensified light.

For this stagecraft technique to work, all player characters in the scene are outfitted with NVGs. The location must be well illuminated for player safety, since the goggles darken their vision significantly. NPCs in the scene stumble about with wide-eyed expressions, bump into obstacles, and cautiously feel their way and peer around as if trying to penetrate the "darkness." They may walk around with a little more confidence if carrying flashlights. Of course they can see perfectly well and are in no danger of tripping and hurting themselves, but the NPCs roleplay this limitation as coached by the Keeper. Monsters that see in the dark have full freedom of action, and are put at a terrifying advantage over the players with their tunnel vision and dark lenses. Players are expected to abide by the spirit of the game and keep their goggles in place through the entire scene. The one exception is in the case of entering a dimly lit room or stairway, in which case a player should lift his goggles in the interest of safety. Otherwise, NVGs remain in place throughout the scene.

For best results, the Keeper should plan how best to lead into such a scene. The nighttime raid described earlier was performed during an overcast afternoon. Crowded into the darkened helicopter with only a small red light to illuminate the scene, the players had time to enter the game reality of night. The door of the chopper was only opened after they donned their night vision gear, plunging them into a surrealistically glowing green twilight for their trek through the woods. The inside of the cabin was brightly lit, but the NPC cultists played as if the house had been plunged into darkness. Under different circumstances, if the players were raiding a house under real nighttime conditions, they would not put on their NVGs until the power was cut and they actually charged into the illuminated building.

Of course the illusion is far from perfect, but the technique is remarkably effective and exciting for the players involved. It is well suited for surveillance and infiltration

scenes, and is particularly thrilling during staged combat sequences. In a large building, it can be quite frightening when the hunters suddenly become the hunted, and the players are stalked by a deadly horror that can apparently see better than they can in the darkness.

## **HELICOPTER INSERTION**

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Although not something for every game, the helicopter insertion staged at the beginning of "The Danville Brood" was quite thrilling. The helicopter was simply a standard panel van with a bare cargo bay. A heavy curtain was hung between the front seats and the cargo area to screen off daylight and to isolate the cabin. The rear windows were covered in tape and cardboard, and the white dome-light in the ceiling covered with red cellophane. A special effects tape of about 20 minutes of roaring helicopter rotors was recorded before the game and placed in a boom-box mounted in the van. The atmosphere created in the van's cargo bay was quite effective. The stares the van driver received, idling at a stop-light with helicopter sounds roaring from the back, were priceless.

The players were loaded inside with an NPC crew chief. The NPC maintained the illusion of a conversation with the pilot over his headset, throwing in occasional comments and observations to the players. The van simply drove to the drop-off point, opened the side bay door to release the players, and sped away. The insertion is best staged at night, but may also take place in daylight or in the artificial night created through a night-vision simulation. It is important that the cabin be isolated from the outside world. The players should not be able to see passing cars and buildings, only hear the roar of the blades and feel the shifting and rocking of the van. The scene described earlier took place in a forest, dropping the players off on the side of a dirt road. A thrilling urban insertion could be staged at night, with the chopper depositing the players on the roof of a parking deck.

If the game staff doesn't have a cargo van among its resources, these vehicles are fairly inexpensive to rent for an evening or weekend. Try to maximize use of a rental van. The van may be used for a helicopter insertion in one scene, then refitted as a surveillance unit later in the game.

## **CELL PHONES AND RADIOS**

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Among the most useful items a modern investigator can have, cell phones allow fast and easy communication between separated team members. They are a valuable means of obtaining information or calling for badly needed assistance. Cell phones are fairly common and it is likely that several players or members of the game staff already own one. They are very helpful for the Keeper and his staff, especially when playing a game spread out among multiple locations and involving more than one group of player characters. Players can make great use of these handy conveniences of modern technology. If actual cell phone resources are limited, other options are available.

As a minimum, several toy cell phones should be distributed among the players as props to call for information or backup via a conversation with the Keeper. If playing the game in a reasonably small area, such as a house or apartment and surrounding property, the Keeper may opt to hand a cordless phone to the players. A little large for a proper cell phone, these items nonetheless serve as great stand-in props. Communicating via radio with a hard-wired base station, cordless phones can be tucked into a coat pocket or briefcase and carried about the scene. The player can make calls to or receive calls from another phone line in the house or a real cell phone carried by another player or member of the game staff.

Radios are great props for many game scenes and may be required to set up the stagecraft elements of covert listening devices and parabolic microphones. They are critical pieces of equipment for combat assault teams or for investigators on stakeouts and lonely vigils. Since an outlay of funds may be required, the Keeper should consider his needs carefully. Handheld CB radios have an excellent range and multi-channel capability, although they tend to be rather bulky. Smaller radios offer fewer channels and reduced range, but may be perfect for some game groups. Plan on spending at least \$80 for a pair of good radios, and the cost may rise to \$100 or more depending on the make and model. If you have a very active Cthulhu Live group, this is an investment well spent.

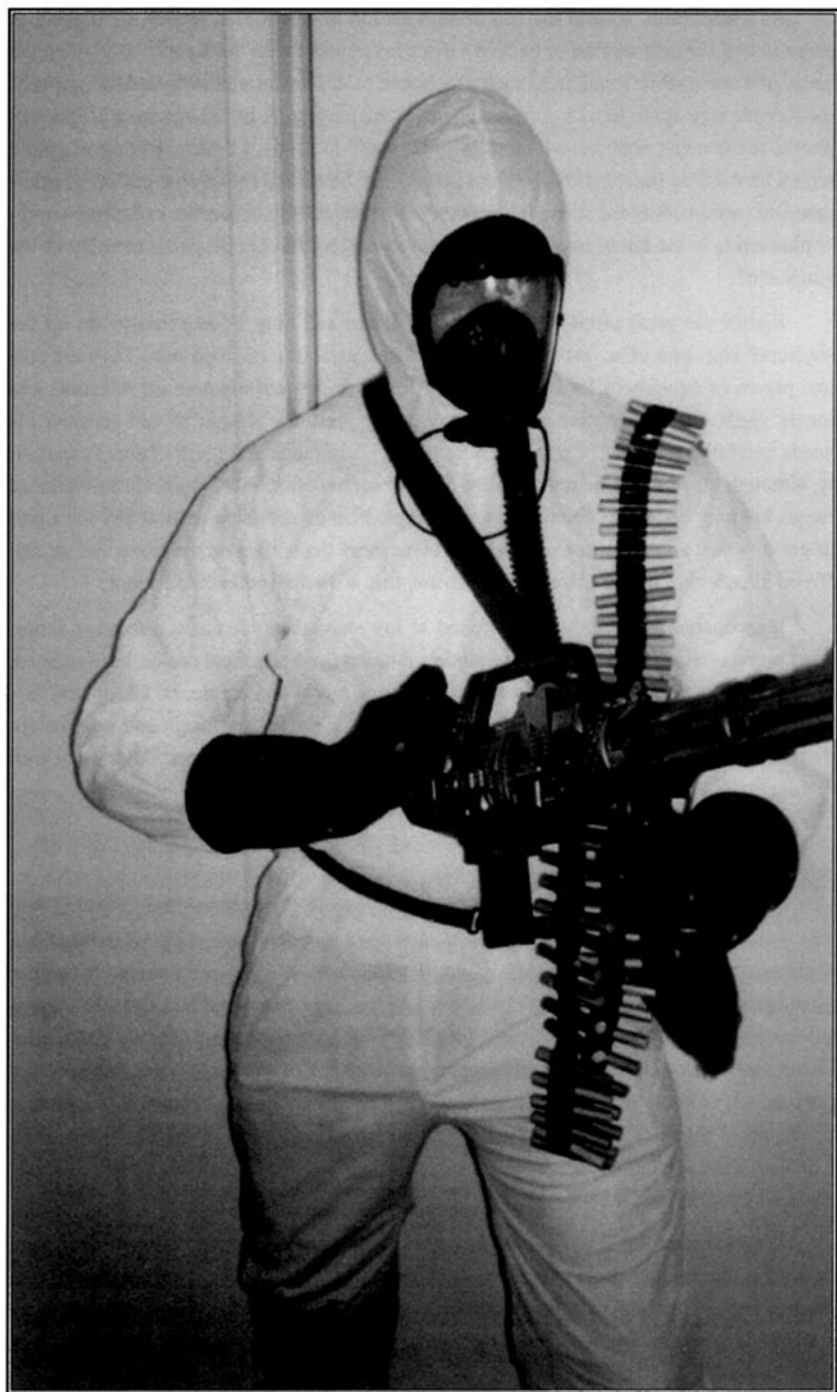
Inexpensive walkie-talkies are found at toy stores and scientific discovery shops. They are very affordable and come in models ranging from handheld radios, base stations, headphone receivers and mikes, to concealed throat mikes and earpieces. Cheap and easily available, the greatest limitations with these radios are limited range and poor reception. Nevertheless, they may be perfect for assault teams or for particular stagecraft requirements.

## **BIOCHEMICAL GEAR**

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The dreadful specter of chemical and biological warfare strikes fear in the hearts of all but fools and madmen. Biochemical agents may be produced with relatively simple lab equipment, placing weapons of mass destruction in the grasp of criminal and terrorist organizations around the world. All that is required are the base compounds or live germ specimens, the skills to manufacture the agent, and a means of delivery to the unsuspecting populace. It is likely that Delta Green investigators will encounter biochemical agents or the threat of infection by unknown alien diseases and parasites during the course of an extended campaign. Improper handling or failure to take these threats seriously is a fast route to a painful and horrible death.

Disposable protective coveralls are inexpensive and easily available from industrial safety companies and other suppliers. Ranging from \$5 to \$8 a set, these items include basic jumpsuits or full coveralls with hoods and integral booties. The players and game staff should buy the largest sizes available. Better that the coveralls are a little baggy than to be too small for the players. Although not particularly durable and designed for dis-



posal after use, these garments can last the Keeper and game staff through several games with a little care.

Heavy rubber gloves from the same industrial suppliers or a hardware store protect the hands of the investigators, although inexpensive rubber dish-washing gloves cost much less and are fine for game-play. Colors and pastels will work in a pinch, but try to avoid protective over-gloves with a floral print.

Masks are the biggest challenge for the game staff. Small dust-filter masks are cheap and available at any hardware store. These are perfect for lower-threat biohazard contamination or the handling and autopsies of particularly ripe or diseased corpses. More elaborate masks are required for higher levels of threat. Army surplus shops and catalogs offer biochemical protective masks from a variety of national militaries. The American-issue equipment is usually the most expensive, and masks may run from \$40 to \$80. Foreign masks, such as Israeli, Soviet, or East German, are cheaper, often in the \$20 to \$30 price range. This may still be beyond the budgets of most groups since multiple masks are usually required.

The best, low-cost solution for multiple hot-suits is for the game staff to build their own contaminant hoods. Start with a brown-paper grocery bag and cut a large, rectangular window in one of the broad sides. Cut slits or trim semi-circular pieces out of the two narrow sides of the paper bag, until it rests comfortably and securely on a person's shoulders and allows him a clear view through the cutout window. Tape clear plastic acetate or cellophane over the window. Cover the brown paper with one or more white-plastic garbage bags. You might be able to use only a single trash bag, cutting a matching rectangle out of the white plastic and using black duct tape to secure it around the clear viewing window. This contaminant hood is simply worn over the head and shoulders of a player in a disposable coverall, creating a simulated hot-suit for game play.

Enough air should flow up into the hood, but if it seems a bit stuffy when building the prop, cut an air vent into the front of the hood which can be screened over with cheesecloth or nylon. A more elaborate solution might be running hoses and tubes from the sides of the hood to a simulated air tank on the player's back. The air tank could be nothing more than a painted cardboard box or mailing tube with a large opening to allow for proper airflow. Other elaborate finishing details might include small lights inside the hood that illuminate the players' faces or walkie-talkie headsets from a toy store for ease of communication.

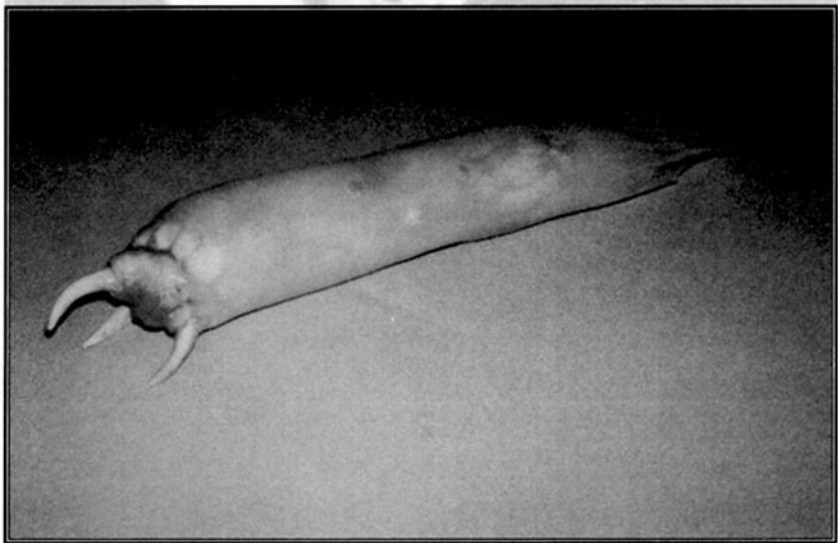


## DE VERMIS MYSTERIIS

There's just something about the idea of alien parasites that can really make a player's skin crawl, particularly when an especially vile prop or stagecraft technique is utilized. An excellent game scene involves the players in an autopsy of a host body or surgery to remove the organism from a living host. If the players are expecting the presence of an alien parasite, they will probably want to be wearing biohazard suits to minimize the risk of infecting themselves with who knows what. "The Osiris Club" script in *Cthulhu Live: Shades of Gray* presented such an autopsy scene, with a dreadful Ilarnak Worm buried in the bowels of the body, which leaped at the NPC coroner in a spray of stage blood when he yanked on a concealed length of fishing line.

A basic larval prop can be made from a length of rolled white cloth covered in plastic wrap and secured with a series of rubber bands along its length. The following section and photos detail a more advanced alien worm, based on a prop created by H.R. Giger, the artist famed for his biomechanical design work for "Alien." The basic idea is a small animal skull inserted into a condom that's then filled with liquid silicone from a hardware store. An easy and even more alien option is to sculpt the "head" of the worm from an air-hardening modeling compound and innards from the same or a lightweight, foamy modeling substance. After a quick paint job and some detailing washes, you are ready to begin assembling the parasitic worm.

Stretch the condom in advance and wash off any lubrication. The sculpted head and innards are inserted first into the condom. Be sure to get a good, tight seal, using an extra rubber band if necessary. Insert the nozzle of the silicone tube through a small hole torn in the tip of the condom and slowly fill it with liquid silicone. Allow several days for the silicone to dry and periodically manipulate the condom during this time to shape the set-





ting silicone into a nice form. Silicone is transparent to ultraviolet light, so the head and guts can be painted with UV-reactive paint before assembling the worm. The results are quite impressive for such a simple technique.

A less durable but faster setting alternative to silicone is thick, unflavored gelatin. In this case, fill the condom first with the gelatin, then insert the head and guts. Seal it with a rubber band and stick it into the refrigerator to set. It won't be a long-lasting prop, but you can quickly make a number of the vile worms. Perfect if you anticipate players hurling them at the wall or stomping on them in disgust, creating a particularly satisfying splatter.



## DEEP SEA OR SPACE EXPLORATION

Delta Green games may occasionally bring players to exotic locations such as the depths of the ocean or even beyond the Earth itself. Such scenes obviously present a number of stagecraft challenges, but these are not impossibilities for Cthulhu Live. Many of the stagecraft elements involved for both deep sea and space settings are identical.

Players need some sort of protective garment, and many of the techniques described in the Biochemical Gear section are utilized for deep-sea diving and vacuum suits. The contaminant hoods made from paper and plastic bags are insufficient, and some sort of helmet is required. A square, medium-size cardboard box, just a little larger than a human head, offers the cheapest and easiest starting point. Cut a window in the box and cover it with clear acetate, and cover the whole helmet with white trash bags and duct tape. Use tubes and hoses running from the helmet to an air tank as detailed previously.

The end result is obviously a bit angular, but doesn't look bad when combined with a white protective coverall. The use of small lights, as previously described with the contaminant hoods, is a great touch. Walkie-talkie headsets worn inside the helmets are a must. This allows communication with other players exploring the hostile and alien environment, and with those players in another room who are back "on the surface" or in a submarine or landing craft. For deep-sea diving suits, consider the use of foot weights for the players. Bind several bricks together and cover them with black duct tape. Strap or bind these weights to the bottoms of each player's feet to make their "undersea" movement slow and awkward.

Games featuring such exotic settings must be written according to the locations available. It's difficult to force such a complicated scene into an unsuitable location. The Cassandra-23 Cthulhu Live group in the United Kingdom staged a moon landing in a large, abandoned quarry. Arid hills and desert terrain with sparse vegetation also make great alien landscapes. "Null Echo" was a script set onboard a derelict spaceship played out in a hotel convention center. If you simply don't have a location that will work for a deep-sea or extraterrestrial scene, then revise your script and explore other alternatives.

Any of the alien world locations described above would make excellent deep-sea exploration scenes under cover of night. Games played in a large building or convention center offer new possibilities. Players may be onboard sunken ships or flooded deep-sea research stations. Keep the scene extremely dark or illuminate with ultraviolet black light. Consider dangling lengths of green, brown, and black crepe paper from the ceiling as floating strands of seaweed. A few lightweight objects and even a couple plastic fish have been suspended from ceilings with thread or fishing line, floating or swimming through a "flooded" environment.

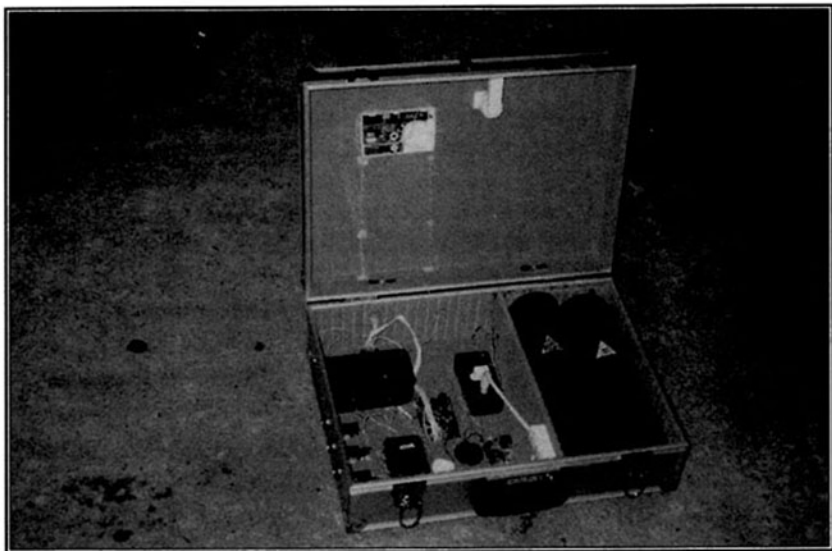
Again, games with such exotic settings cannot be forced. They should be written according to the resources and locations available to the Keeper and game staff. In most cases, they will occupy only a small segment of a complete game—an unusual or compelling scene staged as a dramatic plot device, introduction, or climax to the game.

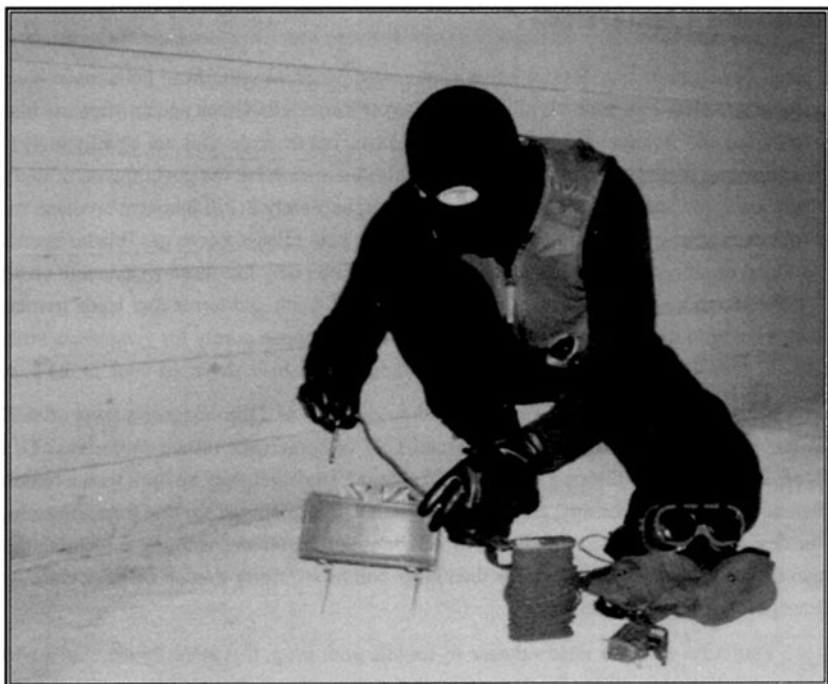
## BOMBS AND ALARM SYSTEMS

Delta Green games may feature lethal explosive devices, ranging from homemade basement kits to electronic marvels of the bomb maker's art. Delta Green agents often use high explosives as a terminal solution to Mythos threats, but these devices are equally tools of terrorists and deranged cults. Bombs may be planted to strike at the government, military, major corporations, institutions of higher learning, or merely to kill innocent civilians and evoke widespread panic and terror. Other devices may release nerve gas, blister agents, Anthrax, or a host of other biochemical weapons. Cults may use these weapons to create a mass sacrifice, releasing a rushing psychic aura of death and terror that lends tremendous energy to their dark rites. They may use these weapons purely for vengeance, striking at agencies and institutions that stand in their way or have thwarted them in the past.

Determine the type of device you wish to replicate and the designer's level of skill. Is this a jury-rigged bomb with commercial TNT or homemade nitrate explosives? Or a professional job with C-4 or a binary-liquid charge? The bomb may be built with a remote detonator, proximity sensors, and a mercury-switch to discourage anyone from disarming the device. Most bombs in Cthulhu Live will be small to mid-size charges, something that can be carried in a briefcase rather than huge bombs requiring a truck or large crate for transport and concealment.

Find a briefcase or rigid suitcase to contain your prop. C-4 is easily simulated with gray modeling clay. If the bomb contains large amounts of plastic explosive, a cheaper solution will be standard, fire-baked bricks wrapped in opaque waxed paper. Soft modeling clay is a must for small shaped-charges of plastique that players plant about the scene with radio detonators and blasting caps. Cardboard paper-towel rolls, trimmed to about





eight inches in length and spray-painted brick red make simple sticks of TNT. Or else wrap thick wooden dowels in waxed paper. Use black electrical tape to bind your "explosives" together and secure them inside the case. Creative scrounging provides items such as a battery pack, circuit board, jumble of colored wires and a digital clock to mount as a timer and detonation device. You now have a simple bomb prop for the game.

For more elaborate game play, you'll need a functional digital alarm clock and a few basic tools. Carefully disassemble the clock case and remove the display, speaker, battery pack and circuitry. Be careful not to break any connections or cut any wires. If a wire is dislodged during disassembly, reattach the connection with a soldering gun. Mount the exposed wires, display, and other components inside the bomb case or directly on top of your explosives. Add additional wires and electronic scraps so it is not immediately apparent which wires are integral parts of the clock. In this manner, the alarm clock can actually be set to go off at a specific time, representing the detonation of the bomb. Players will have to cut specific wires to disable the timer. Cutting the wrong wires may cause the device to explode, as determined by the Keeper. Players with the Demolitions skill should be advised by the Keeper during the attempt, perhaps by asking one short-answer or yes/no question per five points of EDU. If the EDU of the bomb maker is higher than the player character's, then not all the information provided by the Keeper may be accurate!

High-tech toys available at most large toy stores and scientific discovery shops create very neat effects for bomb props. The Wild Planet™ toy company sells a pair of small, electronic alarm sensors called Spy Detectors. One of the items is a door alarm with a

short-range infrared motion sensor, perfect to "detonate" the bomb if a protective cover over the circuits is removed or if anyone approaches too closely. The other item is a physical motion sensor that triggers an alarm when it is moved or jostled. Perfect as a simulated mercury switch to prevent moving or tampering with the device.

Keepers who want to build elaborate bomb props with ear-splitting alarm sirens, keypad arming and disarming controls, and circuitry configurations that actually trigger the alarm when the wrong wires are cut should post their questions on the Cthulhu Live mail list. There are several electronic prop wizards in the Cthulhu Live community, and some spectacularly complex devices have been constructed for past games. Be very careful if using bomb props in your game. Never play "practical jokes" by leaving the prop where anyone not in the game might mistake it for the real thing. If the bomb is to be left at a remote location for the players to find, attach a prominent note that identifies it as a prop in a live-action game and includes a home or cell phone contact number of the Keeper.

High-tech alarm systems are a bit more benign when triggered by a careless investigator, but also have their place in Cthulhu Live: Delta Green. Some of the same toys mentioned above may be used to simulate facility alarm systems, while other elements may be created and staged by the game staff. Mounting an old calculator on the wall next to an entry door is perhaps the simplest way to note the presence of an electronic alarm system. Without the correct code, the players may need to pop the cover off the "control panel" and root around in the exposed wires and circuitry.

Laser sensors are simulated with a few key-chain laser pointers mounted on the walls across entrances or near protected relics and equipment. Apply a strip of tape to hold down the activation button shortly before the scene commences. The Keeper and game staff watch for any player breaking the path of the beam. Hopefully the players were briefed on security measures in advance and forewarned to keep on their toes. Besides staying observant for the hardware and the tell-tale points of light, the players may employ techniques such as puffs of talcum powder, smoke from a cigarette, or the use of a portable fog-machine to reveal the beams in front of them. Players might be forced to step over or crawl beneath the lasers, carefully observed by the Keeper, or they may employ fanciful mirrors, prisms, or reflector props to "redirect" the beam as approved by the Keeper.



## PRISONS AND ASYLUMS

Entire games or specific scenes staged in prisons and insane asylums offer a range of new possibilities. Players may visit these facilities to interview and interrogate inmates who have information of import to their investigation. They may be present to witness the horrifically staged execution of an NPC prisoner and find themselves trapped in the midst of a prison riot. Another option is to have the players cast as inmates themselves, possibly committed to prison or an asylum as a result of crimes performed while battling the Mythos. The players may be common criminals and mental patients unlucky enough to encounter the foulness of these alien horrors within the institution's walls. Ruthless and brutal fellow inmates and cold, sadistic guards are perfect roles for NPCs and even other players in the game.

A relatively large location is preferred for a game set entirely within a prison or asylum, although some excellent scenes may be performed in just a few small rooms. PVC pipe and connection joints are cheap, easy to work with, and create excellent 'steel cages' and barred doors. Assemble a few barred doors built from 3/4" or 1" PVC pipes, painted black and mounted in open doorways. A small closet or bathroom can be turned into a prison cell in this manner. Perhaps the players obtain a slender hacksaw blade smuggled into the prison and saw furiously away at the bars on their cell door between the guard's patrol rounds.

This environment creates a perfect setting for horrific government experiments, such as the MKULTRA program of the 1960s. In a contemporary setting, this may take the form of psychological and physiological engineering experiments conducted by Majestic-12 sub-projects. Some prisoners may be chemically or surgically altered into biological horrors, while hallucinogenic drugs may plunge the minds of others into the blackest depths of madness. The game staff may create a spectacular game full of elaborate lighting, smoke, and other special-effects techniques. The most bizarre and horrific scenes may be staged for the players, leaving them wondering which are drug-induced hallucinations and which are terrible visions of reality.

## STRAITJACKETS

You can easily create straitjackets from scratch or by modifying other garments. Canvas fencing jackets that zip up the back are perfect for converting into straitjackets through sleeve extensions, ties, and buckles. To sew your own, the pattern is quite simple, with basic rectangular shapes. Base the measurements on the body of the player or NPC actor who will wear it, or take the measurements of the average body dimensions among your players. The body of the jacket is a rectangle of strong cloth. For the width, take the average chest measurement of your players or NPCs and subtract about four inches. For the length, take the measurement from shoulder to waist, double it and add four inches. The sleeves are also basic rectangles. The widths are the distance around your biceps plus four inches. The sleeve lengths are the measurements from shoulder to the fingertips plus six inches.

Fold the sleeves in half lengthwise and sew reinforced seams down their length. Fold the body section in half, remembering the fold will be running across the player's shoulders. Attach the sleeves to the body and sew up the sides using reinforced stitching. Split the jacket down the back and cut a hole large enough for the player's neck. Sew the ends of the sleeves closed, or taper them slightly to a closed point. Finish all the edges of the jacket to prevent it from fraying. Put a series of straps and buckles running down the back of the jacket as a closure, and sew straps on the end of each sleeve with corresponding buckles near the kidneys. Attach a final strap at the bottom of the jacket's front, running down between the legs to fasten with a buckle in the back. Use a good strong thread with a polyester core and strongly reinforce all seams. Many of your friends will probably want to try it on and then get out of it, so you better make it strong enough to resist their efforts.

## **SURVEILLANCE AND SHADOWING**

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Investigators often find themselves conducting surveillance, observing a location to see who appears and what takes place, or following a suspect to see where he goes and with whom he speaks. Basic surveillance equipment includes items such as sunglasses, newspapers, a camera, binoculars, paper and pencil, and some simple disguises such as a baseball cap or a different jacket. Items like a paperback novel, some cash, and a wide-mouthed bottle are useful for long-term surveillance, but most Cthulhu Live games will keep the action moving at a faster pace.

Stationary surveillance may be from a room, a rooftop, a parked car, or even from a park bench or seat in a restaurant or cafe. Sunglasses and newspapers are clichés, but can be very effective. Although it may sound comical, sunglasses with small mirrors to allow the wearer to see behind him are effective for observing a suspect without letting him see the investigator's face. The parabolic microphone toys discussed in the Intelligence Collection section are great items for game surveillance.

Following a subject on foot or in an auto can be more challenging than players may realize. A proper distance must be maintained to prevent the suspect from spotting his tail, but not so far as to lose sight of the suspect. The best shadowing techniques employ two, three, or even more investigators. The "ABC" method employed by federal agents positions one investigator tailing the suspect, another investigator following the first, and a third investigator moving abreast with the suspect on the opposite sidewalk or on a parallel street. The investigators can alternate positions and cover contingencies that might arise.

This method is easily accomplished on foot during a live-action game, but may be too complex to replicate in vehicles. A better stagecraft technique places the players in a single car with two simulated surveillance teams as backup. The Keeper or another member of the game staff rides along in the suspect's car, communicating with the players via a walkie-talkie. They take the roles of other teams shadowing the same suspect, radioing instructions and observations back to the players in the trailing car. "This is Blue team.

Subject just turned east on Main. I lost them.” “Green team. We’ve made visual contact with the vehicle. Just passed the courthouse and turned north on Prospect.” If the script requires the players to shadow the suspects to a specific location for the next scene, this technique is very helpful. The Keeper can always radio in the exact location of their car if the players become lost in traffic or take a wrong turn.

## **BADGES AND IDENTIFICATION**

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Identification badge props for government agents are fairly easy to make. The badge is best assembled on your personal computer, using a drawing, word-processing, or even a spreadsheet program to create the blank badge. The seals and logos of various government agencies may be copied and downloaded from their websites. Fill out the lines on the ID and cut a head and shoulders photograph of the player from a snapshot or passport photo. Slip the badge into a plastic laminating sleeve. Put the ID between two pages of white paper and fuse the laminate with a clothes iron on low heat.

Cover two index cards in black duct tape to create a flip-type badge carrier. A metal or plastic badge from a toy store can be combined with the identification card inside the carrier. These tape-covered index cards can be assembled in different configurations: carried in the jacket pocket like a wallet, hung by a bead-chain underneath the shirt, or made to be opened and tucked into a belt or jacket pocket. They are perfect for undercover agents who may need to suddenly pull out and display their badges during a climactic showdown.

Do not make the badge too realistic. A “Not a Valid ID. For Entertainment Purposes Only” banner on the badge is also a smart idea. Make sure your players are properly briefed about public behavior so they won’t get in trouble or embarrass the live-action gaming hobby. Several blank identification cards are featured on the Cthulhu Live website. Just download and print the badges, enlarging them if required, and complete them with photographs, character information, and plastic laminate sleeves.

Quick and easily recognizable costume props are the FBI, DEA, POLICE, and US MARSHALS jackets and baseball caps worn by plain-clothes officers during raids or crime scene investigations. Find a few dark, plain jackets and wind-breakers from your closet or a local thrift store. Use wide masking tape to create the appropriate letters across the back. The same can be done with plain, dark baseball caps. For such easy props, these add a great deal to the game’s atmosphere.



## SECURITY CLASSIFICATIONS AND DOCUMENT PROPS

**UNCLASSIFIED** - Most unclassified data bears no special markings. Unclassified data is specially annotated only when mixed with classified.

**CONFIDENTIAL** - Information detrimental to national security if released through unauthorized channels, such as troop strengths, equipment performance characteristics, and basic classified studies and surveys.

**SECRET** - Material that might cause serious damage and political embarrassment if it should fall into the wrong hands, straining foreign relations, revealing military plans and intelligence operations, and compromising key scientific developments related to national defense.

**TOP SECRET** - Unauthorized disclosure could result in exceptionally grave damage to national security. This may include information that could spark armed hostilities against the US or its allies, disrupt foreign relations, compromise crypto-communication systems, or reveal critical technological data.

Classifications are often combined with caveats, or special handling instructions, which restrict access further than the base classification alone. Examples include 'SECRET / NOFORN / WNINTEL' or 'TOP SECRET / ORCON'. The caveat calls attention to special access restrictions.

**CNWDI (Critical Nuclear Weapons Design Information):** This warning identifies the presence of technical data related to the construction and use of nuclear weapons. Faced with the growing threat of nuclear terrorism and uncontrolled stockpiles of nuclear materials, this warning notice is not to be taken lightly.

**COMSEC (Communications Security):** This deals with cryptologic communications systems. Code books, electronic keys, and encryption software and hardware fall into this category. This data is tightly controlled and rarely released outside US government personnel.

**NOCONTRACT (Not Releasable to Contractors/Consultants):** Weapons and equipment design information is protected by this caveat. It prevents rival defense contractors from stealing another firm's secrets.

**NOFORN (Not Releasable to Foreign Nationals):** This material may only be viewed by American citizens who have the appropriate clearance and need to know. Foreign citizens, even from allied nations, do not have access.

**ORCON (Dissemination and Extraction Controlled by Originator):** Extremely "close-hold" information. Anyone wishing to extract data, or pass the information to other agents, must first obtain the permission of the originating agency. This is your classic "eyes-only" handling procedure.

**RD (Restricted Data):** Information related to atomic energy applied to power production and research, rather than weapons design and performance data.

**REL—— (Authorized for Release to ——):** Specifies which foreign personnel may have access to the information. Examples include RELNATO (North Atlantic Treaty Organization), RELCANUKAUS (Canada, United Kingdom, Australia), and RELUNPROFOR (United Nations Protection Force). Some can be quite a mouthful.

**SPECIAL ACCESS PROGRAMS (Defined by a code word, e.g., TOP SECRET/MAJESTIC):** Special access programs are created at both national and local levels, regulating uniquely sensitive information. DELTA GREEN and MAJESTIC are two infamous special access programs in the Delta Green Universe.

**SCI (Sensitive Compartmentalized Information):** Such information is particularly sensitive, typically SIGINT or IMINT related, and could provide undesirable insight into ongoing collection missions and equipment capabilities. Access and handling are stringently regulated.

**WNINTEL (Warning Notice, Intelligence Sources or Methods Involved):** The document makes specific references to agents, moles, informants, and special collection techniques. To safeguard the collection source, these details must be handled with great delicacy.

#### **COVERSHEETS AND LABELS**

A coversheet displaying the highest classification of the material therein, along with caveats and any special handling instructions is included with the documents. If the documents are in a binder or publication, the front and back covers must display this information. Computer disks and electronic hardware must have prominent labels. The colors commonly used on coversheets, labels, and file tabs are:

**Top Secret: Orange**  
**Secret: Red**  
**Confidential: Blue**  
**Unclassified: Green**

### **DOCUMENT MARKING**

The classification of a document is printed prominently at the top and bottom of each page. Caveats and SAP codewords are printed after or below the classification. If a page contains only unclassified material, such as an introductory letter attached to a Secret file, it is still marked with the overall classification and the line "Regrade Unclassified when separated from Classified Enclosures." Tightly controlled documents have a "Copy #— of — Copies" line at the bottom, frequently with a unique serial number of that particular document. If documents come up missing, the serial numbers are compared to a list of individuals signing for access to those specific copies. The bottom of the page features "Classified by" and "Declassify on" lines. The former indicates the agency, directive, or source documents that establish the document's classification. Often this is merely listed as "Multiple Sources." The "Declassify on" line gives the date or event that will declassify the document. Generally, this is listed as OADR (Originating Agency's Determination Required).

### **PORTION MARKING**

This marking system is encouraged but not required. Mark each page with the highest classification it contains. Every paragraph is preceded by an abbreviation indicating the highest level of data in that specific paragraph. (TS), (TS/RD), (S/NOFORN), (U), and so on. The agent may differentiate between what he can and can't discuss with outsiders, and can more accurately classify information extracted from source documents.





# Chapter Five

# TRADECRAFT

## CRIME SCENE INVESTIGATION

"That's one of the luxuries of hunting down aliens and genetic mutants—you rarely get to press charges."

— Fox Mulder, *The X Files*

All Cthulhu Live games involve elements of research and investigation. The characters gradually sift through clues and peel away layers of the plot like the skin of an onion. Delta Green players are often cast in the roles of federal or local law enforcement officials. Murders, armed robberies, multiple homicides, burglaries, and other crime scenes may be a starting point or a pivotal moment during a Delta Green investigation. The players comb the scene, collect critical clues, and uncover facts that draw them deeper into a downward spiral of horror and intrigue.

When playing a traditional roleplaying game with paper, dice, and even miniatures spread across the kitchen table, the Keeper describes all elements of such an investigation. Players ask questions, roll dice, and hear the results of their actions in a narrative exchange. During a Cthulhu Live game, crime scene investigations take on a new dimension of action, excitement, and roleplaying opportunities. The game staff constructs a simulated scene of the crime, complete with physical evidence to be collected and processed by investigating officers. Players are given the opportunity to put their skills and wits to the test, searching for clues and going through the steps of an actual crime scene investigation. Rather than putting their faith in a series of dice rolls, their level of success is based on what evidence was actually collected from the scene, how well procedures were followed, and if proper steps were taken to prevent contamination of the evidence.

As a dramatic device, a crime scene provides clues that drive characters toward resolution of the plot. It provides a mentally challenging puzzle and may often be a shocking insight into the brutality lurking within every human heart. Fictional detectives typically arrive at the crime scene while swarms of technicians and uniformed officers weave around a body, taking pictures and scooping up samples of blood, bullets, fibers, and other evidence. The detective picks up a gun with his pen and wisecracks, "Looks like lead poisoning."

In reality, a crime scene investigation is a complicated procedure that requires hours of painstaking attention to detail. To expedite the dramatic action for television and film, the details of an investigation are simplified or frequently glossed over. For Cthulhu Live, the Keeper must strike a balance between realism and dramatically fluid action. A crime scene is a rich source of clues that may provide critical insights and challenge the players' skills, observation, and reasoning. Alternately, a crime scene may be used as a setting

in which the players must "clean" a room to prevent the authorities from learning details of their unauthorized and illegal activities.

There are five stages in a crime scene investigation: (1) initial response (2) evaluation of the scene (3) processing the scene (4) completing the crime scene investigation and (5) analysis of the evidence. While each stage is important, the Keeper may choose to only feature certain stages. Players may arrive during the latter stages of an investigation, after some of the preliminary work is complete. They may be the first officers on the scene and initiate the investigation, but are later relieved upon the arrival of a team of NPC specialists. The Keeper may base a significant part of the game around the scene and require players to go step by step through the investigation process.

Remember that some procedures are formalities required in official investigations, in which reports are filed and evidence catalogued and analyzed for use in a court of law. If the players are conducting an unofficial investigation, or never intend for their findings to make it to court, many of these steps and procedures are abandoned. When you intend to track down the perpetrators, execute them, burn, bury, or otherwise conceal any clues hinting at your involvement, then you could probably care less about chain of custody forms and fine points of legally admissible evidence. Official investigations are a great way to start the players on the trail of an unspeakable horror or sinister conspiracy. It is fascinating to see at what point the investigators begin concealing facts and tampering with evidence to hide the truth from the public or disguise their own illegal actions.

All characters with the Police Science skill know the process of crime scene investigation. This includes securing a scene, collecting and cataloguing evidence, lifting prints, making sketches, photographs, and so on. Detailed research and lab work such as chemical analysis, ballistic scoring, fingerprint matching, DNA tests, and similar work may only be performed by characters with the Police Forensics skill and are rarely roleplayed to the full extent of a crime scene investigation.

Characters with the Police Science skill should be given a procedural briefing before the game or given the chance to read through these pages. If players forget steps or actions during the game, Keepers may allow skilled investigators to ask a number of procedural questions equal to half their EDU score, rounded up. The Keeper takes private notes on any evidence that is contaminated or mishandled during the investigation. This affects the accuracy of information returned from the lab and damages the admissibility of evidence in court or when trying to obtain a search or arrest warrant.

### **STAGE ONE: INITIAL RESPONSE**

Upon arrival, you must secure the crime scene. Locate and detain victims, suspects, and witnesses. Ensure that investigators and other people at the scene are safe from harm. Preserve the scene with as little contamination as possible. Contamination includes moving objects from their initial resting place, leaving erroneous fingerprints or DNA trace evidence, or in any way altering the scene or leaving material after the crime was committed.



Approach the scene with caution. Scan the entire area to note the primary and any secondary crime scenes. Note any persons or vehicles that may be related to the crime. Once you have determined that the crime is no longer ongoing and there is no immediate threat, you should then call for assistance. If anyone needs emergency care or a corpse is present, call for the appropriate medical personnel.

While waiting for backup, identify, remove, and separate any civilians who are at the scene. Remove nonessential people such as officers not working the scene, news reporters, or curiosity seekers. Ensure the crime scene is left intact and witnesses are detained for questioning. Once backup police or medical personnel arrive, the investigator in charge becomes the gatekeeper to the crime scene, guiding and directing them through the area to minimize contamination of evidence. Document any evidence the medical team is forced to take with them, such as bloody clothes or bullets still in the victim. If wounded victims must be rushed to a hospital, it is important to mark their positions before they are removed. Record statements made by suspects, witnesses, or victims, especially if they are dying. Such remarks can be used later in trial as a "deathbed statement." If the medical team transports victims or suspects from the scene to a hospital, send a law enforcement officer to document evidence or statements.

**Stagecraft Notes:** The game staff may spend a significant amount of time preparing the crime scene before players arrive. Take the time to actually walk through the entire crime as it is constructed. This ensures that dropped clues, torn scraps of fabric, spent bullet casings, splashes of blood, positions of bodies, and other items of evidence are precisely located to allow players a chance to "reconstruct" the scene. Although a real crime may have occurred in a matter of seconds or minutes, the game staff should slowly move through an enactment of the crime with careful attention to detail.

Were a few shots fired that missed the victim or tore through his body? Note the angle of fire from the shooter toward his target and mark the "bullet holes" at their appropriate height and locations on walls, floors, or furniture. Small circles cut from black construction paper and taped in place are fine for the game and won't cause permanent damage. Will fake blood be used in the scene? Rather than pouring stage blood in random puddles, consider dripping the blood from three to five feet in height or spraying the gore from a spray bottle or the mouth of a staff member. This creates more realistic patterns from bleeding injuries or the explosive trauma of a bullet exit wound. If a wounded individual fled the scene, in what direction does the blood trail lead? Could he have steadied himself against a wall or piece of furniture and left a bloody hand print? These are just a few examples of the value of slowly enacting the crime while preparing the scene for the players.

## **STAGE TWO: EVALUATION**

Once the crime scene is secure and declared safe, the players begin the investigation in earnest. Boundaries are established with yellow warning tape. The investigators interview any witnesses or victims who have been detained and conduct a walkthrough of the scene. Begin taking notes, keeping in mind that a defense attorney can later subpoena the file. Just record the facts—personal opinions should be kept to a minimum. Make a detailed map of the crime scene noting all doors and windows, whether any are opened or closed, furniture, bodies, weapons, tools, and other potential evidence. If possible, videotape the walkthrough.

**Stagecraft Notes:** Construction hazard warning tape can be obtained at most large hardware stores, although authentic police warning tape may be purchased by private citizens from some of the supply companies listed at the end of this section. Sketches should detail the exact location of bodies or key pieces of evidence, preferably using a triangulation technique. Measure and list the distance from two fixed objects, such as walls or trees, at right angles from the object in question. This documents precise locations of objects and minimizes challenges to the evidence or procedures in court. Chalk or thin strips of masking tape may be used to outline the position of bodies and certain pieces of evidence that will need to be moved when the scene is processed.

It helps if a few NPC actors are available to play uniformed officers, either as the first ones on the scene who called for the investigators, or as police backup arriving later. These NPCs give the players room to work, assist in simple duties, and help to actually keep the scene clear. They are perfect real-world liaisons to reassure any concerned passersby that the scene is only part of a roleplaying game and not truly a crime scene.

These uniformed "officers" can assume control of the crime scene and any later stages of the investigation if the players must rush off to another scene in the game.

### **STAGE THREE: PROCESSING THE SCENE**

After the investigators have a detailed map of the crime scene, they may take pictures of the area. The photographer's log should detail where the photographer was standing for each picture. It is difficult to recall directions of interior rooms from memory. The log includes details of each photo: f-stop, use of a flash, speed of film, type of lens, etc. Photograph witnesses, victims, and suspects. Don't forget suspected cars—especially the license plate. Finally, the photographer should photograph the crowd that gathers, since offenders may lurk around crime scenes to get a sense of the police's response to the crime.

After rooms, buildings, and the external scene have been photographed, the photographer focuses on any evidence identified as relevant by the investigators. Photos of bodies, bloodstains, bullet holes, and other pieces of evidence may be augmented with a 12" ruler lying next to the object to define the scale, and possibly a directional marker that designates north. After the photographer has taken photos, the investigators begin to tag and remove evidence.

Carefully handle and thoroughly document each piece of physical evidence. If the investigators contaminate or mishandle evidence, they might affect lab results and admissibility in court. If the investigators do not properly document the evidence, it will be difficult to later place its exact location at the scene. Later in the game, the Keeper reveals any mistakes in a lab report or as an angry visit from an NPC playing the District Attorney.

Some corpse details may be prepared with makeup effects, giving investigators a chance to already begin drawing their own conclusions. If someone was murdered with a knife, there are frequently defense wounds on the body: multiple parallel cuts, stretching from the little finger to the wrist and sometimes above the wrist, caused by the victim's attempts to ward off the knife. Otherwise the person may have been caught by surprise, drugged, or asleep when the attack took place. Perhaps there are ligature marks, bruised lines on the wrists and ankles, indicating that the victim was tightly bound and helpless.

Is there a question whether it is suicide or murder? Check for hesitation cuts on the wrist or throat. Very few people will commit suicide with one slash and there will usually be small hesitation cuts while the person was working up his or her nerve. Was a suicide note found? Was it typed or handwritten? The manner in which a person commits suicide may sometimes raise questions. The majority of male suicides involve firearms, usually a gunshot to the head. Less than 40% of female suicides involve firearms, and these are almost always shots to the heart. Suicide via poison is common among women but uncommon among men. Hanging, leaping from a height, drowning, and other forms of suicide are found in relatively equal proportions between the sexes.

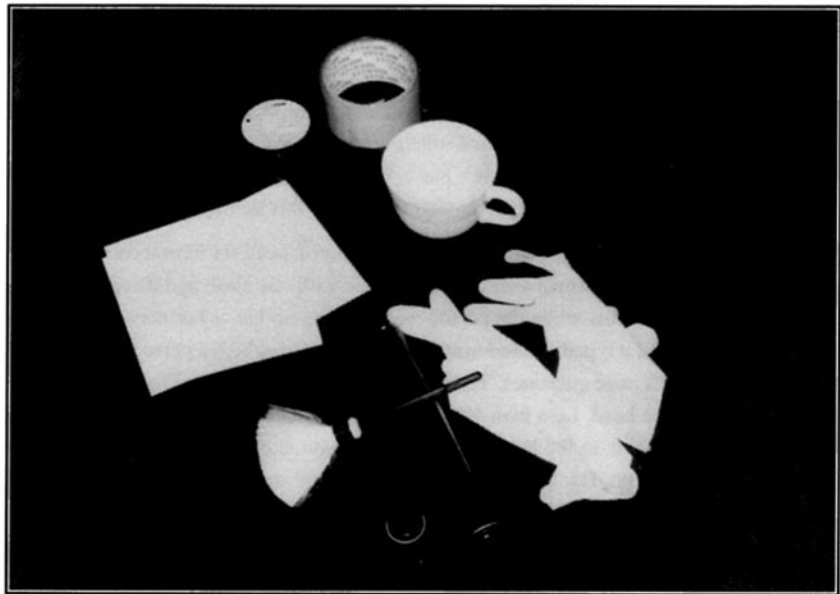
Blood begins to sink through the body from the pull of gravity approximately 30 minutes after death. The skin takes on a waxy, translucent look; the lips and fingernails

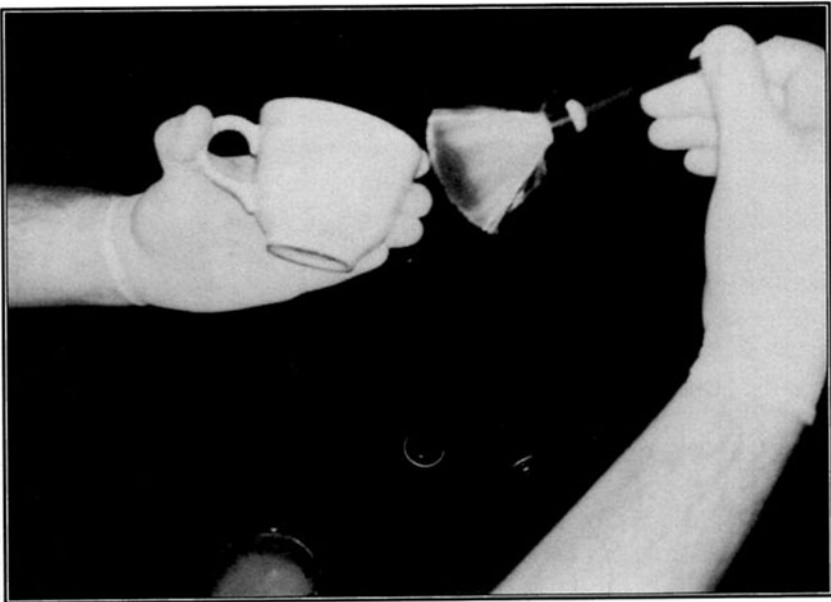


become pale. The underside of the corpse, the parts hanging down or lying against the ground, turn purplish over the next several hours from the collecting blood. The darkening skin blanches when it is touched and the blood is pushed away, but after several hours the blood congeals and the lividity becomes fixed. This helps investigators determine if a body was moved some hours after death.

Investigators look for fingerprints on any items they think a perpetrator touched or used. Glass, plastics, metals, smooth-finished wood, and ceramic surfaces are generally the best for recovering latent prints. Stone, rocks, unprocessed wood, and cloth do not hold prints. Environmental factors such as humidity and temperature may affect whether a surface retains latent prints. Investigators typically dust for fingerprints, but other mediums exist—sprays, fumes, lasers, and X-rays. These advanced recovery techniques are used on surfaces such as paper, the skin of a victim, the inside of a latex glove, or particularly fragile or slick surfaces whose prints may be destroyed by conventional dusting techniques. Requiring more time and specialized equipment, such alternative techniques are seldom used in a Cthulhu Live game, but may be discussed or introduced as an action performed “offstage” by NPC specialists.

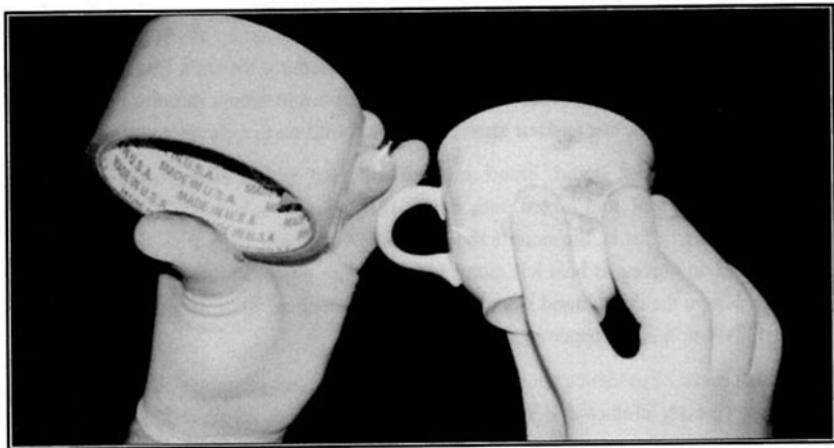
When dusting, investigators use special powders that come in a variety of colors: Black, gray, white, and red are the most common. The different colors provide contrast with the surface and are especially important for photographing the prints. There are even powders composed of fine iron filings, applied with a magnetic applicator that never touches the surface, for dusting objects that would lose the latent print from the abrasion of a brush. Most Cthulhu Live players will simply use a classic black or gray fingerprint powder on all surfaces.





Professionals prefer a long bristled camel hair or fiberglass brush. Roll the brush handle rapidly between your palms to lift and separate the bristles before dipping the very tips in the fingerprint powder. Too much powder will obscure or ruin the print. Apply the powder with gentle, repeating strokes so they do not erase the fingerprints.

Once the fingerprint becomes visible, brush very carefully to fully expose the print. Gently blow away any excess powder if needed, since excessive brushing may damage the print. Apply a broad piece of transparent adhesive tape. Fix the tape to the surface next to the print then lay it down leaving no air pockets. Press the tape firmly against the latent print with your thumb or a pencil eraser to ensure a good fix, then lift the print by peel-





ing up the tape with a slow and steady motion. Apply the tape to a blank white index card and write down the investigator's name, date, item from which the print was lifted, and the condition of the item.

Investigators also collect biological matter for DNA identification. DNA stands for deoxyribonucleic acid, the chemical that makes up the double helix of animal and plant genes. Environmental conditions surrounding the evidence, humidity, cleanliness, temperature, bacteria, and mold can affect DNA samples. Investigators collect any samples of biological material, despite its condition, and let the lab determine its viability. Saliva can be found on discarded toothpicks, used cigarette butts, and licked stamps or envelopes. Sweat and skin cells can be found on a baseball cap, on an eyeglass nosepiece, and in dirty laundry. Blood and tissue can be found under a victim's fingernails, on the blade of a knife, or the outside surface of a bullet. Saliva and semen samples may be found on the victim of a sex crime. Hair strands may be found on the victim's clothing.

Fresh, or at least liquid, blood must be collected with a clean medicine dropper, placed in a glass vial, and mixed with saline. If the blood soaked into a porous material such as clothing or paper, the sample should be allowed to dry away from heat or sunlight. Dried blood on objects is best left alone and the entire object sent to the lab. If this isn't possible, scrape the dried blood from the surface with a clean knife, razor blade, or scalpel into a pillbox or a clean paper receptacle.

Each piece of evidence should be placed in the proper container. As a general rule, wet items (bloody clothes and stained objects) or electronic items (computer disks and

audio tapes) should be placed in paper bags so they may dry properly and not be affected by static electricity. All other items can be placed in plastic or paper, although clear plastic bags are good for items that may be frequently handled and viewed, such as a tool or weapon. Large items can be placed in cardboard boxes. If DNA evidence or gunpowder residue is suspected to be on the hands of a corpse, the investigators will be expected to bag the hands with a paper bag to protect the evidence until the body reaches the medical examiner.

Investigators should fill out an evidence tag and attach it to the container. This may be a self-adhesive label or tag on a string. The tag should include the name of the agency responsible for the search, the name of the investigator, the date of the seizure, a description of the item, and a chain of custody. A chain of custody lists all people who handle the evidence.

**Stagecraft Notes:** Although a 35mm camera is the standard for crime scene photography, the real-world delays in film processing are impractical for most Cthulhu Live games. A Polaroid™ camera is recommended for game play. Although the detail is inferior to 35mm film, a Polaroid™ provides immediate hard-copy prints for the investigators to use. A digital camera is another possibility, or a 35mm camera may be utilized if the game is part of an extended campaign and there will be time for print development before the next game session.

Fingerprinting is not the easiest of skills to develop, and the game staff should try to help make the process fairly easy for players new to crime scene foren-

## THE DEATHBED STATEMENT

Under normal circumstances, no person may testify to what anyone other than the defendant said to him or with in his hearing. The law assumes that the person who said it is perfectly capable of coming into court and testifying. The one exception is the deathbed statement, carried over from English common law. The person making the statement must know that s/he is dying, and the person must really die. In that one situation, what would otherwise be considered hearsay testimony becomes admissible on the presumption that a person who knows s/he is dying would have no reason to lie.

Officer: You understand that you're dying?

Victim: Yeah. (cough)

Officer: Who shot you?

Victim: My wife.

Officer: Why'd she want to do that?

Victim: I threw out those old books her Grandfather Marsh had given her...

(victim dies)

The officer may now testify as to what the victim said.

sics. In other words, leave a few ringers on the scene. Perhaps a water glass that was carefully wiped down and left with a few clear, greasy fingerprints planted on the surface, or a few obvious prints left on the window, a countertop, or the murder weapon. Rub your fingertips along the side of your nose, behind your ear, or other places where your skin may secrete more natural oils before planting "ringer" prints for the players to find. After a group becomes more skilled in the fingerprinting process, you may not need to make it quite this easy on them!

Professional fingerprint powder, brushes, and other tools may be purchased from the suppliers listed at the end of this section. While some equipment does become rather expensive, a basic brush and small jar of powder are fairly cheap. Alternately, a soft, long-bristled camel hair or fiberglass brush may be found at a craft or art supply store. Standard photocopier toner makes an excellent homemade fingerprint powder. Only a small jar is needed, so some creative scrounging of a little toner may be needed from your office or a local copy shop. Finely powdered graphite, available as dry lubricant for machinery, also works well. A special lifting tape is available for order, but any broad, clear adhesive tape from an office supply store will do the trick. Try to find tape that has a strong, thin surface, such as clear packing tape.

The game staff may plant trace evidence on the scene for the investigators: a few hairs left on the victim's clothes, clothing fibers, a scrap of fabric torn on a sharp corner of furniture, glass fragments, paint chips, a chewed toothpick, or discarded cigarette butt. The NPC playing the corpse may want to get some dirt or fake blood under his fingernails to represent tissue scraped from the attacker. Players are not expected to give the corpse a manicure to obtain the evidence, but see if they recognize the possible DNA evidence, bag the victim's hands, and annotate this detail in their report.

A murder weapon may be left at the scene, always a source of great excitement during the investigation. Spent shells, or brass, may also be left behind. Actual brass cartridges or spent shotgun shells are obviously the most realistic. Even if you aren't a firearms buff, spent brass and shells may be scrounged at a local shooting range. Many shooters like to reload their brass, so you may need to offer a couple dollars for a bag-full of old shells. Otherwise, sections of a wooden dowel cut into shorter lengths and painted gold will make great prop brass to scatter on the ground where your shooter was standing. Some perpetrators are smart enough to collect their brass to minimize potential evidence. Revolvers won't kick out spent shells until manually emptied. This is an example of how important it is for the game staff to walk through the crime in slow motion while setting up the scene.

Stage blood is perfect to leave around the scene for fresh gore. Besides the blood patterns discussed earlier, don't forget the evidence value of blood-soaked clothes and a bloody weapon. Most stage bloods don't dry particularly well. If you need dried blood on clothing or objects, consider using chocolate syrup. It assumes a dark-brown color and dries to a consistency that may be easily scraped away during evidence collection.

## **STAGE FOUR: COMPLETING THE INVESTIGATION**

Do another walk through to make sure all the evidence is accounted for, all equipment is returned, and the crime scene is released to whomever has primary jurisdiction. The investigators gather all evidence and documentation to be sent to the evidence room or laboratory at their agency. Documents generated by the crime scene team, including maps, schematics, written notes, and statements should go into the case file, which will stay with the investigator in charge.

### **Stagecraft Notes:**

Having those uniformed NPC officers around is an easy way for the players to hand over the scene and quickly move on to the next part of the game. Make sure all notes and documents are collected, especially during a campaign game when the file may be of critical importance or a necessary reference during a future game session. Don't let the players forget their evidence and chain of custody tags. Questions or gaps regarding evidence custody may open charges of tampering, contamination, and improper procedures from a defense lawyer and could result in the evidence being dismissed from a case.

## **STAGE FIVE: ANALYSIS OF THE EVIDENCE**

Police Forensics, Chemistry, Biology, Medicine, and Physics are some of the key skills employed during lab analysis. Some Keepers will want to simulate lab analysis through simplified and abbreviated roleplay, especially if they have some horrible revelation or fiendish special effect to spring on their unsuspecting players. In most games, however, this step of the investigation is completed "offstage" by NPC specialists. Their findings are returned to the players later in the game session or perhaps not until the next session of an extended campaign. The accuracy of their report depends on what exactly was collected, and how well it was handled and protected from contamination. Rather than detailing steps and stagecraft of lab analysis, the Forensic Science section details the type of information a lab may provide and facts that may be valuable for a game staff when preparing the report returned to players.

### **Basic Crime Scene Equipment for Cthulhu Live:**

- Barricade Tape
- Flashlight
- Latex gloves
- Chalk
- Camera
- Paper bags
- Plastic bags
- Adhesive tape
- Small glass or plastic bottles
- Medicine dropper



Small knife or scalpel  
Cotton swabs  
Saline or distilled water  
Envelopes  
Adhesive labels  
Magnifying glass  
Measuring tape  
Permanent markers  
12" ruler (for pictures)  
Sketch paper  
Index cards  
Fingerprint powder and brushes  
Lifting tape  
Small toolkit  
Tweezers/forceps

#### **Commercial Sources for Crime Scene Equipment**

The following suppliers sell crime scene equipment to local and federal agencies. They also sell to private citizens, making great props available such as fingerprint powder, brushes, barricade tape, pre-labeled evidence bags, plastic body bags, and much more. Call for a catalog or visit their websites.

Lightning Powder Company, Inc.

1-800-852-0300

<http://www.redwop.com>

e-mail: [info@redwop.com](mailto:info@redwop.com)

Sirchie Fingerprint Labs, Inc.

(800) 356-7311

<http://www.sirchie.com/>

E-mail: [sirchie@nando.net](mailto:sirchie@nando.net)

Ace Fingerprint Equipment Laboratories, Inc.

1-800-426-7072

<http://www.acefel.com/>

E-mail: [acefel@minspring.com](mailto:acefel@minspring.com)

Law Enforcement Equipment Co.

1-800-821-3238

<http://www.leeco.com/crimescene.htm>

E-Mail: [leeco-kc@worldnet.att.net](mailto:leeco-kc@worldnet.att.net)

## **SEARCH AND ARREST WARRANTS**

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If the investigators are conducting a legitimate criminal investigation, warrants are required to search a person or premises without formal consent or to apprehend a suspected felon. On the other hand, if the players intend to finish the investigation with a series of execution-style slayings and a mysterious fire that destroys a whole city block, they would be prudent to avoid an incriminating paper trail.

A law enforcement officer prepares a sworn affidavit describing the area to be searched, the items searched for, and the reason those objects are expected to be found. For an arrest warrant, the affidavit details enough evidence against the suspect to initiate formal charges. If the judge considers the cause probable enough, he or she signs the warrants and keeps one copy of the affidavit. A no-knock warrant for forcible entry is only issued if there is a strong reason to suspect evidence will be destroyed before someone opens the door, or a strong reason to fear for the safety of the officers serving the warrant. Search warrants should be as detailed as possible, to avoid unlisted evidence seized being challenged as inadmissible in court. There are probable cause exceptions to needing a warrant, such as a suspect at or fleeing from a crime scene or if the officer has grounds to fear for his own safety.

Warrants are great props during a Delta Green game, providing realistic challenges and limitations for law enforcement personnel. The process of swearing an affidavit and obtaining a warrant may be beyond the scope of most games, although some scripts benefit from portraying the frustration and red tape involved in the legal process—issues that may push players into illegal acts in order to quickly deal with a Mythos threat.

## **FORENSIC SCIENCE**

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As mentioned earlier, most lab work takes place “offstage” and not as a specific scene during the Cthulhu Live game. The process is long, detailed, tedious, and not really suited for live-action roleplay unless the Keeper wants a dramatic incident or special effect to occur during the lab analysis. Keepers and game staff should be familiar with the type of information a crime lab can provide from collected evidence. The following sections provide a snapshot view of forensic science, the information that may be determined, and a few

more stagecraft ideas for crime scenes and forensic lab analysis.

### BLOOD AND TRACE EVIDENCE ANALYSIS

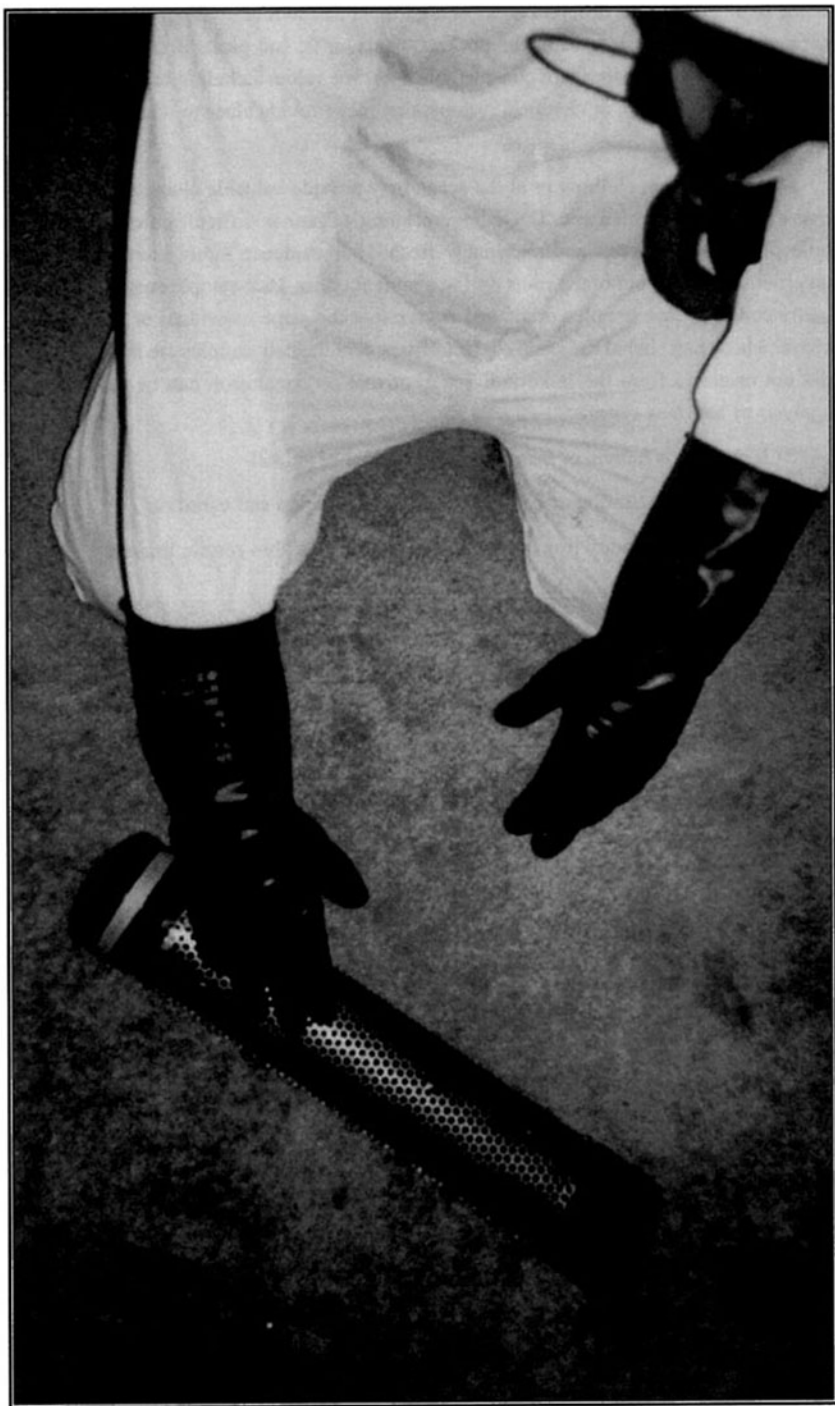
Additional subgroups beyond the classic four (O, A, B & AB) help to narrow the match probability to 1 in 10,000. Although all blood may be typed, the cells found in the body fluids of some people allow their blood to be typed through samples of their saliva, semen, tears, urine, and perspiration. About 65 to 80 percent of the population can be blood-typed through other body fluids and are classified as "secretors." A "non-secretor" is a person whose blood can be grouped but other body fluids cannot. DNA tests can provide much more information and precise matching, but the expense and time required for DNA testing means that traditional blood-typing is still a valuable technique.

Bloodtype	% Occurrence
O	40
A	40
B	15
AB	5

Lab Testing Capabilities	Wet Sample	Dry Sample
Identify substance as blood	X	X
Determine species (human or animal)	X	X
Determine blood-type & subgroups	X	X
Determine alcohol content	X	
Determine presence of some drugs	X	
If human sample is venal, fetal, or menstrual in origin	X	

The shape of bloodstains provide a great deal of circumstantial information. Patterns and shapes may indicate the height from which the blood fell. Patterns may indicate if it fell at an angle due to some force other than gravity, such as the swinging movement of a bloody hand or instrument. It may also indicate if a body was moved or if the victim was standing or prone. A few highly skilled experts may even be able to determine if the impact was from sharp or blunt objects and the approximate number of impacts.

Clothing collected as evidence should never be shaken, folded, or handled more than necessary. Never place clothing in a plastic bag or airtight container, since trapped moisture will promote bacterial growth. Damp clothing or items with wet stains should be laid out on a sheet of clean paper and allowed to dry. Be alert to accidentally transferring wet



stains to other items or different areas of a garment due to mishandling. Package the dry garments in a clean paper bag. The pockets, pants cuffs, and pleats in the clothing may contain microscopic material of considerable evidence value, including hair and dead skin cells, trace fibers, dust, or chemical residue, that may provide clues to where the individual has been.

Hairs found on clothing or at the scene may provide valuable clues, although positive matching is problematic. DNA fingerprinting of hair is difficult unless the root or bulb of the hair is intact and reasonably fresh. Hair evidence rarely includes the bulb unless it was pulled out of the roots during a violent crime. Hair-sample comparisons normally conclude that samples originated from either the same individual or another individual whose hair shared the same characteristics, that the hair samples are not similar and did not originate from the same individual, or that no conclusion can be reached. Lab analysis of hair may reveal:

- If the hair is human or from a general species of animal
- the race of the individual, subject to biologic overlap and variation
- the part of the body from which it was removed (within certain limits)
- Whether the hair was forcibly removed
- If the hair was cut with a dull or sharp instrument
- Chemical dyes, colorings, bleach, or commercial hair preparations
- Whether the hair was crushed or burned

Other fibers such as clothing threads, string, yarn, and rope found about the scene may constitute important trace evidence. The preferred packaging technique would be to place the fibers onto a clean piece of paper, which is carefully folded then put inside an envelope marked with collection details. Lab reports may provide the chemical compositions, dyes, and weaves to help identify the manufacturer or match the fibers to a sample obtained from a suspect's clothing or home.

## **FINGERPRINT MATCHING**

Fingerprint matches between a suspect's prints and prints lifted from the scene may be performed visually by the laboratory, but matching an unknown print by hand is an impossible task. Unknown prints must be searched through the Automated Fingerprint Identification System (AFIS). Not all agencies, especially small-town police departments, have access to AFIS and those that do are currently limited to regional AFIS networks. No state or local police department can yet tie into the FBI AFIS system, but this may become a reality within the next several years. Heavy caseloads, a long waiting list, or sometimes just old-fashioned laziness or ignorance may prevent AFIS matches from being run by some departments.

There are three main types of fingerprints: arches, loops, and whorls. Certain shapes, variants, and patterns subdivide fingerprints into more than a thousand primary classifications. The variations of a print are expressed in a series of numbers and letters.

Depending on the number of prints lifted from an unknown individual, the coded numbers are fed into the AFIS database to narrow the number of possible matches. Additional search restrictions, such as only looking for similar codes among specific types of criminals (murderers, arsonists, burglars, etc.) or prints filed from former military or law enforcement personnel, may dramatically narrow the field of possible matches.

Using AFIS, a technician can search a latent print through the data of over 50,000 fingerprint cards in one hour. In the end, the technician might have to visually compare the latent to perhaps the dozen closest matches filed in the system. Using the AFIS system as it exists today, the FBI can make up to one hundred single-print searches through its 23 million-card file in a single night and have the results back the following morning. At least in theory, the FBI database includes everyone who's ever been arrested, served in the armed forces, or applied for a security clearance in the entire United States.

### **DNA FINGERPRINTING**

Recent advances in genetics research have made DNA fingerprinting an extremely accurate technique in establishing matches from biological samples. A person's DNA structure and genetic code is the same in every cell - blood, skin, semen, hair, and saliva. It does not matter which type of the suspect's biological matter is collected at the scene. With the exception of identical twins, every individual's DNA is unique. Investigators use DNA samples to link or eliminate a suspect to evidence like fingerprints. Although the use of DNA evidence is still controversial, scientists can match samples with a high degree of accuracy.

It is possible, though improbable, that siblings might match positive for the same DNA sample. The reason for this uncertainty among siblings, about one in 100, is that scientists look only at a small portion of the DNA strand. Since siblings have genetic contributions from both their mother and father, it is possible that the sample DNA strand is the same. It would not be possible that a father and son have an exact match, but DNA can indicate paternity.

Any plant or animal tissue or fluid contains DNA. It can be found on evidence deposited decades prior to the search. For Mythos creatures, the Keeper will have to decide what strange discoveries a tissue sample may produce. Whatever remains behind from a Mythos creature would certainly not match human DNA. Certainly hybrid entities or former humans could have a partial match with strange irregularities or completely alien code.

For DNA evidence to be useful, the investigators must have a sample from the suspect or victim. As with fingerprints, the federal government is trying to create a DNA database (CODIS or Combined DNA Index System.) Currently the federal government collects DNA samples from felons convicted of certain crimes such as rape or child abuse, as well as from military recruits and federal employees. Local and state law enforcement can access the FBI database for forensic purposes.

Unfortunately, DNA test results may take one to two weeks, assuming there is no backlog with the lab or database operators. Since the database is relatively small, investi-





gators are unlikely to run a DNA search with an unknown offender and get a match. A more likely scenario is that investigators will secure a DNA sample from a known suspect, probably through a subpoena duces tecum, and compare it to DNA collected at the scene.

### **WEAPON BALLISTICS**

Rifling—spiral grooves inside the barrel—causes a bullet to spin during flight for greater accuracy. Even with factory-machined barrels, every weapon has microscopic variations that are increased through repeated firings during the life of the weapon. The heated bullet expands as it spins down the barrel and the rifling cuts characteristic grooves in the soft lead or copper jacket. If a reasonably intact bullet is recovered from the body or at the scene of the crime, a skilled technician has a reasonable chance of telling whether or not the bullet was fired from a specific gun. If the bullet shattered or dramatically distorted on impact, it may be impossible to get a clear match. Shotguns cannot be matched through ballistic tests. If spent shells or brass were recovered at the scene of the crime, a technician may be able to match the marking caused by the firing pin.

### **AUTOPSIES**

An autopsy will try to answer the following questions:

- What was the cause, mechanism, and manner of death?
- What was the time of death?
- How long did the victim live after the assault?
- What weapon, if any, was involved in the death?

- Which was the fatal wound?
- Was the body dragged or dumped?
- From what direction did the injury occur?
- What was the position of the deceased?
- Is there evidence of sexual assault?
- Was the victim under the influence of drugs or alcohol?
- Is there evidence of a struggle?

The body is examined fully clothed, then naked. Trace evidence is collected from the clothing and skin. The body and any visible injuries are documented and photographed. X-rays may be performed to identify fractures and broken bones, locate the exact position of bullets and identify glass, metal shards, needles or other embedded items that might otherwise be overlooked. All external features are noted. Hair and fingernails are carefully examined for foreign materials.

Gunshot entry wounds are measured and the gun's distance from the body determined by the entry pattern and the evidence of powder residue or carbon "tattooing." A gunshot with the muzzle in contact with the skin creates a ragged, star-shaped wound as the skin explodes from the pressure of expanding gases. A burn ring around the entrance wound is visible at near-contact range, while smoke soot darkens the skin at up to 12 inches from the weapon. Gunpowder tattooing embeds carbon particles in the skin around the entrance wound from around 2 to 3 feet distance, but only the entrance wound itself is visible beyond several feet.

A Y-incision opens the chest and abdomen. Each organ is weighed, examined, and possibly sliced into sections for internal examination. The stomach contents are measured and recorded with a sample sent for toxicology. Genitalia are examined for evidence of injury or foreign matter. Urine is removed and sent for toxicology. The head and brain are examined. A scalp incision is made from ear to ear and the skin peeled down over the face. The top of the skull is removed with a saw and the brain removed, weighed, and sectioned for microscopic review.

Needless to say, Cthulhu Live players will not be performing a complete autopsy during the course of a game! But the Keeper may choose to replicate certain phases of an autopsy in a live-action game with appropriate stagecraft and special effects, especially if the scene features a special event or revelation. The use of wet, rolled towels and a plastic sheet to create a basin on the chest of an NPC actor was detailed in "The Osiris Club" script featured in *Cthulhu Live: Shades of Gray*. A stage blood-soaked display of organs made from clay, balloons, sponges, and rolled strips of cloth is laid out in the basin to show the internal effects of wounds or foreign objects and creatures nestled within the chest and abdomen.

A simpler effect is obtained by draping a sheet over a framework, hiding the body of an NPC actor from direct view of the players. Such a frame is easily and cheaply

assembled with PVC pipes and connecting joints. Wearing a bathing suit, the actor exposes his head and naked limbs from behind the sheet. An NPC coroner, on the other side of the table from the players, pretends to cut away at the body behind the sheet. He explains what he's doing and observing to the players. The NPC periodically lifts fake organs, dripping with stage blood, from a bucket hidden behind the sheet and passes them over to one of the players to examine or weigh on a scale. The "icky-factor" is delightfully high during such a scene. The Cthulhu Live Player's Companion includes a host of recipes for homemade stage blood and slimes perfect for a very wet and disgusting autopsy scene.

The autopsy protocol is the legal document file presented in court, containing the medical examiner's opinion, photographs, toxicology test results, X-rays and fingerprints. The report includes:

1) External Examination

- a. description of clothing
- b. description and identification of the body

2) Evidence of Injury

- a. external
- b. internal

3) Central Nervous System (head and brain)

4) Internal Examination of chest, abdomen and pelvis

5) Toxicology Test Findings

6) Opinion

The bulk of the report tends to be complex and clinical—generally beyond the scope and requirements of a Cthulhu Live game. The opinion, which concludes the report, is stated in simple terms giving the nature of the injuries, the cause of death, and any other relevant factors. Typically the opinion is all that is really required as a player handout unless the Keeper has specific clues or information buried in a detailed protocol. A simple opinion might read something like this:

Opinion: It is my opinion that Enrico Vega, a 26 year-old male employed by the New York Subway Authority, died as a result of an attack by a large dog. The animal knocked the victim down and savagely tore into the face, chest, and throat. Deep scratches from the animal's claws are evidenced on the chest and limbs. Significant portions of the face, left breast, and upper arm have been chewed away. The cause of death was the severing of the carotid artery and the crushing of the larynx by the teeth and jaws of a large, powerful dog. The mechanism of death was loss of blood and drowning on the victim's own blood. The manner of death was accidental.

Establishing the time of death may become very important in an investigation, but this can be quite a challenge for the medical examiner. Time of death is typically established through witnesses, postmortem changes with the body, or scene markers such as a

broken watch, newspapers, or letters. Many of these indicators may be visible at the crime scene. The game staff should prepare the NPC corpse with makeup or detailing props and effects that will give the investigators something to consider regarding time of death. The Keeper will describe some elements when the investigators examine the corpse. Characters with the Medicine, Police Science, or Forensics skills may be given help when evaluating these clues.

### **Summary of Postmortem Changes**

30 Minutes: Skin has a waxy appearance, blue-gray color. Lips and nails pale.

3 Hours: Early non-fixed lividity (blanches with touch). Body still warm. No rigor mortis detected.

4-6 Hours: Body cool to the touch. Early rigor mortis in neck and jaw.

6-8 Hours: Fixed lividity (no blanching with pressure). More advanced rigor mortis. Corneas are cloudy.

12 Hours: Full-body rigidity

18-24 Hours: Body cold and clammy to the touch. Skin greenish-red. Rigor mortis resolving, neck and jaw slack.

30 Hours: Rigor mortis resolved, body flaccid.

3 Days: Body swells as gas forms. Blisters form on the skin. Fluid leaks from orifices.

3 Weeks: Skin, hair, and nails become loose. Skin begins to burst open.

Note that there may be great variations based on the environment. Body temperature averages a drop of one and a half degrees per hour, but this varies with the surrounding temperature. Rigor mortis may set in much more rapidly in hot weather or if there was a violent struggle prior to death. Rigor is one of the poorest gauges to estimate time of death. Forensic entomology, using insects to determine the precise time of death, has become an accurate technique for bodies left outside or in the open air.

### **FORENSIC ENTOMOLOGY**

10 Minutes: Flies arrive and lay thousands of eggs in the mouth, nose, and eyes of the corpse.

12 Hours: Eggs hatch and maggots feed on the tissues.

24-36 Hours: Beetles arrive and feast on the dry skin.

48 Hours: Spiders, mites, and millipedes arrive to feed on the bugs that are there.

The determinations of forensic entomology are very accurate, since the life cycles of the insects act as natural clocks. The bug behavior can indicate if the victim was killed indoors or out, during the day or night, in warm or cold, in shade or sun.

## STAGING AN ALIEN AUTOPSY

The alien autopsy has become a fixture of government conspiracy mythology. Majestic-12 is known to have performed medical tests and autopsies on the Roswell corpses and may have had access to other alien cadavers since then. What secrets would an investigator find in the alien anatomy of an extra-terrestrial? The opportunity for players to perform such an autopsy is a fantastic hands-on element for a live-action game. Besides a simulated autopsy on one of the Greys, this same technique can be combined with a different head or mask to create autopsies of deep ones, ghouls, byakhee, and other anthropomorphic Mythos horrors. What about one of the Elder Things or a young Cthonian? Creative monster building around the basic "alien autopsy" stagecraft technique enables the game staff to create a host of memorable and decidedly icky scenes for your Cthulhu Live players.

### Equipment:

- 1 shallow plastic tub, about 18" by 36" and 6" deep
- 1 sheet with a rectangular hole cut slightly smaller than the tub dimensions
- 1 alien head
- 1 plastic garbage bag
- 1 pack of balloons, assorted colors
- clay, sponges, condoms
- colored gelatin mix
- white glue
- masking tape
- scalpel (craft knife will work fine)
- old newspaper



1) Choose an alien head. There are a number of classic "Grey" alien masks available for sale, along with a host of other masks suitable for extra-terrestrials, deep ones, ghouls, byakhee, dimensional shamblers, or what have you. The mask can be stuffed with old newspaper, or a unique head built from scratch with papier-mâché or from a Styrofoam wig stand.

2) Take the shallow plastic tub and begin filling it with fake organs. Organs can be replicated with balloons and condoms filled with barbecue sauce, watery

gelatin, applesauce, oatmeal, or other unpleasant feeling and looking concoctions. Experiment with balloons of different colors and shapes for different organs, and try to get fillers of as thick a consistency as possible. Filled condoms can be tied together in a "sausage string" of quivering, translucent entrails. Be sure to include some organs made from more stable material such as clay, sponge, peeled melons, or rolled lengths of cloth.

3) Pack the space around the organs with some sort of bulk filler. A mass of cooked spaghetti works great, but cheesecloth soaked in some colored liquid does a great job too. Be creative.

4) Once the tub has been filled with organs and guts, mix enough gelatin to fill the tub to the rim when poured on top of the organs. Use a little less water than the recipe states, for a firmer product. Let the gelatin cool and solidify. It will take a few hours or possibly overnight, but the gelatin will eventually set into a thick consistency.

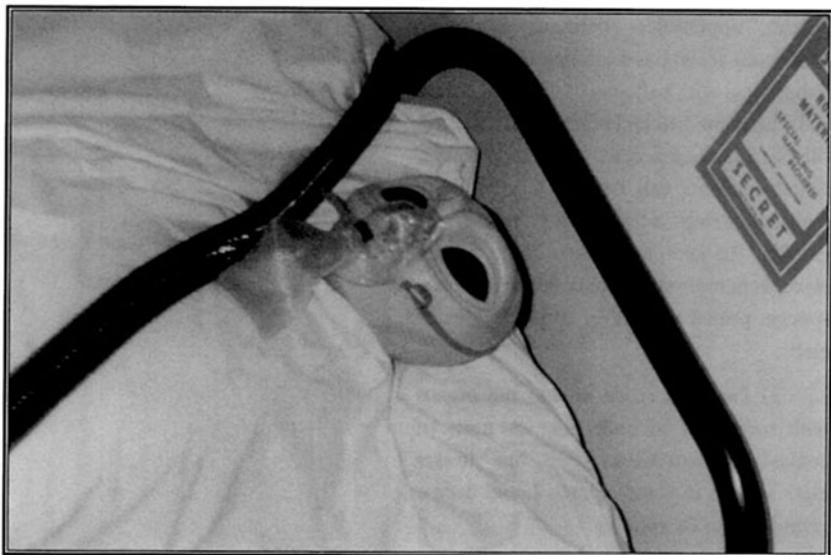


5) Choose a plastic garbage bag that is big enough to cover the surface of the tub. The color of the plastic bag should match the color of the alien head. If you cannot find a matching color, you can spray paint the surface of the plastic bag.

6) A couple hours before the autopsy is set to begin, coat the top of the gelatin with a thick layer of white glue and lay the plastic garbage bag over the top. Pull it tightly around the sides of the tub and attach it with masking tape. This will make the bag seem more like skin.

7) The autopsy must be performed in a location that can be easily cleaned up. This can get messy. Place the tub on the "autopsy table." Position the alien head at the top of the tub and secure it to avoid the embarrassment of someone jostling the table and sending the head rolling across the floor. Place the sheet over the tub and neck of the alien head so that the rectangular hole is positioned directly over the tub. Use newspaper or Styrofoam to build up the rest of the alien's arms, pelvis and legs under the sheet. Now you are set to operate. Give the player rubber gloves, smocks, and scalpels and let them dig in.





### FUN IDEAS

While an alien autopsy is cool in and of itself, there should be some goal or point to the whole thing. Consider having an important clue or object hidden in one of the organs. Perhaps the extraction of a specific organ is required to obtain a biochemical compound vital to success during the game.

The surface of the alien's chest will be very flat. For added realism a rib cage could be built using a thick sheet of polystyrene. The rib cage would need to be cracked and spread to gain access to the chest cavity. This requires some additional work and creativity. The rib cage could be put down over the body once the gelatin has hardened. A second batch of gelatin could be prepared in a regular pan, then scooped out to fill in the gaps between the ribs before the skin is applied.

Consider nasty surprises for the players if they are not careful when conducting the autopsy. Place two balloon organs side by side, one filled with baking soda and the other filled with vinegar. If both are punctured by the player's scalpel, a nasty chain reaction will ensue. The fluid inside chemical glow sticks is only toxic if swallowed. Since the players will be wearing gloves anyway, this is perfectly safe to use inside the alien's body. Suggest that the players wear a gas mask or contaminant suits due to "the threat of alien contagions." If the characters are not wearing breathing masks, consider using scent to increase the experience. Coating the organs in a strong smelling medical salve or Epsom salts would leave a lasting but safe impression.

Instead of white glue, a thin layer of liquid detergent or cherry sauce could be poured across the gelatin before the plastic bag is secured with tape around the edges of the pan. This would cause the alien to "bleed" when first cut by the scalpel. A shallow reservoir may need to be shaved off the top of the gelatin if there is not enough lip exposed on the

tub. White glue, however, causes a slight bonding of the plastic to the gelatin that is very satisfying when the players peel back the Y-incision.

Consider dressing up the surroundings where the autopsy will be conducted. Even a simple clear plastic shower curtain, cut into strips and hung at the door, with plastic tubes and dryer hoses dangling from the ceiling will add to the feel. A more ambitious setup might involve outfitting the room with dry ice or a smoke machine, colored lights, and a Plexiglas observation window. Have fun with the alien autopsy techniques. They can be used for the scientific study of a variety of Mythos horrors and are an absolute blast for the players.

## **INTELLIGENCE COLLECTION**

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“Paranoia is knowing all the facts.”

— William S. Burroughs

The world of intelligence and international espionage combines cutting-edge modern technology with cold and ruthless tactics developed through centuries of Machiavellian politics; it's a deadly game of chess fought by a faceless cadre of shadow warriors. Familiarity with the terms, technology, and tactics of modern espionage are vital for Delta Green Keepers and players. Creative game-play and an appreciation for live-action stagecraft bring to life this dark and unforgiving world in which there are no second chances and no prizes for second place.

The major intelligence disciplines of HUMINT, IMINT, and SIGINT are discussed in the following pages, along with stagecraft sections with ideas and suggestions for bringing these elements of spycraft to life. Counterintelligence operations are also discussed, along with the unique field of ARCHINT that is so critical in the dark world of Delta Green.

Depending on the player characters' affiliations and allies, they may not have convenient access to all fields of intelligence. The FBI has limited access to national IMINT platforms, while the DEA's military connections may allow tasking of collection overflights. On the other hand, the FBI crime labs and their immense fingerprint and arrest records database give them a tremendous advantage in criminal investigations. The NSA may well have the most advanced SIGINT capabilities in the world but is sorely lacking in imagery or human collection assets. The CIA wields significant power and influence abroad, although strict legislation severely curtails its authority and operations at home. Players need to rely on friendly contacts and an exchange of favors among the “good old boy” network of the national intelligence community to expand their investigative resources.

## HUMINT

Human intelligence is the classic technique of espionage, defining intelligence collected via undercover operatives, foreign informants, troops in the field, and clandestine "black bag" jobs to physically penetrate the security of target sites. HUMINT information is quite valuable, although it may be clouded by inaccuracies due to misinformation, personal interpretation, or even intentional exaggeration by the source in an effort to increase his self-importance or gain concessions from his handler. Due to the time sensitive nature of intelligence, raw information reports are typically rated with a source-reliability code and rushed back to trained analysts for study and evaluation.

The case officer is an example of a classic HUMINT operative, a trained intelligence agent planted deep undercover in a foreign land for extended periods of time. Language skills, cultural familiarity, and self-reliance are paramount for case officers, who must maintain a convincing and airtight cover for years at a time. The best HUMINT agents look and act nothing like the popular image of a spy, and are often set up with covers of businessmen, journalists, or even shabby expatriates working a variety of low-wage jobs. Obviously the culture and political climate of the area play a key role, as does the agent's ability to "go native" or maintain his cover as a foreigner in a strange land.

In practice, many HUMINT operatives are among the shadiest and most disreputable members of the intelligence community. Case officers are intended to set themselves up in a new location, extend their feelers through the local government, military, civilian, and criminal communities and identify key individuals with exploitable weaknesses. Faustian bargains and cloying, honeyed corruption are the trademark of the HUMINT operative who seeks to lead these targets into betraying their families, friends, jobs, and countries.

Individuals with dire financial needs are prime targets: gambling debts, drug habits, threats of bank foreclosure, accumulating medical bills, or just a strong desire to improve their standards of living. Historical cases have demonstrated that vast sums of money are not required to corrupt susceptible candidates, rarely more than a few thousand or perhaps tens of thousands of dollars.

For other candidates, money is of secondary importance. Often spies are motivated by political ideology, or cultivated from loners and misfits holding key security and research positions. These may be disgruntled employees or those who crave recognition and a feeling of self-importance they may lack in their day-to-day lives. Honorary titles and foreign medals cost nothing but are often of great importance to these individuals. The spy may be deceived by a False Flag ploy, in which he believes himself to be collecting intelligence for an allied nation rather than an enemy state. This is very effective for individuals with strong foreign ethnic roots and sympathies.

No bait or means of coercion are above the skilled HUMINT operative. If the target has a secret drug habit, a desire for illicit sex, or a forbidden fetish, the case officer is there to organize whatever the spy might desire. If a stick might be more useful than a carrot, threats against the spy's family can be particularly effective, especially when family mem-

bers are living abroad and potentially open to incarceration or execution following trumped up charges.

Once one or more "services" are performed for the case officer, the trap is closed. In addition to whatever additional blackmail material the HUMINT operative may possess, the spy is now guilty of treason and espionage. The threat of turning him over for capital crimes against the state and the shame that will be cast on his family and friends tighten into iron shackles held by the spy's new master.

HUMINT operatives typically build and control a ring of a half-dozen or so spies, each unaware of the other's existence. The case officer maintains his cover and keeps his hands as clean as possible during this dirty business. Documents and photos used for blackmail are typically cached in several off-site locations, while intelligence reports and stolen data are moved out and sent back to his home agency as quickly as possible. If a spy shows signs of cracking under pressure or falls under counterintelligence investigation, he may receive assistance from his case officer, asylum in a foreign country, or be silenced to avoid jeopardizing the entire network. If the case officer is compromised, he must be able to disappear at a moment's notice. His other spies will be passed to another handler or intentionally exposed to facilitate his escape in the chaos.

Many HUMINT officers set up ties with local criminal organizations and the black market to obtain special requirements locally: prostitutes, weapons, drugs, and other contraband. This also builds useful connections with a pre-established network that is likely to be working against or around national and local governments. Deep cover HUMINT operatives have often taken the opportunity to organize unreported, illicit deals in order to expand their personal power and finances.



Talented HUMINT operatives may obtain priceless intelligence data, but are inherently a double-edged sword. Corruption and betrayal are the daily tools of their profession. Intelligence agencies have the responsibility of discretely monitoring their HUMINT operatives, conducting periodic loyalty tests and mole hunts to determine if their agents have gone over to the other side. Operating abroad with little or no direct supervision, sometimes even the best HUMINT agents have danced too long with the devil and been consumed by the very greed and avarice they use to manipulate others.

**Stagecraft Notes:** Human intelligence elements are among the easiest to incorporate into a Delta Green game. They offer fun and exciting stagecraft ideas drawn from real life, novels, and films. The classic cell-structure of the Delta Green conspiracy lends itself perfectly to agents and friendlies performing missions and collecting intelligence for their superiors. Games set during the Cold War and into the modern day are perfect for CIA, Mossad, MI-6, KGB, GRU and other agencies whose ongoing operations inadvertently stumble across the trail of the Mythos. Deep-cover FBI and DEA agents may use similar techniques during their own investigations at home and abroad. The fluid and unpredictable new world order following the end of the Cold War creates a setting of dangerous instability and unites the horrors of terrorism and weapons of mass destruction.

In many cases, a player character may be cast in the role of a case officer working a ring of player and non-player character spies. At other times, the case officer may be a mysterious or even sinister NPC, with the players as spies under his control or as counter-intelligence agents investigating his activities. As mentioned before, the cell structure of the Delta Green conspiracy automatically places Delta Green agents into such roles, as might the Army of the Third Eye or similar organizations.

A case officer needs a reliable and secure means of communication with his superiors. Agents in some foreign lands still utilize short-wave and Morse communications with old fashioned codebooks to minimize the danger of critical COMSEC hardware being captured. Advanced transmitters with electronic encryption hardware are common, but simple home computers are a godsend for modern HUMINT operatives. Many operatives today communicate using encrypted email. They can transmit messages, photos, and scanned documents buried in the binary code of seemingly innocuous files and graphics. Numerous shareware encryption programs are available for download off the Internet, including a few programs capable of burying pages of text into the code of a JPEG or GIF image file.

Consider the means by which a HUMINT operative may have ensnared his spies. What props might play key roles in the game or be available as secondary props and set dressing? Narcotics such as cocaine and heroin can be represented with flour, powdered sugar, or brown sugar in small plastic bags. Large amounts of cash can be represented with play money purchased from a party supply shop or wads of newspaper cut to size and bound with play money or photocopied bills on top and bottom. Letters, documents, photographs, and other items may be brought into play. The clever application of photo enhancement and special effects software can be used to create some extremely effective props.

If you have a few scanned photos of players and NPC actors, software such as Adobe Photoshop™ may be used to move faces and bodies from one image to another, using filters and effects to create some remarkably convincing photo-montages. Such images may place players sitting in a Parisian café, speaking with a mysterious man outside the Kremlin, among a group of soldiers at the scene of a massacre in Bosnia or standing in a crowd next to a South American dictator. If playing with a group of mature gamers, such altered photos can even create "blackmail" pictures of a player character in a compromising situation with a strange lady or gentleman. The game value and sheer shock effect of confronting a player with such photographs is more than worth the effort of creating them.

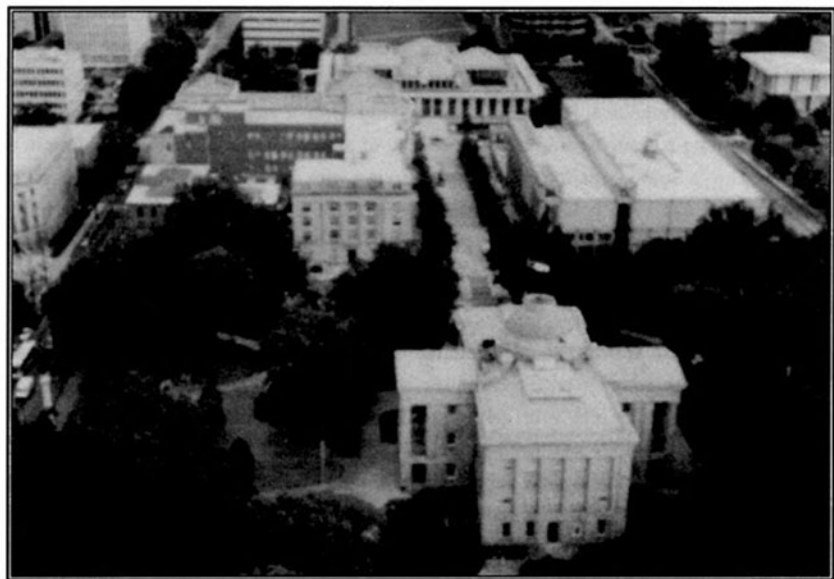
Besides physical props, human intelligence elements in the game open a limitless field of fun and exciting spycraft techniques for the players' involvement. Work information drops and pickups into your game, sending the players around the city to retrieve valuable information they will need to complete their mission or to relay messages and captured files and photos to their superiors. These may be as simple as envelopes taped underneath a specific park bench, restaurant table, or mailbox. More complex exchanges feature elements such as keys and identification numbers to retrieve materials or objects from bus terminal and airport lockers or safety deposit boxes in a hotel or a bank. Use common sense and be respectful of others when incorporating real-world settings and involving those who may be unaware a game is being played. Remind players to be prepared to shift from "game reality" back to reality whenever appropriate.

NPC or player couriers may be involved, perhaps disguised as a homeless person, a businessman, a maintenance worker, a street punk, or even something bizarre like a mime who suddenly turns from his activities on the street corner or in a park and mutters a recognition codeword to the agents. Information, an envelope, or package can be delivered. Perhaps an identical bag or briefcase is discretely exchanged before the courier disappears again into the crowd.

If the game or campaign circumstances permit, don't neglect the cover of the HUMINT operative. Be sure his cover identity and profession are not neglected, perhaps bringing them to the fore several times during the game with planned or "chance" NPC meetings of friends and business associates unaware of the agent's double-life. These may even be used to enhance the drama of the game, with an acquaintance or coworker witnessing or finding something that reveals the truth. How will the NPC react and what will the agent do to preserve his cover?

Various props commonly available for purchase and use in the game include binoculars, invisible ink pens, and secret canisters designed to resemble soda cans. Small, battery-powered voice changers to hold over a telephone mouthpiece are perfect as telephone scramblers. Toy companies such as Wild Planet™ produce such items as periscopes, sun-glasses with mirrors to see behind you, metal detectors, and even a functional parabolic microphone with headphones for listening in on conversations at a distance.





## IMINT

Imagery intelligence includes data collected from aerial and satellite photography. The United States leads the world in this critical field of strategic intelligence. Stringent safeguards protect this technology and compartmentalized clearances prevent information leaks regarding equipment capabilities, over-flight schedules, data transmission and control frequencies. Satellite IMINT and SIGINT missions are operated by the ultra-secretive National Reconnaissance Office (NRO), placing the full capabilities of United States spy satellites at the beck and call of Majestic 12. The NRO's KH-11 (Key Hole-11) and KH-12 satellites carry cameras whose resolution can identify a golf ball from orbit, or whose infrared capabilities can differentiate the heat signatures on an airfield tarmac from the shadows of planes that may have flown hours before the satellite over-flight.

The NRO only collects this data, passing these images to trained analysts who study satellite and military aerial photography. "Squints," as they are affectionately known, pore over these photographs for hours in the search for intelligence data. The type and positioning of equipment, activity of ground personnel, and changes tracked over the course of many hours and days reveal clues to target actions and intent. The layout and physical security measures of installations may be identified. The height of structures is calculated by referencing the length of the ground shadow with the time of day and longitude of the target.

IMINT includes active radar sweeps such as SLAR (Side-looking Airborne Radar) flights along front lines or national borders to track ground-vehicle movement under the cover of vegetation up to 30 miles away. Although more commonly utilized in tactical military intelligence, SLAR over-flights are also used by the DEA to track convoy movement at night or beneath jungle and forest canopy.

Although a tremendous amount of information may be obtained through imagery intelligence, much remains unknown. This reinforces the importance of a multidiscipline collection effort, combining IMINT with human, communication, and signals intelligence.

**Stagecraft Notes:** The simulation of imagery intelligence is one of the more challenging tasks for a live-action game. With luck, aerial photographs of the desired area or a place very much like it may be obtained in various nature and ecology magazines. The game staff should also search the Internet, since satellite and aerial images are available of many regions for printing or downloading into your own program simulations. Remember that you can always manipulate and change these images to suit your own needs with a good photo-editing software program.

The use of HTML editing software allows the fast and simple creation of a browser-based "satellite tasking" program on your personal computer for games set within a secure government facility or as a result of an incredible job of hacking into a military mainframe. The players may be required to log-in with a series of passwords to gain access to imagery data files or even the actual tasking of a satellite mission. Satellite and aerial images culled from the Internet will be called up in response to their actions, perhaps revealing critical clues or dire warnings of horrors to come. Remember that the players might be able to change the satellite's tasking to turn the cameras away from the Earth and into space, possibly calling up a sanity-blasting image of Something descending to our planet from the stars. Many space and near-orbit images are available on the Internet, just ready for manipulation and embellishment for your game.

Even without going into these more elaborate stagecraft techniques, IMINT may play a lesser role in your games through oral briefings and written reports describing imagery analysis or sketches and maps drawn from "enhanced aerial and satellite photos." Imagery is a major component of US strategic intelligence, and organizations related to the Department of Defense, State Department, and National Security Council will have these assets at their disposal. Department of Justice agencies are unlikely to have tasking privileges or even access rights to IMINT without going through reams of red tape. The Drug Enforcement Agency is a possible exception, with enough military connections to organize occasional over-flight missions for ongoing operations.

## **SIGINT**

Signals intelligence includes two separate collection fields: COMINT and ELINT. Communications intelligence is obtained through the interception of radio transmissions and telephone conversations. Electronics intelligence deciphers signals, wave frequencies, and pulses from radars, computers, and other equipment emitting a unique electromagnetic signature.

Collection equipment may be set up in a static location, such as a small listening post or a huge SIGINT field station, but is more commonly placed in a van, truck, or helicopter. A mobile collection unit moves quickly and easily into position to discretely intercept communications traffic. Radio and cell-phone communications are very easy to mon-

itor, since they transmit through the atmosphere rather than through hard-lined phone cables.

Off-the-shelf technology offers excellent communications privacy for criminals, private companies, or even ordinary citizens who have the money to spend. Signals scrambling and frequency hopping are among the most common radio encryption techniques. The receiving unit must have compatible hardware or the same programmable code sequence in order to properly hear the transmission. Otherwise the transmission comes across as loud static, garbled voices, or electronic chirps and squeals. Encryption equipment provides a formidable hurdle for law enforcement and intelligence agencies to overcome during collection missions, although obviously not all criminals are able to afford the more advanced systems. Cellular phone encryption technology is available, but it is extremely expensive and may not be available on some of the smaller phone models.

It may be necessary to pinpoint the physical location of a signal emitter as part of a raid, hostage rescue, or merely to track a suspect's movement. Accurately pinpointing the location of an emitter requires three receiving stations to triangulate the source. A "line" on the target from one receiving station only identifies the general direction from which a signal is coming. Two lines of bearing create a "cut" that can usually place the emitter to within 100 to 150 yards. Three lines of bearing on the signal create a "fix," which can identify the physical location of the emitter to within 10 to 15 yards.

This technique is not a foolproof means to find the suspect. A prime example would be if the radio traffic were passed through a relay station to increase the power and range of the signal, a common technique when great distances or obstacles to radio line-of-sight are involved. The high-powered signal from the relay booster might be erroneously identified as the suspect's location. If two or more suspects are all utilizing the same relay, however, even a reasonably inexperienced agent would figure this out from several different signals apparently coming from the same place, and start searching for weaker signals that might help him find the true locations of the suspects.

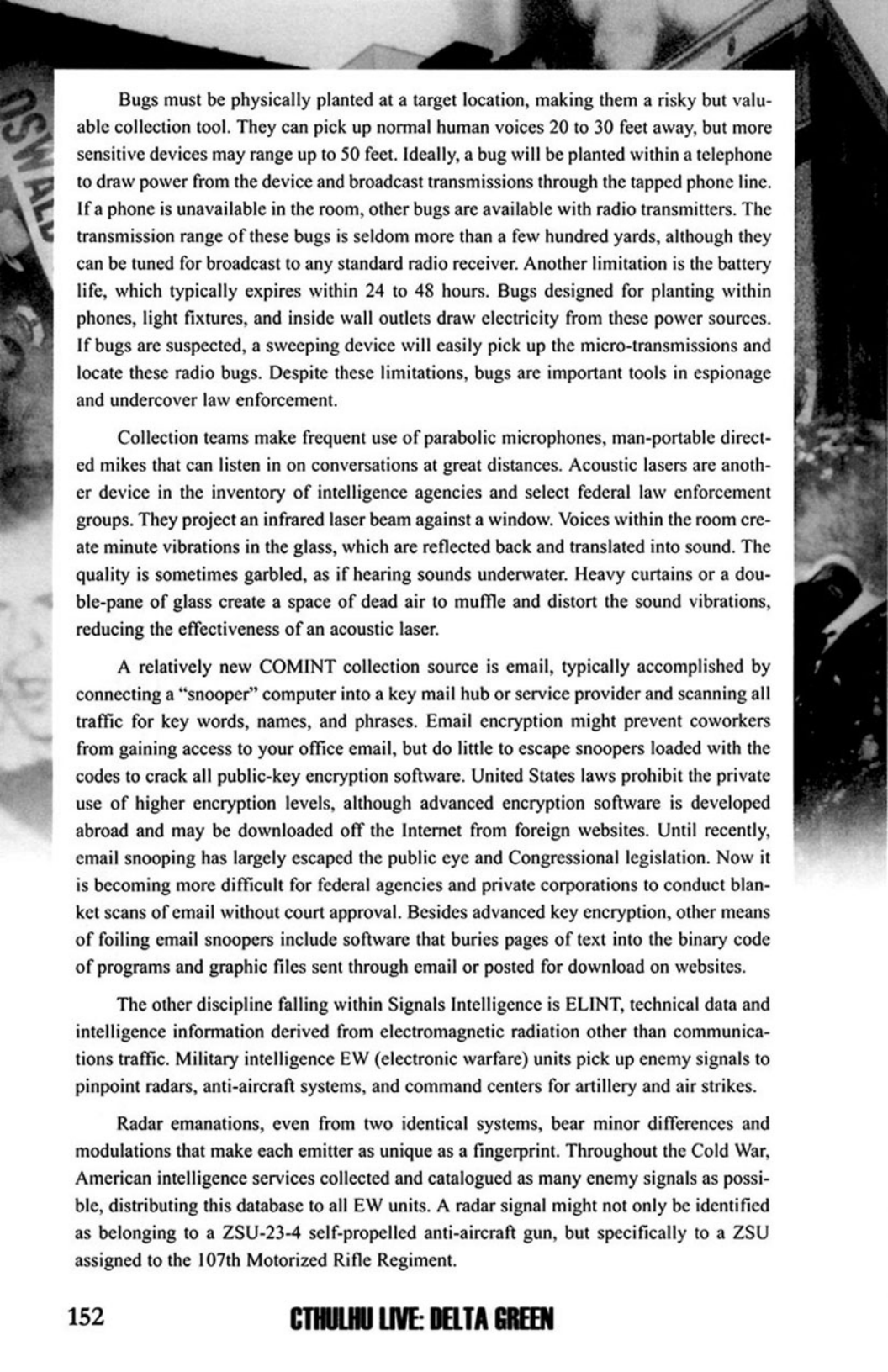
Electronic "trackers" planted on a vehicle or a person are specifically designed to broadcast a clear locator signal and do not require multiple receivers. They are really HUMINT and Counterintelligence tools rather than COMINT, but they are mentioned here while on the subject of signal location. Trackers send a signal back to a vehicle-mounted or handheld receiver that identifies direction and approximate distance to the target. The approximate location of the device can be determined on a map with only a single receiver, although more than one receiver allows triangulation for increased accuracy.

Taps to phone lines are a common technique, although a court order is required to legally do so within the United States. That doesn't mean that illegal wiretaps are not done daily by law enforcement and intelligence agencies. A legally approved wiretap is usually set up with the phone service provider and involves a simple re-routing accomplished via a central computer. An illegal wiretap is set up manually by routing or splicing lines at a nearby junction box. Wiretaps only listen in to telephone conversations or intercept digital traffic from a computer modem.

Encryption hardware for telephones is uncommon and typically found only within the military and government agencies. Merely tapping into the lines will not help since the signal is scrambled at the source and unscrambled by the receiving unit. A decryption system will be required to try to crack the transmission code, which is not an easy task. Otherwise an agent must physically enter the property and plant a bug within the phone to transmit the unscrambled conversations.

Many espionage films and novels feature black bag jobs in which the agent breaks into a home or office and physically plants a bug in the handset of a phone. These bugs are not wiretaps, but miniature listening devices that pick up all conversations in the room. They broadcast their signal through the existing phone line, rendering signals detection equipment useless during a sweep for radio transmitters. They are active and listening in at all times, not just when the phone is in use.





Bugs must be physically planted at a target location, making them a risky but valuable collection tool. They can pick up normal human voices 20 to 30 feet away, but more sensitive devices may range up to 50 feet. Ideally, a bug will be planted within a telephone to draw power from the device and broadcast transmissions through the tapped phone line. If a phone is unavailable in the room, other bugs are available with radio transmitters. The transmission range of these bugs is seldom more than a few hundred yards, although they can be tuned for broadcast to any standard radio receiver. Another limitation is the battery life, which typically expires within 24 to 48 hours. Bugs designed for planting within phones, light fixtures, and inside wall outlets draw electricity from these power sources. If bugs are suspected, a sweeping device will easily pick up the micro-transmissions and locate these radio bugs. Despite these limitations, bugs are important tools in espionage and undercover law enforcement.

Collection teams make frequent use of parabolic microphones, man-portable directed mikes that can listen in on conversations at great distances. Acoustic lasers are another device in the inventory of intelligence agencies and select federal law enforcement groups. They project an infrared laser beam against a window. Voices within the room create minute vibrations in the glass, which are reflected back and translated into sound. The quality is sometimes garbled, as if hearing sounds underwater. Heavy curtains or a double-pane of glass create a space of dead air to muffle and distort the sound vibrations, reducing the effectiveness of an acoustic laser.

A relatively new COMINT collection source is email, typically accomplished by connecting a "snooper" computer into a key mail hub or service provider and scanning all traffic for key words, names, and phrases. Email encryption might prevent coworkers from gaining access to your office email, but do little to escape snoopers loaded with the codes to crack all public-key encryption software. United States laws prohibit the private use of higher encryption levels, although advanced encryption software is developed abroad and may be downloaded off the Internet from foreign websites. Until recently, email snooping has largely escaped the public eye and Congressional legislation. Now it is becoming more difficult for federal agencies and private corporations to conduct blanket scans of email without court approval. Besides advanced key encryption, other means of foiling email snoopers include software that buries pages of text into the binary code of programs and graphic files sent through email or posted for download on websites.

The other discipline falling within Signals Intelligence is ELINT, technical data and intelligence information derived from electromagnetic radiation other than communications traffic. Military intelligence EW (electronic warfare) units pick up enemy signals to pinpoint radars, anti-aircraft systems, and command centers for artillery and air strikes.

Radar emanations, even from two identical systems, bear minor differences and modulations that make each emitter as unique as a fingerprint. Throughout the Cold War, American intelligence services collected and catalogued as many enemy signals as possible, distributing this database to all EW units. A radar signal might not only be identified as belonging to a ZSU-23-4 self-propelled anti-aircraft gun, but specifically to a ZSU assigned to the 107th Motorized Rifle Regiment.

A much more common application of ELINT in Delta Green is the collection of intelligence through reading and deciphering TEMPEST (Transient Electromagnetic Pulse Emission Standard) radiation. All electronic devices emit low-level electromagnetic radiation. Whenever an electric current changes in voltage level it generates electromagnetic pulses that radiate invisible radio waves similar to the ripples caused by dropping a small rock into a quiet pool of water. These radio waves can carry a great distance.

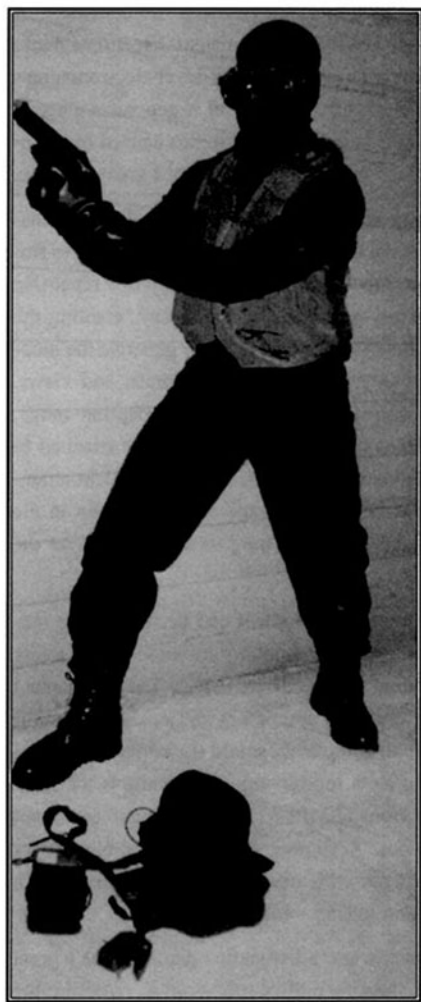
Computer monitors contain an electron gun in the back of the picture tube that transmits a beam of electrons. When the electrons strike the screen they cause the pixels to fluoresce. This beam scans across the screen from top to bottom very rapidly in a repetitive manner, line by line, flashing on and off, making the screen light and dark, creating the viewed image. These changes in the high-voltage system of the monitor generate the incoherent signal that TEMPEST monitoring equipment receives, reconstructs, and views. Unshielded cabling acts like an antenna to increase the potential interception range. Emissions can be conducted down power cables and hardware. Computers attached to unshielded telephone lines are easy prey as the telephone line acts as an excellent antenna. Printers and their cables are not immune either. The average computer setup in the home or office could be compared to a base station transmitting its signals all over the neighborhood.

With the right equipment, it is possible to remotely collect and decipher these signals, effectively reading everything appearing on the computer's monitor or collecting data streams broadcast during the action of reading disks and hard drives. The government and many major corporations use TEMPEST-shielded computers and cables that minimize these emissions, although it is impossible to completely shield the computer's monitor. Locating computer systems within windowless rooms with thick walls is the most common means to minimize TEMPEST collection. TEMPEST collection devices are not solely the tools of national intelligence agencies. A number of hackers and electronics buffs have created TEMPEST collection systems with off-the-shelf technology. Such devices are priceless for industrial espionage and insider trading.

**Stagecraft Notes:** Incorporating SIGINT elements into a live-action game can be a great deal of fun, but requires a degree of advance planning and coordination to represent the expensive, high-tech equipment and real-time intelligence involved. Maximizing hands-on game play, action, and tense situations is key.

Legal wiretaps may be accomplished with a few phone calls and some paperwork, provided that enough evidence is presented to a magistrate to warrant an approved tap. In most cases, players in a Delta Green game will be working outside or above the normal scope of the law. Consider having the players actually find the telephone junction box in an apartment complex or in the neighborhood near the suspect's house. Do not try to open the box or actually tamper with anything, but perhaps a small prop assembled from a circuit board or old transistor radio can be planted at the phone junction. To make things more interesting, the Keeper may organize some coveralls and plastic hard hats and actually have the agents portray phone repair technicians, spending several minutes at the box "tapping" the phone lines.





While the Keeper may rule that listening devices have already been placed by other agents, simulating a break-in for the players to physically plant bugs in several rooms of a house or apartment can be a great deal of fun. Use caution and common sense. Obviously, this is only performed in the home of a player or member of the game staff, and you should take precautions to ensure that neighbors do not think this is a real crime in progress. Typically just having the Keeper standing in plain view, watching the action and ready to speak with anyone who might appear on the scene, is enough. Consider notifying your neighbors, however, if you'll be playing a game in the area so they might expect to see or hear a few strange things.

Physical entry to plant bugs should always be planned out and prepped ahead of time so that there will be no real damage to property. For example, a specific window behind a group of bushes may be selected as the entry point. Take any screen off the window in advance and leave it unlocked, although you may want to prepare some wires and dummy contact points of a simulated alarm system the agent may have to disarm. Prepare a sketch map of the interior for the agents to review before entry. Actual blueprints are

terrific if available. Identify the points at which bugs need to be placed on the map, so the agents can prepare their route in advance and identify various cubbyholes and hiding places to help them during their mission.

Tension is always raised with the presence of people or armed guards in the building. In most cases, these are played by NPCs that move about the house and may carry on scripted conversations for the agents to overhear. Guards should move back and forth on regular rounds to allow players a chance to count seconds and try to time their actions appropriately. Generally speaking, the NPCs in these roles will perform like idiots, ignoring or quickly dismissing small noises and mistakes made by the agents bumbling around and trying to plant the bugs unobserved. Your players are not trained infiltration special-

ists, so plan on cutting them some slack. Of course, if they really mess something up, like loudly bumping into a table and knocking over a flower vase, or making a mistake in their timing and crossing a room right when a guard enters on his regular rounds, this is a different matter entirely.

In some games, two or more teams of players may be pitted against one another. One group of agents will be expected to sneak in and perform their mission under the noses of the other. Be sure that some sort of action, event or meeting is taking place with the group in the building to keep them occupied and give the infiltration team an even chance. This can be a terrifically exciting game situation for the infiltration team, but be prepared for the carnage and loss of player characters that might ensue if the agents are spotted and combat breaks out.

Bug props can be made from scraps of plastic, metal, and wire. They should be small enough to hide but not so small as to escape detection if a thorough search is conducted. They may be physically placed in and around rooms of a building, keeping voice range and the muffling potential of walls in mind to leave no area unmonitored. Bugs that are to be planted inside phones or electrical sockets should be simulated to avoid the risk of damage, injury, or fire. The agent is expected to spend a minute or so pretending to unscrew a phone or outlet cover, wire the bug into the exposed hardware, and screw the cover back into place.

A typed transcript of monitored conversations is the simplest means to provide players with the results of their wiretap. Simulating the direct monitoring of telephone and cellular phone conversations is most easily accomplished using a pre-recorded tape. Record a scripted phone conversation between NPCs in advance, then run this tape on a cassette player built into the mock receiving unit as if it were a real-time conversation.

If the agents are supposed to be monitoring a call involving other players, this becomes more problematic. The player under covert monitoring will be tipped off if the Keeper is taping his phone calls. But in many cases, a Keeper may be present when the call is made. He can jot down notes, then dash off to record a simulated replay of the conversation that is whisked off to the COMINT team. Of course, if the player under surveillance is aware his line is tapped, he may be more than willing to record a conversation made with an accomplice to intentionally mislead the agents or draw them into a trap!

If bugs are in place, a tape player may be hidden in the room to record all conversations taking place, which are later given to the COMINT team as "live" monitoring. Obviously this creates a time lag, but radios may be used for real-time monitoring simulations. Many Cthulhu Live groups invest in radios or handheld CBs for the game staff to communicate. One of these radios may be given to the COMINT team as the receiving unit. The Keeper or another "invisible" member of the game staff may loiter in the bugged room, keying his radio to broadcast player and NPC conversations back to the COMINT team. This real-time monitoring is perfect if the agents are in the midst of a stand-off or hostage situation, waiting for the perfect moment to initiate an assault.

A similar technique replicates the use of a parabolic microphone. The player is provided with a prop made from plastic, wires, and a radio. He hides and aims this prop at a distant group of characters. The Keeper or a member of the game staff standing with the group discretely keys their radio and transmits the conversation back to the agent.

Agents may want to pinpoint the location of a radio or cellular phone call using several simulated COMINT teams to triangulate the source. Information may be fed to the players regarding the location of the collection teams and the azimuth or direction from which the transmission was identified. Using a map to plot the location of their teams and the lines of bearing, the agents determine the physical source of the transmission. This may be a map of your local city, with which the players identify the actual location to which they need to travel for the next scene in the game. Of course a map of another city may always be used if appropriate for the script, but Keeper guidance will be needed to lead the players to the corresponding local site.

TEMPEST collection can be somewhat challenging to represent in a live-action game. A typical collection unit might consist of a laptop computer, a parabolic antennae, and some additional signals hardware. A mock-up prop is fairly easy to construct with some boxes, PVC pipes, foil, and wire. Of course an actual laptop computer built into the prop can't be beat. Some basic functionality can be simulated with an HTML, Java, or Flash program loaded onto the laptop. The browser-based program can lead players through a point-and-click interface to calibrate the equipment and pick up the target transmission. Various displays of signal sine waves and random characters eventually form into the pages of secret text "intercepted and decoded" by the TEMPEST equipment. All this is quickly and easily created with HTML editing software. Prepare a backup of the text files on a floppy disk, so the players can later print and review their ill-gotten data.

## COUNTERINTELLIGENCE

Counterintelligence (CI or COIN) is a multidisciplinary field concerned with gathering information and conducting operations that protect against espionage, hostile intelligence services, terrorism, sabotage, and assassinations. During most Delta Green games, counterintelligence operations are likely to hinge around mole hunts and investigations of suspected spies and subversives. It is perfect for members of Majestic-12 or PISCES, and many members of the Delta Green conspiracy may also become involved in counterintelligence activity.

Counterintelligence personnel conduct routine sweeps for suspicious activity among individuals with access to classified information. Extensive foreign travel, particularly to certain sensitive destinations, a sudden change in personality or behavior, sudden affluence or lifestyle change, and close relationships with foreign nationals or individuals associated with known criminal or subversive organizations are all red flags that might warrant closer counterintelligence investigation. Benign explanations are encountered in most cases, while others may uncover espionage or terrorist activity.

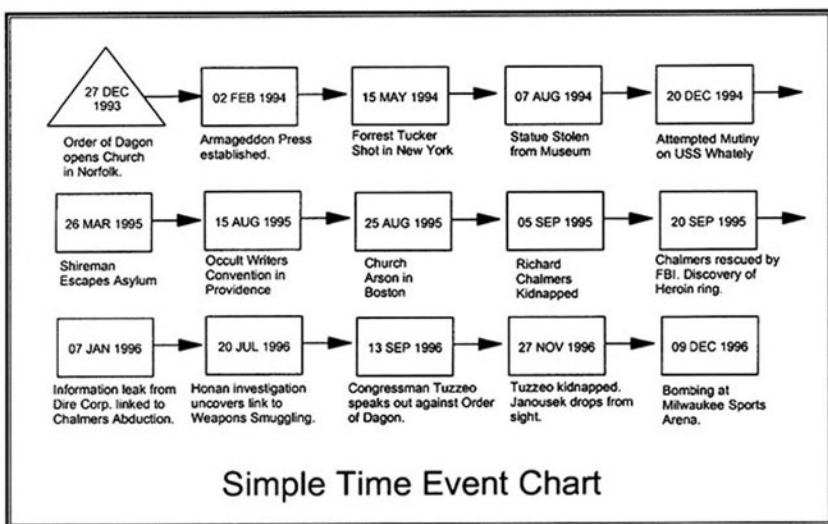
All collection disciplines may be employed during a counterintelligence investigation as agents try to build conclusive proof of espionage and subversion. Whenever pos-

sible, an effort will be made to identify the spy's handlers and determine if there are more spies or moles operating within the system. Depending on the spy's awareness of the investigation and the circumstances involved, a decision may be made to capture the spy or try to turn him into a double agent.

CI duties include background investigations for granting security clearances, polygraph examinations, and security briefings. CI agents debrief select operations personnel, refugees, and defectors and are likely to be involved with prisoner interrogation. They perform liaison duties with host-nation intelligence and security forces. CI operatives conduct deep-cover investigations and stings to root out hostile intelligence or terrorist activity. Agents are responsible for assembling Black, Gray, and White lists identifying individuals of CI interest, their perceived loyalties and intentions. More than a mere list of names, these lists detail the affiliation, residences, education, family, associates, police records, and other detailed information pertaining to individuals under CI observation.

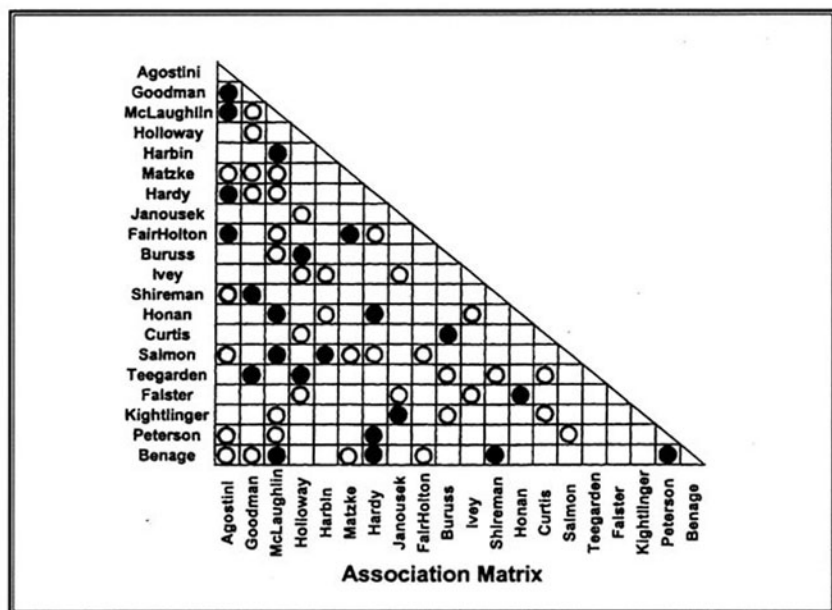
Counterintelligence analysis requires a great deal of patience and attention to the smallest details. Analysis techniques present large amounts of data in graphic form. Combining the three techniques of time-event charting, matrix manipulation, and link diagramming, CI agents can transform diverse and incomplete bits of seemingly unrelated data into an overview of exceedingly complex situations.

The Time Event Chart (see example) records individual or group activities in chronological order. It is easy to prepare, understand, and use. Triangles represent the start and end points of the chart, as well as major shifts in ideology or *modus operandi*. Rectangles or diamonds indicate significant events, while arrows indicate the time flow. Different geometric shapes or colors may be employed to highlight certain types of activity that may be of particular interest to the analysts.

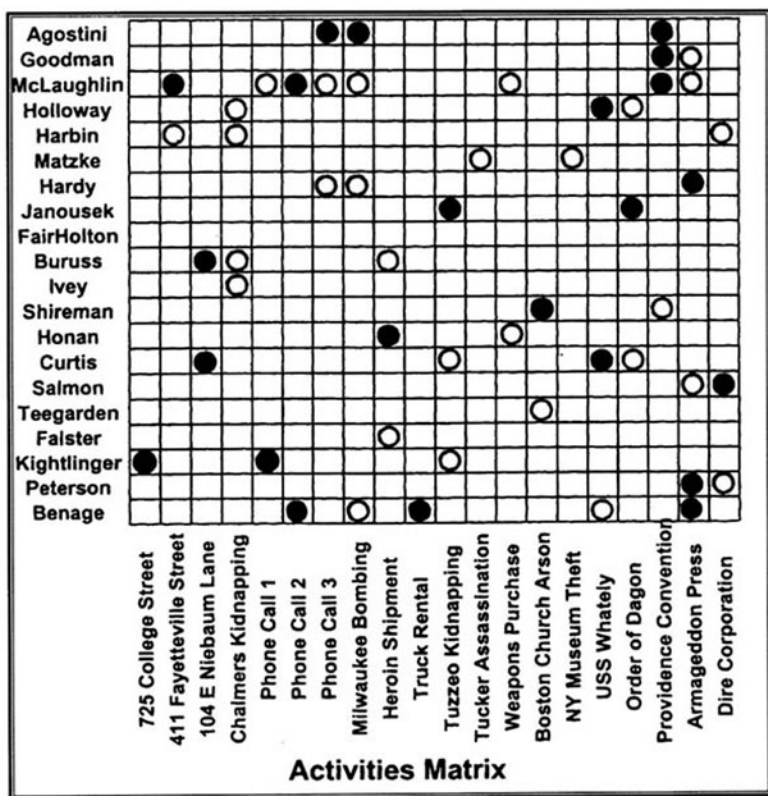


A matrix is an easy way to show relationships between a number of similar or dissimilar items ranging from persons, addresses, events, organizations, telephone numbers, or other elements relevant to the investigation. Matrixes are used to determine "who knows whom" and "who has been where and knows what." Open circles on the matrix represent suspected or weak associations, while filled circles represent known or strong associations. Using a number of matrixes together, a remarkably accurate picture may be drawn regarding the operations and organization of suspected spies, criminals, and terrorists.

With enough incoming intelligence, the use of an association and activities matrix (see examples) can help CI analysts determine an organizations' membership, activities, chain of command, cell structure, communications network, support structure, and links with other organizations and entities. The analysts may pinpoint optimal targets for further intelligence collection and identify key personalities whose death or arrest may cripple or destroy the organization.



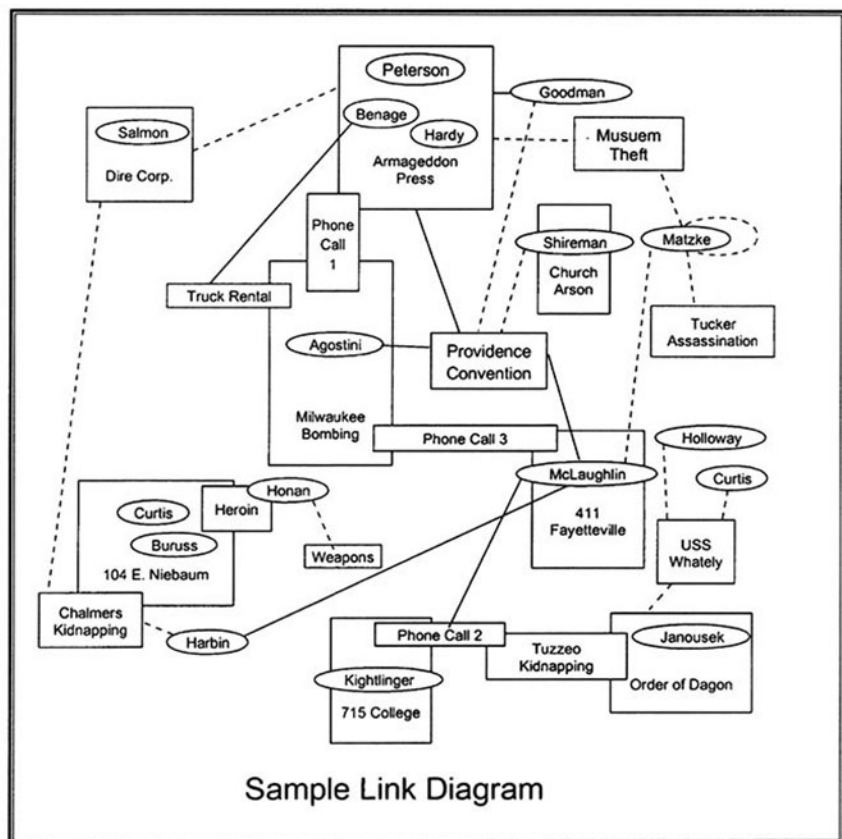
The third analytical technique of link diagramming depicts the more complex links between persons, events, and organizations (see example). This technique is used in counterintelligence, counter-terrorism, and criminal investigation. Persons are shown as open circles with the name written inside. Individuals with known aliases are depicted as overlapping circles with names in each. Deceased persons are flagged with a diamond next to their circle. Squares and rectangles represent organizations, events, and locations. Links and associations are shown by lines: solid for confirmed and dotted for suspected.



As stated earlier, CI analysis and investigation takes time and patience. Making the effort to assemble these charts and matrixes is time well spent. Studying the graphic representations of these persons, events, and associations will often spark sudden insights and revelations.

**Stagecraft Notes:** Although few Delta Green games are likely to go into such exhaustive detail, some Keepers and players may enjoy the puzzle process and challenge of counter-intelligence analysis. If Keepers wish to include this in their games, the game staff must prepare a stack of spot reports and intelligence summaries for the past several "weeks" or "months" of game time. These reports can be fairly short: identifying Mr. X spotted at a café with Ms. Y, or Mistfers A, B, and C seen frequenting the same restaurant. Other reports may provide clues to the activities or responsibilities of certain individuals, such as Ms. Y seen purchasing cases of canned food and clothing, or Mr. B spotted carrying a number of long, wooden crates with military markings into his basement. The game staff must clearly define the entire organization as well as a number of unassociated individuals before creating these spot reports, so that they will reveal fragmentary pieces of a logically complete whole.





Sample Link Diagram

The players should be presented with a complete file of past reports and allowed to conduct their analysis for determining their course of action. Since this will be new to most gamers, the Keeper should be standing by to assist with hints and skill tests until the players become familiar with the process. If the game is part of a long-running campaign, new reports may be presented at the start of each game session, allowing the players to develop a constantly changing and developing picture of their foes.

If Keepers do not want to go into this level of detail, many counterintelligence elements conducted during a game may borrow from the tips and suggestions of HUMINT stagecraft listed previously. The end results and tactics employed will be quite different, however, as CI agents close in on enemy operatives.

## ARCHINT

Archeological Intelligence is not a true collection discipline, but it is quite appropriate and necessary in the Delta Green universe. This defines the information culled through research and the study of ancient artifacts, tomes, historical documents, and long-dead civilizations. History, Archaeology, Anthropology, Occult, Cthulhu Mythos, Linguistics, Library Use, and other academic skills are vital. Insufficient or incorrect ARCHINT may doom a Delta Green team to a ghastly fate at the hands of a cult or Mythos horror. It provides background details and insight into motivations, capabilities, and dangers that conventional intelligence may not.

Dr. Jensen Wu of the American Museum of Natural History in New York City is a Delta Green friendly and one of the organization's foremost ARCHINT specialists. He is the curator of the museum's Erratics and Unclassifiable Artifacts Department, also known as the D Stacks. The backrooms and storage areas of the D Stacks contain a dizzying array of occult artifacts and unidentifiable relics from around the world. Delta Green uses Wu to safeguard and evaluate items captured during some operations and often calls upon his services to research certain questions and mysteries of Mythos lore. The conspiracy certainly has other ARCHINT specialists and analysts at its disposal, occult researchers whose skills are better utilized in support and intelligence roles than as field agents. Some player characters may choose to assume the persona of such research specialists, helping to round out a more physically oriented group of agents.

**Stagecraft Notes:** ARCHINT is just a fancy name for the time-honored technique of Mythos research that has always been a part of the Lovecraft tradition. The use of prop artifacts, tomes, statues, and tablets contributes a great deal to the live-action event. ARCHINT may be jazzed up beyond the scope of traditional Mythos research with the addition of simulated radiology, carbon dating, and X-rays of ancient relics. Electron microscopes, Kirlian photography, genetic sequencing and modeling based on ancient tissue samples, and other techniques of advanced and experimental science are well suited to the ARCHINT process.

During the process of building tomes, diaries, and similar props for the game, members of the Cthulhu Live community have assembled some amazing texts: an 800-page Latin Necronomicon, a 400-page English Necronomicon, and many other texts in English, German, and other languages. These texts are freely swapped back and forth on the Cthulhu Live mail list for players to print and create their own tome props. Take several of these tome texts and save them onto a floppy or a recordable compact disk. Taking ARCHINT into the 21st century, players can browse and search through these blasphemous tomes right on their desktop computer or a laptop taken with them in the field. After navigating through a series of passwords, classifications, and warning notices, they can efficiently scan for data related to a particular entity and locate some spell or ritual to deal with the threat. The controlled access and safeguard of such data files would be critical. Consider the priority of a Delta Green mission to recover such a stolen disk before it fell into the wrong hands or was released to the general public.

## OPERATIONAL BRIEFINGS

What sort of information do Delta Green agents receive prior to a mission? How much do they know about the threat in advance? Although the Delta Green intelligence collective does have its specific areas of strength and weakness, ultimately the information provided to agents before a mission is whatever the Keeper chooses it to be. Do the circumstances support a detailed intelligence brief with a breakdown of anticipated threats, their dangers, and particular weaknesses? Or are the agents sent in blind and left to fend for themselves?

The dramatic roleplay of the summons and intelligence briefing by a superior agent in the Delta Green conspiracy can be an excellent means to launch a game or mini-campaign. After the agents receive their warning orders, via "night at the opera" emails or phone calls, they meet in a secure area with their contact for their full operations orders. An actual phone call to the players in the Delta Green team, perhaps with an electronic voice changer, is a superb way to initiate the game and give them the location for the first scene.

**A Delta Green operations order may consist of the following sections:**

### MISSION DETAILS

**Mission Overview:** What is to be accomplished, from the exploration of a shunned house to a full-scale attack on a cult stronghold.

**Enemy Order of Battle:** Organizational and equipment details about any expected opposition, from a possible paranormal presence to an armed force. Sometimes it may just be "enemy activity expected, details unknown."

**Terrain & Weather Conditions:** As brief or detailed as you want or need. Anything from "a four-building compound and light rainfall" to detailed maps and information about sunrise, sunset, lunar illumination, tides, and so on.

**Support:** Agents and friendlies assigned to the mission or in the area who may support the operation. This includes weapons and other equipment available, communications, finance, and other resources for the mission.

**Timeline:** The mission's planned chronology

**Miscellaneous:** Any other intelligence pertinent to the mission. This is a great time to give out other handouts or drop a few hints to new players.

### SECURITY PLAN

**Mission Codes and Communication:** The codename for the mission, friendlies, and objectives. Instructions on how to establish contact with the conspiracy to report success, failure, or request additional assistance.

**Cover and Disinformation:** Any and all details about the covers used by the agents or plans to conceal the agents' activity.

**Special Security Measures:** Unique security concerns for the mission, such as not disclosing details to supporting friendlies or warnings of hostiles or neutrals in the area.

## RULES OF ENGAGEMENT

**Clandestine:** Complete covers used, even to the point that the cell is not using its status as federal agents. These are very low-profile missions with the cell posing as journalists, private investigators, or even a group of sightseers. Actions are limited and firepower is minimal in accordance with the cover.

**Covert:** Federal identities are used and the cell has more freedom of action. They are expected to act responsibly and maintain that cover, operating as much as possible within their official authority and spheres of influence.

**Overt:** A rare, no-holds-barred operation when there is little or no need for secrecy and only the paranormal threat and DG involvement should be covered up. These operations let the players play with the big boys, possibly having all sorts of heavy support. Hold the players accountable to their actions with the aftereffects of media exposure, Congressional inquiries, and parent agency investigation. Scenarios can also be spun off of these high-profile operations to deal with covering up evidence and diverting official investigation.

**Other ROE details that can be considered on a case by case basis are:**

- Guidelines for silencing witnesses
- Possible innocents involved
- Suspected or known compromise of the cell
- Target or cover priority (which is more important)
- Reporting responsibilities
- Alternate targets, faulty intelligence, and other contingencies

The Keeper may require that the team plan out their operation and report back to Alpha Cell or its representative controller. This allows the Keeper to anticipate any problems that might arise, assist new players, or simply veto incredibly bad or inappropriate plans. Assuming there are survivors, an after-action briefing is fully appropriate.

Some game groups may prefer a less formal approach or establish their own briefing guidelines. The rules of engagement should provide moral dilemmas and judgment calls for the agents during the game. Intelligence is merely a starting point. In many cases it will be incomplete or faulty, although you can sometimes throw your players a curve when the intelligence briefing is right on the money.

## INTERROGATION

"During the clash of arms the laws are silent."

— Cicero

During an extended Delta Green campaign, players will find themselves on both sides of interrogation scenes. This typically occurs through the questioning of criminals, enemy agents, terrorists, and cultists. The players themselves may fall into the hands of a hostile



organization and undergo extensive interrogation. The roleplay of an interrogation is a tense and exciting tableaux, challenging the wits and skills of all players and NPC actors involved.

Interrogation rarely equates to physical torture. Intelligence extracted by torture or the threat of torture is never reliable. The prisoner may lie to buy time or gain immediate relief from pain, even if he knows the falsehood will eventually be discovered. The prisoner may have little or no information of value, but make up details according to what he thinks his captors want to hear. The laws of most Western nations and the Geneva Convention prohibit the use of torture, but laws are frequently broken in the face of desperation, frustration, hatred, and intolerance. Due to the unreliability of torture, it is most often used as an instrument of political terror by an iron-fisted regime, an avenue of sadistic pleasure for psychotic individuals, or a last desperate recourse to extract critical or time-sensitive information when all other means have failed. The Torture skill and comments regarding its use are contained in *Cthulhu Live: Shades of Gray*, although savvy Keepers may improvise rules as required.

Interrogation is the art of questioning a source to obtain the maximum amount of usable information in the minimum amount of time. Achieving and maintaining the initiative is essential. The interrogator must remain in charge of the scene, doggedly pursue the established objective, or explore new lines of questioning based on information extracted from the source.

## PLANNING AND PREPARATION

The interrogator requires details on the prisoner's circumstances of capture, personal traits, observed behavior, and comments from guards or other prisoners. This helps the interrogator develop a picture of the prisoner and decide what approaches are most likely to work. Consider the source's mental and physical state. Is he injured, angry, crying, arrogant, or frightened? Is he suffering from hunger or sleep deprivation? What is the source's age and level of military or civilian experience? What is the objective of the interrogation and how much time is available? What are the specific abilities, strengths, and weaknesses of the interrogator himself? If possible, unobtrusively observe the source before questioning to evaluate the prisoner's personal appearance and behavior.

Analyze this information, looking for indicators of any psychological or physical weakness that might make the source susceptible to specific approach techniques. Estimate the extent of information the source may possess. Formulate a strategy and a list of priority intelligence requirements (PIRs). The interrogator may later modify his plan according to the source's reactions or unexpected information produced during the interrogation.

## APPROACH

The approach phase begins when the interrogator first comes in contact with the source. Each interrogation is different, but all approaches (detailed later) are intended to establish and maintain control, build rapport, and manipulate the prisoner's emotions and weaknesses to gain his willing or unknowing cooperation.

The interrogator should appear to be the one who controls all aspects of the interrogation, including the lighting, heating, and configuration of the room, as well as the food, shelter, and clothing given to the prisoner. The interrogator must always be in control. He must act quickly and firmly.

Rapport between the interrogator and the source is really nothing more than a two-way flow of communication. It can involve showing kindness and humanity in an otherwise harsh situation or it can mean badgering the source. Ask about the circumstances of capture to gain insight into the prisoner's state of mind and to ascertain his possible breaking points. Rapport may be gained by asking background questions and demonstrating an apparent interest in his family, civilian life, friends, likes, dislikes, and so forth. Non-pertinent background questions may open new avenues for the approach and help determine whether or not the strategy chosen will be effective. Depending on the situation, the following can also be used to develop rapport with the prisoner:

- Offering realistic incentives; these may be immediate, such as coffee or cigarettes, short term such as a meal, a shower, or the chance to write a letter home, or long term, such as a reduced sentence, repatriation, or political asylum.
- Feigning an experience similar to that of the prisoner.
- Showing concern for the prisoner through the use of select words and body language.



- Helping the source to rationalize his guilt or to exonerate him from guilt.
- Showing kindness and understanding toward the source's predicament.
- Flattering the source.

The interrogator continually assesses the prisoner and his interrogation strategy. Ask both background and non-pertinent questions that indicate whether or not the chosen approaches will be effective. If the interrogator chose a "love of comrades" approach, he should ask the prisoner questions like "How did you get along with your fellow team members?" If the source answers that they were all very close and worked well together, then the interrogator can go right into his love of comrades approach and be reasonably sure of its success. However, if the source answers, "They all hated my guts and I couldn't stand any of them!" then the interrogator should abandon that approach and ask some quick non-pertinent questions to give himself some time to work out a new strategy. Using a variety of non-pertinent questions is a valuable transitional tool, especially if the interrogator moves from one approach technique to another. Smooth and logical transitions are critical to avoid alerting the prisoner of ploys or bluffs. Professional interrogators must be convincing and appear sincere in working their approaches.

If the source leans forward with a facial expression indicating an interest in the proposal or is more hesitant in his argument, he is probably nearing the breaking point. Be alert and observant. Once the source is breaking, interject a question pertinent to the objective of the interrogation. If the source answers it, the interrogator can move into the questioning phase. It is entirely possible that the prisoner may cooperate for a while and then balk at answering further questions. If this occurs, the interrogator can either reinforce the approaches that initially gained the source's cooperation or move into a different approach before returning to the questioning phase of the interrogation.

## QUESTIONING

There is no fixed point at which the approach phase ends and the questioning phase begins, but questioning generally commences when the source begins to answer questions pertinent to the objectives of his captor. Answers should establish who, what, when, where, how, and why. A series of questions following a chronological sequence of events is frequently employed, but this is by no means the only logical method of asking questions. Exploit informational leads as they are obtained. Consider the probable response of the source to a particular question or line of questioning and do not, if at all possible, ask questions likely to evoke a refusal to answer or to antagonize the source.

Direct questions are basic interrogatives that are brief, concise, and simply worded. They typically ask for a narrative response that is more than a simple yes or no and produce the maximum amount of usable information. Follow-up questions are used to fully exploit a lead given by the source in his response.

Non-pertinent questions are used to conceal the interrogation's objectives or to strengthen rapport. They may also be used to break the source's concentration, particu-

larly if the interrogator suspects that the prisoner is lying. It is hard for a prisoner to be a convincing liar if his concentration is frequently interrupted.

Repeated questions may be exact repetitions, or a previous question may be rephrased or otherwise disguised to check the consistency of the source's answers. They may also be used to ensure the accuracy of important details such as place names, dates, and component parts of technical equipment. Control questions are based on information that has been recently confirmed and is not likely to have changed. They are used to check the truthfulness of the source's responses and should be mixed in with other questions throughout the interrogation.

Leading questions may prompt the source to answer with the response he believes the interrogator wishes to hear. As a result, the response may be inaccurate or incomplete. Leading questions are generally avoided during interrogations, but can be used by crafty interrogators to trick an uncooperative source into falsely incriminating himself on a separate or unrelated issue to shake his composure and concentration.

There are two types of questions that an interrogator should not use: compound and negative questions. Compound questions ask for at least two different pieces of information, in effect two or more questions combined. Compound questions are avoided during interrogations because they allow the source to evade a part of the question or to give an incomplete answer. They may confuse the source or cause the interrogator to misunderstand the response. Negative questions are questions which are constructed with words like "no," "none," or "not." They may confuse the source and produce misleading or false information.

When the interrogator takes his own notes, he has a ready reference to verify responses to repeated questions or to refresh his memory. They also provide him with the means to record leads for later exploitation. When taking notes, however, the interrogator cannot observe the source continually. This may cause him to fail to spot losses in rapport or control that are detectable only through clues provided by the source's behavior. It is possible to lose control and the source's willing cooperation by devoting too much concentration to note taking. The use of a sound recorder allows the interrogator to continually observe the source, although names, numbers, and other details may later prove to be unclear on the recording. Sound recorders cannot provide a ready reference that can be used to compare answers to a repeated question, and the equipment may malfunction.

## **TERMINATION**

The interrogator must leave the source ready to continue answering questions in the future. If the interrogator mishandles the termination phase and later finds that the source has lied or requires further questioning, he must start again from scratch.

A number of circumstances can cause an interrogation to be terminated, such as when the prisoner remains uncooperative or if either party becomes physically or mentally unable to continue. Termination is required when all pertinent information has been

obtained or if the source knows too much for all of it to be exploited during a single session. Other reasons to terminate an interrogation may be if the interrogator's presence is required elsewhere or the interrogator loses control of the session and cannot recover it.

Whatever the reason for terminating the interrogation, the interrogator must remember that there is a possibility that someone may want to question the source at a later date. Whenever possible, he should terminate the interrogation without any loss of rapport. The interrogator reinforces his successful approach techniques to facilitate future interrogations. He tells the source that he may be talked to again. When appropriate, he tells the source that the information he provided will be checked for truthfulness and accuracy. He offers the opportunity for the source to change or add to any information he has given.

## **INTERROGATION APPROACHES**

### **DIRECT APPROACH**

The direct approach is often called no approach at all, but it is the most effective of all the approaches. It works best on young and low-ranking personnel as they have little or no resistance and security training. The direct approach is always to be tried first. It usually achieves the maximum cooperation in the minimum amount of time, enabling the interrogator to quickly exploit the prisoner for the information he possesses.

### **INCENTIVE APPROACH**

The incentive approach is a method of rewarding the prisoner for his cooperation, but it must reinforce positive behavior. Granting incentives to an uncooperative source leads him to believe that rewards can be gained whether he cooperates or not. Incentives must seem to be logical and possible. Interrogators do not make promises, but usually infer them while still sidestepping guarantees. Instead of promising that a prisoner will receive a certain thing, an interrogator will offer to do what he can to help achieve the desired goal, as long as the source cooperates.

### **EMOTIONAL APPROACH**

The emotional approach overrides the prisoner's rationale for resisting by using and manipulating his emotions against him. The primary emotions of any prisoner at the time of capture are either love or fear. The source's fear can be built upon or increased so as to override his rational side. If the situation demands it and the prisoner's fear is so great that he cannot communicate, the interrogator may have to decrease the fear in order to effectively collect information. There are two variations of the emotional approach: emotional love and emotional hate.

### **EMOTIONAL LOVE APPROACH**

The interrogator focuses on the anxiety felt by the source about the circumstances in which he finds himself. The interrogator must direct the love the source feels toward the appropriate object: family, homeland, friends, and so forth. If the interrogator can show the prisoner what he can do to alter or improve his own situation, the approach has a chance of success. Sincerity and conviction are extremely important in a successful attempt at an emotional love approach. The interrogator must show genuine concern for the prisoner and the object of his emotion. If the prisoner has great love for his unit and

fellow soldiers, the interrogator can explain to the source that providing information may shorten the war or battle in progress, thus saving many of his comrades' lives. But his refusal to talk may cause their deaths. Or perhaps that the prisoner's family or friends may also become implicated in the crime and suffer prosecution unless the prisoner provides information that will clear their names. This places a burden on the source and may motivate him to seek relief through cooperation with the interrogator.

### EMOTIONAL HATE APPROACH

The emotional hate approach focuses on any genuine hate, or possibly a desire for revenge, the prisoner may feel. The source may have negative feelings about his country's regime, his superiors, or his comrades. This approach is usually most effective on members of racial or religious minorities who have suffered discrimination in both service and civilian life. If a source feels that he has been treated unfairly by his supposed comrades or left to hang for their crimes, the interrogator can point out that cooperation is an opportunity for revenge. By using a conspiratorial tone of voice, the interrogator can enhance the value of this technique. Phrases such as, "You owe them no loyalty for the way they have treated you," when used appropriately, can expedite the success of this technique. The emotional hate approach is much more effective when drawing out the source's negative emotions with questions that elicit a thought-provoking response. For example, "Why do you think they allowed you to be captured?" or "Why do you think they left you to die?" Do not berate the source's comrades or homeland unless you are certain of his negative emotions. The emotional hate approach is most effective with the immature or timid prisoner who has had no opportunity up to this point for revenge, or never had the courage to voice his feelings.



## **FEAR UP APPROACHES**

The fear up approach is most effective on the younger and more inexperienced prisoner or on a source that seems nervous or frightened. It is also effective on a prisoner who appears to be the silent, confident type. Sources with something to hide, such as the commission of a capital or particularly shameful crime, have often been broken by this approach. Remember that the fear up approach is a dead end, and a wise interrogator may want to keep it in reserve as a trump card. After working to increase the source's fear, it is difficult to convince him that everything will be all right if the approach is not successful. There are two distinct variations: harsh and mild.

### **Fear Up (Harsh)**

In the harsh fear up approach, the interrogator behaves in a heavy, overpowering manner with a loud and threatening voice. Curse, shout, and throw objects across the room to heighten the source's feelings of fear. Convince the prisoner that he has something to fear and there is no option but to cooperate. A good interrogator orients the greatest fear toward reprisals by courts, international tribunals, or the source's own forces.

### **Fear Up (Mild)**

The mild fear up approach is better suited to the strong, confident type of interrogator as there is generally no need to raise the voice or resort to heavy-handed, table-banging violence. It is a more correct form of blackmail when the circumstances indicate that the prisoner does indeed have something to fear. He crossed a border with concealed weapons and could be considered a terrorist, or could now be considered a traitor by the circumstances of his surrender, and faces grave retribution from his former colleagues. The mild fear up approach must be a credible distortion of the truth. It usually involves some incentive: The interrogator can intimate that he might alter the reported circumstances of the source's capture, as long as the source cooperates and answers the questions. In most cases, shouting is not necessary. Help the prisoner to realize the unpleasant consequences of his situation and then present an alternative that can be effected by answering some simple questions.

## **FEAR DOWN APPROACHES**

The fear down approach is used on a prisoner who is already in a heightened state of fear due to the circumstances of his capture or who is in fear for his life. This is really nothing more than calming the source and convincing him that he will be properly and humanely treated, or that for him the war is mercifully over and he need not go into combat again. When used with a soothing, calm tone of voice, this often creates rapport and usually nothing else is needed to get the source to cooperate. While calming the source, it is a good idea to stay initially with non-pertinent conversation and to carefully avoid the subject that has caused the source's fear. As the source relaxes somewhat and begins to respond to the interrogator's kindness, the interrogator can then begin asking pertinent questions. This technique may backfire if allowed to go too far. After convincing the source that he has nothing to fear, he may cease to be afraid and may feel secure enough to resist the interrogator's pertinent questions. If this occurs, reverting to a harsher approach technique rapidly brings the desired result.



## **EGO APPROACHES**

Ego approaches concentrate on tricking the prisoner into revealing pertinent information by using flattery or abuse. The problems with ego techniques are that since both variations rely on trickery, the source will eventually realize he has been duped and may refuse to cooperate further. The interrogator can then move into a fear up approach and convince the prisoner that the questions he has already answered have incriminated him and it is useless to resist further. Mention that it will be reported to the source's comrades that he has cooperated, and he or his family may suffer possible retribution. This may offer the interrogator the option to go into a love of family approach in that the source must protect his family by preventing his former colleagues from learning of his duplicity or collaboration. Telling the prisoner that you will not report the fact that he talked or that he resisted all efforts to break him is an incentive that may enhance the effectiveness of the approach.

### **Ego Up Approach**

The ego up approach is most effective on sources with little intelligence or on those who have been looked down upon for a long time. It is very effective on lower ranking personnel as it allows the prisoner to finally show someone that he does indeed have some brains. Use a flattering tone of voice and speak highly of the prisoner throughout this technique. This quickly engenders positive feelings, as the prisoner has probably been looking for this type of recognition all his life. Blow things out of proportion using items from the source's background and making them seem noteworthy or important. Since everyone is eager to hear personal praise, the source will eventually "rise to the occasion" in an attempt to solicit more laudatory comments from the interrogator and reveal pertinent information. Closely watch the source's demeanor for indications that the approach is getting through to him. Such indications include, but are not limited to, a raising of the head, a look of pride in the eyes, a swelling of the chest, or straightening of the back.

### **Ego Down Approach**

The ego down approach attacks the source's sense of personal worth. Any prisoner who shows any real or imagined inferiority or weakness about himself, his loyalty to his organization, or his capture in embarrassing circumstances can be easily broken with this approach technique. Pounce on the prisoner's sense of pride by attacking his loyalty, intelligence, abilities, leadership qualities, technical competence, slovenly appearance, or any other perceived weakness. This usually goads the source into becoming defensive and he will try to convince the interrogator he is wrong. In an attempt to redeem his pride, the source may involuntarily provide pertinent information while attempting to vindicate himself. The prisoner who is susceptible to this approach is also likely to make excuses and give reasons why he did or did not do a certain thing, often shifting the blame to others. If the interrogator uses a sarcastic, caustic tone of voice with appropriate expressions of distaste or disgust, the source will readily believe him. The ego down approach is another dead end. If it is unsuccessful, it is very difficult for the interrogator to move to another approach and reestablish a different type of rapport without losing all credibility.



## **FUTILITY APPROACH**

The futility approach makes the source believe that resistance is useless and a waste of time. Play on doubts that already exist in the prisoner's mind. "You are not finished here until you answer the questions" or "Everyone talks sooner or later" are two common attacks. There may also be the futility of the last mission as the final nail to be hammered into the case. Factual or seemingly factual information must be presented in a persuasive, logical manner and in a matter-of-fact tone of voice. Making the situation appear hopeless allows the prisoner to rationalize his capture and cooperation with the interrogator. If the source is on the verge of breaking, it may help to reveal that all the other prisoners have already cooperated or that his actions will save further grief and suffering to friends and family. The futility approach is used to paint a black picture for the prisoner, but it is not always effective in and of itself. The futility approach must be orchestrated with other approach techniques.

## **FILE AND DOSSIER APPROACH**

This is a very successful approach for sources who are naive, in a state of shock, or in a state of fear. Prepare a dossier containing all known background information about the prisoner, padding it with extra paper or faked files. Index tabs with titles such as education, employment, criminal record, military service, and others are particularly effective. Explain that intelligence has provided a complete record of every significant happening in the prisoner's life. Read a few selected bits of known data to impress the source, or ask control questions from a specially prepared list. When the prisoner hesitates, refuses to answer, or lies, the interrogator supplies the correct answer. By repeating this technique, the interrogator convinces the prisoner that resistance is useless since everything is already known. When the prisoner begins to give accurate and complete information to the questions already known, the interrogator begins interjecting real questions. Even after gaining cooperation, periodically test the prisoner using control questions. If the interrogator does not challenge the source when he is lying, the source will realize that he has been tricked and become silent or give false answers to further questions. The success of this technique is dependent on the naiveté of the source, the volume of known data, and the skills of the interrogator in convincing the prisoner.

## **"ESTABLISH YOUR IDENTITY" APPROACH**

The interrogator insists that the prisoner has been identified as an infamous criminal wanted by higher authorities on very serious charges, and he has finally been caught posing as someone else. In order to clear himself of these allegations, the source has to supply detailed information on himself, colleagues, and activities to establish or substantiate his true identity. Initially refuse to believe the prisoner and insist that he is the criminal wanted by the ambiguous "higher authorities." This will force the prisoner to give even more detailed information to convince the interrogator of his real identity. This approach works well when combined with the futility or a modified file and dossier approach.

### **REPETITION APPROACH**

Repetition is used to induce cooperation from a hostile source. In one variation, the interrogator listens carefully to a prisoner's answer and then repeats both the question and answer several times. He does this with each succeeding question until the prisoner becomes so thoroughly bored with the procedure that he answers questions fully and candidly to satisfy the interrogator and to gain relief from the monotony of his method of questioning. It will generally not work when employed against introverted sources or those having great self-control. In fact, it may provide an opportunity for a source to regain his composure and delay the interrogation. The use of more than one interrogator or a tape recorder has proven to be effective.

### **GOOD COP/BAD COP APPROACH**

This is a classic approach taking advantage of the prisoner's uncertainty and guilt. Two interrogators display opposing personalities and attitudes. For example, the first interrogator is very aggressive and displays an unsympathetic attitude toward the prisoner. He might be loud, threatening, and verbally abusive. The second interrogator appears, scolds the first interrogator for his harsh behavior, and orders him from the room. He apologizes to soothe the source, perhaps offering him coffee and a cigarette. He explains that the actions of the first interrogator were largely the result of an inferior intellect and lack of human sensitivity. The source is normally inclined to have a feeling of gratitude toward the second interrogator, who continues to show a sympathetic attitude to increase the rapport and control the questioning that will follow. Should the source's cooperation fade, the second interrogator can hint that since he is of high rank, having many other duties, he cannot afford to waste time on an uncooperative prisoner. He may broadly infer that the first interrogator might return to continue his questioning. This trick will often gain the prisoner's complete cooperation.

### **RAPID FIRE APPROACH**

Everyone likes to be heard when he speaks and it is confusing to be interrupted in mid-sentence with an unrelated question. A single or multiple interrogators may employ this technique. Ask a series of questions in such a manner that the source does not have time to answer a question completely before the next question is asked. This will confuse the source, and he is apt to contradict himself, since he has little time to prepare his answers. The interrogator confronts the source with the inconsistencies, causing further contradictions. In many instances, the source begins to talk freely to explain himself and deny inconsistencies pointed out by the interrogator. While attempting to explain his answers, the source is likely to reveal more than he intends, thus creating additional leads for further interrogation. Prepare multiple questions in advance, because long pauses between questions allow the source to complete his answers and render this approach ineffective. Besides extensive preparation, this technique requires an experienced, competent interrogator who has comprehensive knowledge of the case and fluency in the language of the source. This technique is most effective immediately after capture because of the confused state of the prisoner.



## **SILENT APPROACH**

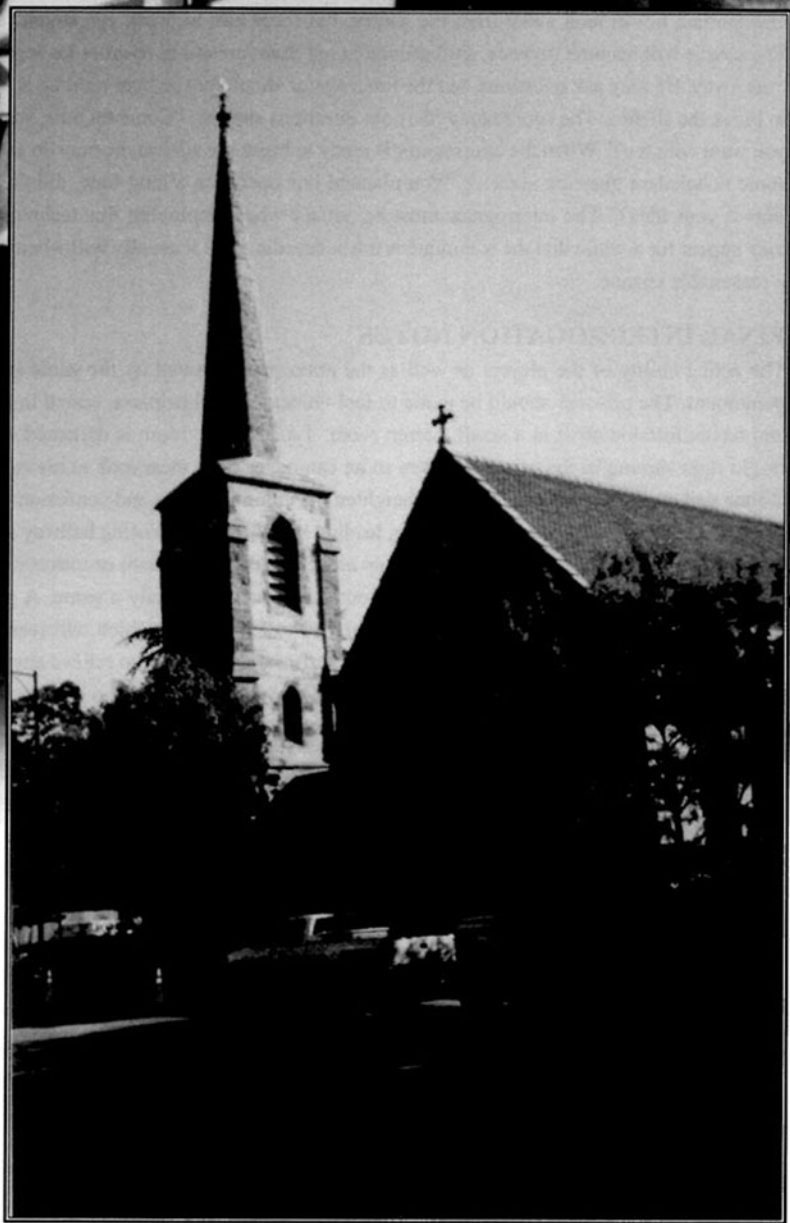
The silent approach may be successful when employed against either the nervous or the confident source. When employing this technique, the interrogator says nothing to the prisoner, but looks him squarely in the eye, preferably with a slight smile on his face. It is important not to look away from the source, but force him to break eye contact first. The source will become nervous, shift around in his chair, cross and re-cross his legs, and look away. He may ask questions, but the interrogator should not answer until he is ready to break the silence. The source may blurt out questions such as, "Come on now, what do you want with me?" When the interrogator is ready to break the silence, he may do so with some nonchalant question such as, "You planned this operation a long time, didn't you? Was it your idea?" The interrogator must be patient when employing this technique. It may appear for a while that the technique is not succeeding, but it usually will when given a reasonable chance.

## **FINAL INTERROGATION NOTES**

The acting ability of the players as well as the atmosphere created by the game staff is paramount. The prisoner should be made to feel vulnerable and helpless, seated in a stiff and uncomfortable chair in a small, barren room. Typically the room is darkened with a bright light shining in the prisoner's eyes so he can never get a clear look at his captors. If time and game circumstances permit, heighten the emotional state and confusion of the prisoner. A blindfold or hood over his face, leading him through a twisting hallway serves to disorient the prisoner. Leaving him shut up alone in a darkened room or makeshift cell increases his fear and feeling of isolation. Remember that this is only a game. A player should not be left in such a situation longer than 10 to 15 minutes, which will seem like an eternity to the prisoner. In addition, the game staff should be ready to relieve any player who becomes uncomfortable or who is no longer having fun.

At no time must there be any physical contact or any actions taken that may injure the player. Interrogators may shout, curse, slam their fists on the table, and even throw items around the room, but they are never to lay their hands on another player. The only exception might be in "staged" sessions in which NPC interrogators seemingly brutalize and torture an NPC prisoner before the eyes of a player. This offers a wonderful chance for creative staging and special effects on the part of the game staff.

Even though no physical contact is permitted, an intense, realistically staged interrogation scene can become very frightening for some players. Establish one or more "safewords" with the players, so they may signal if the roleplaying session is too uncomfortable to continue. "Yellow" is a simple safeword to indicate that the player is suffering undue stress and his captors should lighten up on their approach. "Red" is a safeword signaling the captors to stop the scene completely.



# Chapter Six

# PARAPSYCHOLOGY

## INTRODUCTION

Parapsychology is the academic study of the psychic talents of humanity—telepathy, psychokinesis, premonitions, and so on. Parapsychology has long concerned itself with the question of whether we survive bodily death, and conducts investigations into near-death experiences, ghosts, poltergeists, and hauntings. Many researchers have little interest in the supernatural or the occult in and of themselves. Science creates models, theories, and laws to explain how things work. They are best guesses based on the evidence at hand, which seem to explain the data we possess. Scientific progress requires that researchers take an interest in phenomena in which the current laws of science break down. Studying the “supernatural” may provide tremendous insight into flaws in our current scientific models. Such scientists are resolutely skeptical of spirits, ghosts, and the occult, but would ultimately be far more open to the alien science of the Mythos.

Most scientifically minded researchers dismiss ghosts and classical hauntings as beyond the scope of parapsychology. Ghost hunters did form a major part of classic psychical research, but dropped into disfavor with the development of the new parapsychology in the 1930s. Parapsychology is concerned with extra-sensory powers of the human organism and psychical research into the question of the survival of bodily death. Both meet uneasily in the journals of the large psychical research societies, but mainstream academic research these days is almost exclusively in parapsychology. Scientific parapsychologists generally scorn ghost hunters, although a number of these teams are still active today, supported by popular books and documentaries. Phenomen-X is a prime example of one of the larger ghost-hunter operations in the Delta Green universe, even though the scope of their research also delves into UFOlogy and conspiracy theory.

## LABORATORY WORK

A parapsychology lab may be rather dull in reality, so the game staff should consider enhancing the atmosphere from ideas culled from films and television. Establish a mood for your lab, set the lighting, and fill it with assorted computers and technical junk, stacks of books and a scattering of empty takeout food cartons and bags. Photocopy meaningless graphs and charts to tack on the walls along with various head, eye, brain, and pineal gland illustrations photocopied from anatomy books. Odd-looking bits of machinery salvaged from the garage can be cobbled together with wires, hoses, and a few pseudo-scientific explanations.



Since the development of J.B. Rhine's experimental parapsychology in 1927, the General Extra-Sensory Perception (GESP) theory has been one of the most frequently discussed. The major forms of GESP manifestation include:

**Psychokinesis:** The movement of objects at a distance by mental powers.

**Telepathy:** Reading information from another mind.

**Clairvoyance:** Seeing events or objects at a distance by paranormal means.

**Clairaudience:** Hearing events and voices at a distance by paranormal means.

**Clairsentience:** Feeling sensations, possibly emotions, remotely.

**Precognition:** Seeing into the future.

**Retrocognition:** Seeing into the past.

Laboratory experiments can occupy a significant role in a game script, particularly when the game staff has prepared some special events or results to occur during the lab work. The most common parapsychology experiments are discussed in the following pages.

### ZENER CARDS

These are used in tests during which the psychic must predict the type of card selected (precognition), influence their order (psychokinesis), or remotely "see" the card selected after it has been drawn (clairvoyance or telepathy). The deck was developed in the 1930s and has become well known as a tool of experimental parapsychology. A Zener deck consists of 25 cards, five cards each of five different symbols. The classic Zener card symbols are a circle, a square, a star, a cross, and a set of wavy lines. These are easily created on 3x5 index cards with a magic marker, or by using a home computer to print out cleanly generated symbols on paper to paste onto the cards.

In a true experiment, four runs through the 25 card deck comprise a fair starting test for ESP potential. During a live-action game, this can become tedious and the game staff may choose to limit the test to only one or two runs. If testing for precognition, the subject makes his guesses before the next card is drawn. A psychokinesis test may be conducted with the subject writing down the order of the 25 cards, then concentrating on that order while the deck is shuffled and drawn. When testing for telepathy, the administrator looks at the target card until the subject has registered his or her guess. If clairvoyance is the goal, draw the card but do not look at it until after the subject has guessed.

Twenty-percent accuracy is considered average, within the bounds of normal probability, and indicates no significant psi. Less than five percent successful hits may indicate the subject is using psi to avoid getting the card. Forty percent or higher successful hits warrants further testing.

It is fairly easy to manipulate Zener results during a game, especially when the test is conducted between two NPCs. The administrator can wear mirror shades so the NPC psychic can see the reflection in the lenses. Cards can be marked or clipped. If a player is the test subject, an NPC administrator can ignore what the target card actually was and just record the successes and failures desired. Visitors to parapsychology labs should be invited to run through a test themselves, and those who do exceptionally well can be led away for further "experiments."

## DRAWING TESTS

The psychic attempts to draw a target picture. Tests are conducted for telepathy or clairvoyance, depending on protocols used. You can show some drawings and targets from your star subjects to interested investigators, or coordinate some test results with NPC subjects in advance.

## GANZFELD TESTS

Primarily for the testing of telepathy, clairvoyance, and precognition, the psychic is put into a state of sensory deprivation. They will be blindfolded and typically listening to white noise. Some amazing results have actually been achieved by this method. This is easily and effectively simulated in a live-action game, but the sensations of sensory deprivation may be unnerving to some players. Stop the experiment at any point a player becomes uncomfortable. The game staff may choose to restrict most major Ganzfeld tests to NPCs who have already tried it a few times and have been briefed as to what you want them to see during the experiment.

The game staff will need a mattress or comfortable pad on a table for the subject to lie across. Headphones are placed over their ears, through which you will play white noise such as radio static or a recording of running tap water. Place cotton wool and two halved Ping-Pong balls over the eyes and gently tape them in position. Tape a few sensors and wires from the subject's forehead to a computer or bank of simulated equipment.

Before starting the white noise, take the subject through a few minutes of relaxation and breathing exercises. Explaining that you want him to tell you everything he sees in his mind's eye while he is in this relaxed state. The experiment begins with a low-power red light placed over the subject. All other lights are cut and observers must maintain silence. The white noise tape begins, normally for no more than five to 10 minutes, during which the subject talks about what he is seeing. Have a white-coated lab assistant take notes while the other administrator looks at an ECG, EEG, or any other wave generator simulation you can put together on your personal computer. If in a lower tech lab setting, just monitor the subjects pulse and respiration.

If NPCs are the test subjects, you may want to stage a couple of mundane trials to familiarize the investigators with the procedure. In most Cthulhu Live games, something inevitably goes wrong and the subject is dragged off screaming of visions of Carcosa or R'Lyeh. The administrators smile, jot down some notes, and tell their assistants to retrieve the signed disclaimer forms from the subject's file.

Besides briefing NPC test subjects in advance on horrific visions, the game staff can also create some great effects by connecting a microphone to feed into the subject's headset. A member of the game staff can observe the room from a hidden position and relate events and actions taking place in the room that the "deaf and blind" test subject begins to clearly describe. If a player elects to be a test subject, chilling alien phrases and prophecies of doom may be recorded amidst the white noise of the audio tape.

## RNG TESTS

In Random Number Generator (RNG) tests, the subject attempts to psychokinetically influence the numbers in a given direction. This is rather dull and incredibly easy to simulate with any computer. Computers use pseudo RNG based on random number tables. By seeding the random function correctly, you can get whatever results you want.

## PK EXPERIMENTS

The easiest psychokinetic experiments for roleplayers to set up are micro-PK experiments based on dice rolling. Give the subject a dice cup and six six-sided dice. Ask them to throw the dice six times, trying to score as many ones as they can. Record how many they get for each throw. Then ask them to roll all six dice six more times, aiming for twos, and so on, until they have tried for every number six times. They should average around 36 hits for each number. If they score under 30 or over 42 hits, the administrator should appear slightly interested. Some basic math and statistics allow you to generate a frequency distribution curve so they can see how they did. While not especially exciting, roleplaying gamers seem to take real delight in this test, sometimes to the point of ignoring your script to try again and prove how dice always hated them.

## REMOTE VIEWING EXPERIMENTS

The psychic is given precise geographical coordinates for a location, to which they must project their mind and describe what they see. The US military funded at least one project exploring possible applications of a psychic spying ability. This can be easily simulated, incorporating ideas from the Ganzfeld tests described earlier.



## **DREAM RESEARCH**

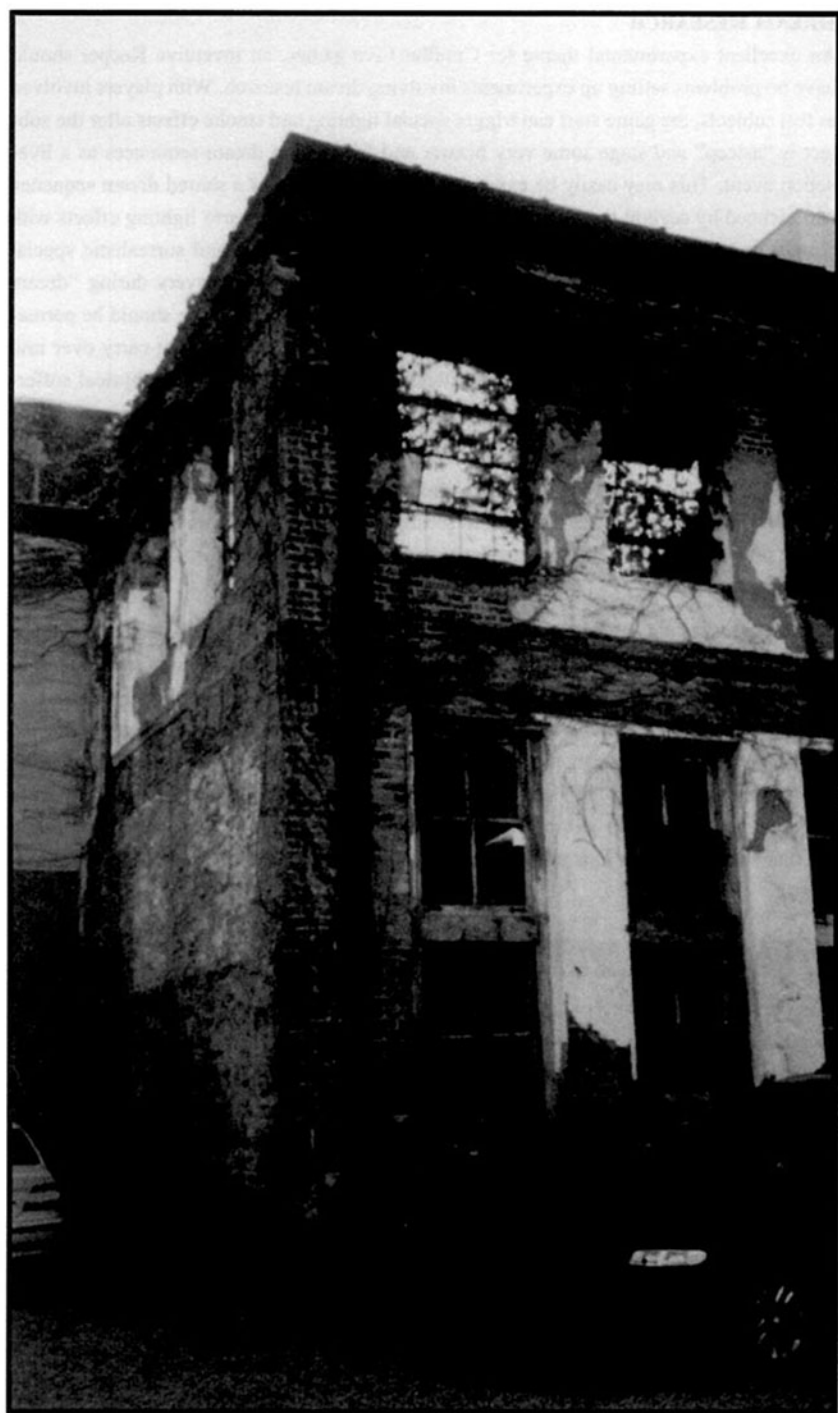
An excellent experimental theme for Cthulhu Live games, an inventive Keeper should have no problems setting up experiments involving dream research. With players involved as test subjects, the game staff can trigger special lighting and smoke effects after the subject is "asleep" and stage some very bizarre and frightening dream-sequences as a live-action event. This may easily be expanded to the simulation of a shared dream sequence experienced by several test subjects. Feel free to incorporate bizarre lighting effects with strobes and ultraviolet light, smoke generators, and frightening and surrealistic special effects to provide paranormal insights and revelations to your players during "dream time." Only one-half of the Sanity points lost during a dream sequence should be permanently lost. Any injuries or death experienced during the dream will not carry over into the waking world, unless special circumstances in the script provide for physical suffering as a result of the characters' dream experiences.

There are many other types of laboratory experiments a staff can simulate during a Cthulhu Live game. Keepers should feel free to draw inspiration from films, television, and from parapsych literature. Possible settings range from departments in highly reputable universities, to the private residences of amateur researchers, to top-secret government installations.

In practice, psychic abilities do not seem to function well in the lab. Some suggest that psi effects are so small as to be almost immeasurable. Others point to the lack of repeatable results and suggest that parapsychology is merely a pseudo-science and a waste of resources. Experimenter fraud, flawed protocols, and lack of funding have bedeviled laboratory work. It has produced suggestive results, but they seem to eventually fail or be diminished under replicated experiments. This habit of the phenomena to run away from researchers is known in parapsychology as the "retreat factor," and is (half) jokingly blamed on the machinations of some omnipresent cosmic jester or psychical gremlins.

## **SPONTANEOUS CASES AND PSYCHICAL RESEARCH**

There are two main types of paranormal research, experimental and spontaneous. Experimental tests have been discussed in the previous pages; a spontaneous case is one in which phenomena occur without apparent conscious effort to produce them. In addition to cases of spontaneous clairvoyance or precognition, other examples include spectral apparitions, hauntings, poltergeists, and near-death experiences. On the far fringes of parapsychology, these cases may include such things as spontaneous human combustion, unexplained sightings and abductions, cryptozoology, or even demonic possession. Academic teams investigate some noteworthy cases, but most spontaneous occurrences are subject to fraud, exaggeration, and public hysteria. Nonetheless, the natures of most spontaneous cases are exactly what most ghost hunters, psychical researchers, and Mythos investigators are looking for.



Upon arrival at the scene, the first thing the investigator must do is to fully interview all witnesses. Witnesses should ideally be separated and interviewed out of earshot from each other. True and uninfluenced testimonies are critical. In real life, it is quite possible that the parapsychologists will not experience the phenomena themselves. In a Cthulhu Live game, the investigators are likely to eventually encounter much more than they bargained for! The Psychology skill is often abused as a pseudo-magical means to detect lies, but Keepers should avoid such simplifications. Give hints to the person's state of mind, personality, relations with others, or motives, - rather than a direct "they are telling you the truth" or "they made it all up." People who have had paranormal experiences may well be confused as to the truth themselves. You may also wish to ask the local police and neighbors regarding their opinion on the case or the witnesses involved.

The team should prepare an accurate scale map of the property, marking the exact positions of each person present at the time of the events and the location where any phenomena occurred. The game staff may wish to prepare floor plans in advance or have the players sketch their own maps on graph paper. Photography can be used to create a permanent record of each room, the exterior of the property, and any evidence left behind.

After collecting the basic facts regarding the case, the team should step back into a research and planning phase. Testimonies are compared and the relative reliability of witnesses assessed. It is often worth checking the medical history of all witnesses. Temporal lobe epilepsy is responsible for some reported sightings of ghosts and apparitions. A variety of other medical conditions are known to result in apparent psychic experiences. Doctors and psychiatrists are valued assets to any research team. Schizophrenic patients may have strange perceptions of reality, but their testimony may still prove useful. In cases where stress or family dysfunction seems important, it is wise to have some kind of therapist on hand. Recording witness relationships has proven of particular relevance if poltergeist activity is occurring within a family home. The relationships of these people may be of crucial significance. The witnesses' dreams may prove an interesting area of study, especially if the researchers come to share the same dreams themselves!

Dealing with journalists can be a real minefield for the parapsychologist. Reputations may be ruined when sensational misquotes appear in the tabloid press. The very presence of a journalist may well induce hysteria or cause witnesses to withhold relevant information for fear of harming their own reputations. Despite these drawbacks, journalists might have information of significance regarding earlier phenomenon or background details on places and personalities involved.

Natural causes should always be explored first. Was that really a ghostly groaning or just the radiators gurgling? Did the clock jump off the mantelpiece because of poltergeists or vibrations caused by heavy trucks? Is the house settling or damp? How far away are the nearest mines, railways, underground streams, power lines, and the sea? Is the house's electrical system defective? A good structural survey should take place as soon as possible and may require the use of several skills. In most cases, an EDU of 12 or higher and some good common sense is sufficient.



Library research is one of the least exciting but most important aspects of psychical research. The library may tell you what buildings, if any, once stood on the site or the history of the surrounding lands. Research may provide clues to the personalities involved, both living and dead, and show whether or not there has been a history of similar events at the location. Library Use works best in conjunction with other skills, such as Anthropology, Archaeology, History, and Law. What tribes lived here in prehistoric times and who did they worship? Was the apparition's clothing and speech typical of a particular period? What land-registry records, deeds, and old newspapers may provide details on previous owners? Geological surveys can be vital. Is the property subject to subsidence or underground water that may be causing some of the phenomena? Try to establish as much information as possible; your investigator's life may well depend on you being prepared.

When investigating apparitions and hauntings, the parapsychologist may set up controlled tests and experiments with psychics and skeptics. The most interesting aspect of a spontaneous case is the attempt to witness or record the event yourself. Such techniques are a great vehicle to introduce additional players and a few NPC ringers into the game. If using psychics or mediums, it is imperative that the parapsychologists tell them nothing about the case in advance. Psychics and mediums have the disconcerting habit of telling their audience subjective thoughts and feelings rather than objective facts. A Keeper can easily and legitimately have psychics lead witnesses badly astray, ruin the investigator's reputations, or mislead the research team into deadly mistakes.

## **SIMULATING LIBRARY RESEARCH**

**1. Offstage Research:** Many fine games start with the players thrown right in at the deep end. Include relevant background information and research results with each character description according to that individual's skills and potential knowledge. How many city halls, libraries, and newspaper offices are going to be open at 9pm when the players make their way to the haunted house?

**2. Suitcase Library:** Obtain city and area maps, a geological map, some tourist guides, and local histories of the area in which the game is set. Include books on folklore and area history from your library. Photocopy articles on ghosts, murders, disappearance's and unexplained phenomena from your newspaper archive or library back issues. Ensure some of the real-world books, articles, and photos are relevant to the game. Collecting interesting and unusual clippings from supermarket tabloids and local and national papers over the course of time can be a great source of script ideas. Other material can be downloaded from the Internet from various news, history, conspiracy theory, and tabloid websites and edited to suit the local setting. Type a few more articles: some relevant, some not, others complete red herrings. Paste them into a scrapbook to represent newspaper research, along with random articles on school reunions, agricultural fairs, sewer maintenance, local elections, and so on. Include mock-ups of deeds, wills, family trees, or any other documents that may be appropriate. Just be sure there are many clear and useful facts included among all the garbage, red herrings, and filler.

When players want to conduct research, the Keeper hands them the suitcase library and sends them off to a non-game area to search through the material. Give the research



team a number of minutes to search the books, maps, articles, photos, and clippings equal to the combined EDU scores of players with the Library Use skill. Characters without the Library Use skill may or may not participate in this task at the Keeper's discretion.

**3. Simulated Library:** In games or campaigns taking place in multiple locations, a room in a house or apartment belonging to a member of the game staff may represent the local library. Considering the interests that bring many players to Cthulhu Live gaming in the first place, the Keeper is likely to have numerous books on history, folklore, the occult, parapsychology, and other interesting subjects available in his own personal library or from members of his game staff. Assemble all these books and others on a couple bookshelves in the simulated library. Envelopes containing clues, quotes, or specific page references may be inserted into relevant books for the players to peruse and discover. Since these envelopes are easily found once someone picks up the correct book, the Keeper should not insert all envelopes at the start of the game. Prepare envelopes in advance or on the fly, but some should not be placed in the library until the players have a specific reason to be pursuing that line of research. Otherwise, the players may discover too much information too early in the game or without the need of some advance planning and strategy. A similar technique can be used for computer research on a personal computer put into the library. Simulated websites and files of varying degrees of relevancy may be set up for the players to peruse and print.

**4. Real Library:** Of course nothing beats a real library, if multiple locations are employed and time permits. Players actually research relevant books through the library catalogs and track down the books from the shelves. The technique discussed with the simulated library, of placing envelopes containing clues or specific page references inside relevant books, is a terrific way to handle this simulation. Otherwise, the Keeper may simply hand

the player pre-prepared information sheets after he feels they have done sufficient work finding appropriate books. Remember this is a library. So please refrain from sending cultists or monsters to stalk the players through the aisles.

## THE VIGIL

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Vigils are simply the process of sitting around at a site, waiting for something to happen or a phenomenon to reoccur. In many Cthulhu Live games involving paranormal research, this usually leads the players into a horrific climax. The usual approach is to have a team loaded down with monitoring equipment position themselves in a property or location and note all activity that takes place.

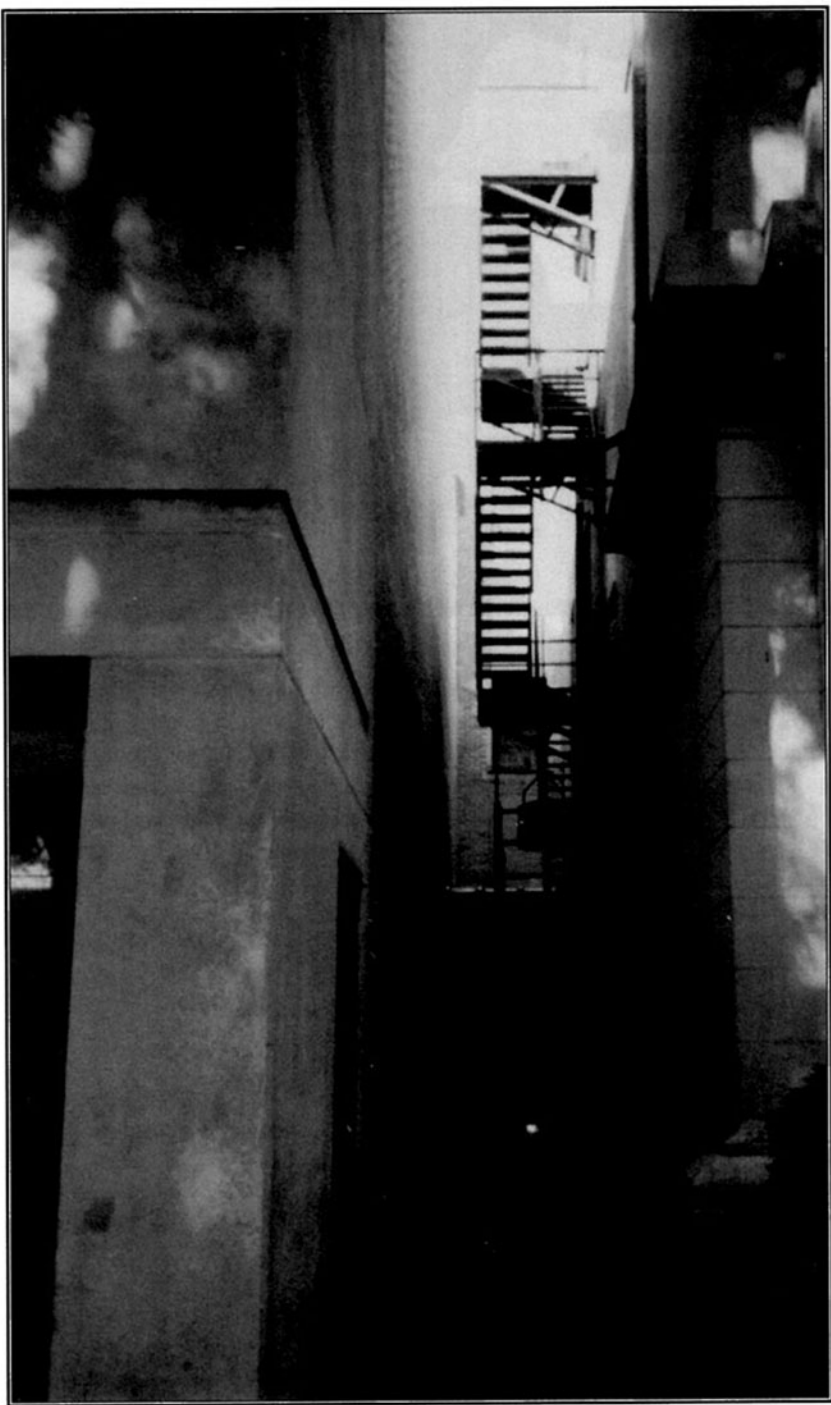
Plan for your investigators' needs. Appropriate clothing, food, drink, and toilet facilities come high on the list. Have you obtained permission for your presence and considered legal disclaimers? Are there enough investigators to cover all the locations desired? If splitting up around the house or location, make sure teams always operate in pairs. This lessens boredom and tiredness, provides a second witness if anything does occur, and improves your chances when a tentacle slips out of the chimney or the degenerate, inbred subhuman swarm scampers out of a hole in the basement wall!

Organize vigils carefully. Did you bring weapons on the case? Better still, has everyone mapped out several swift modes of exit? Other equipment should be selected carefully with the intent to test different hypotheses. Use your imaginations, record all data carefully, and see what you can learn. Investigators should sit quietly and keep accurate timed records of anything they experience or do. The Keeper may drift between groups in different vigil locations and spend a few minutes with each, reporting what you they hear from elsewhere.

Investigators will carry such practical items as food, drink, a first aid kit, compass, maps, writing paper, pens, pencils, synchronized watches, flashlights, and other basic items. Additional equipment is not absolutely required and may be omitted if prop or budget constraints prohibit extra gizmos. The following items, however, are fairly standard during a vigil:

### CAMERAS AND VIDEO CAMERAS

Cameras are an excellent way of recording events, especially apparitions. Instant cameras, 35mm, and disposable cameras can all be used. Players probably won't have a great deal of use for the photographs during the game, but you'll have some fun pictures after the event is over. Knowledgeable investigators may wish to experiment with filters, infrared film, or special emulsions created with the Chemistry and Photography skills. Cthulhu Mythos or the Weird Science skills may assist in the creation of cameras that show extra-dimensional entities. If practical, each pair of investigators should be equipped with a camera. Video cameras can be great fun. Who knows? A few amateur filmmakers recently made a great deal of money with a low-budget "documentary" of a paranormal investigation gone awry!





#### **THERMOMETERS**

Standard thermometers are extremely useful, preferably one per room and a couple outside. Usually these can be found at your local dollar store, so pick up several. Chart temperature readings every 15 minutes. Don't forget to note natural changes relating to doors opening and closing, central heating, and so on. The Keeper or game staff wandering through the house can occasionally liven up readings with the application of ice cubes or a few passes with a cigarette lighter when the players aren't looking.

#### **CANDLES**

These serve a variety of purposes, including auxiliary lighting if the power fails. Perhaps best used to detect drafts and natural cold spots, they may come in handy for impromptu rituals. Just be very careful whenever you use open flame during a live-action game.

#### **MARKING AND MEASURING ITEMS**

Tape and thread are used to seal off areas and ensure there are no human trespassers. Be sure to notify the Keeper, so a member of the game staff doesn't bull through your barriers and produce unintended results. Chalk is helpful to mark the position of items that have moved or are expected to move. Tape measurers are very handy, and the team may want to have a leveling device, plumb and angle for those rooms with unnatural angles.

#### **TAPE RECORDERS**

Several of these can be planted around a house to record noises and mysterious voices in the rooms. In practice, you'll probably just catch the game staff sneaking around the house and the Keeper issuing instructions to his monster for taking out the first characters.

## **SECURITY AND SENSOR EQUIPMENT**

From wire and bells, to infrared or motion sensors, alarm systems can be very useful. A few plastic and metal props simulate most high-tech systems, with their effects described by the Keeper. If mounting wire, bells, metal pans, and other low-tech alarm systems, be sure you tell the Keeper where they are all located so he can brief the "invisible" members of the game staff to avoid these alarms. A bowl of water can show house vibrations as well as the most sophisticated equipment. Color some oil with dye and carefully pour on top of a glass or bowl of water. If it tilts, the residue stains the glass long after the fluid has settled.

## **COMMUNICATION DEVICES**

Radios or intercom systems are extremely useful for communicating between vigil teams. When operating within a relatively small location, such as a house, a few sets of inexpensive children's walkie-talkies from your local toy store are a good investment.

## **OTHER TOOLS**

Players may also design a host of weird, pseudo-scientific devices for use during the vigil. How well they actually work is up to the Keeper. Such items may include various stationary or handheld sensors feeding data back to a small computer. Some construction toys such as an old Erector™ set could be used to create a multi-legged spider device mounting a variety of temperature, vibration, acoustic, and other sensors.

A Ouija board might also be brought to test for spiritual presences at the vigil. It adds a great deal to the atmosphere of a lonely, creepy vigil, but be prepared that the action of the Ouija board in such a setting might really scare the hell out of your players. But then again, that's probably what they wanted, wasn't it?



**You are not alone...**

There are countless other *Cthulhu Live* players out there, waiting to welcome you into the fold. Come now, join them, and know at last that you are home.

Visit the *Cthulhu Live* website for props, scripts, game advice, mailing lists, free downloads, and more. If you're looking for players or a game to join you can find both on the *Cthulhu Live* website.

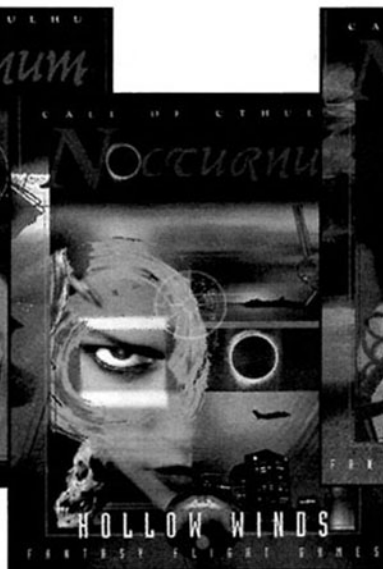
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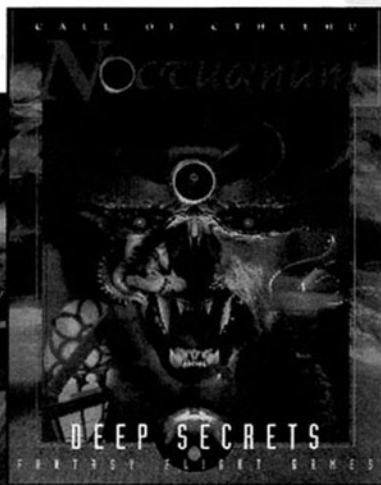
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*Bursting into the front bedroom, Special Agent Harbin found the senator and his wife tightly bound and lying on the floor. The glare of a flashlight exploded in his eyes and a bullet cracked past his ear. Diving across the room, Harbin rolled to bring his weapon to bear. A second shot lightly grazed his left arm. Isom rushed in and both agents finished off the gunman in a spray of 9mm rounds. Working quickly, Harbin stripped the tape from the senator's mouth. "You're safe now, sir! We'll have you and your wife out of here in minutes!"*

*The senator's face was a contorted mask of terror in the green light of the night-vision goggles. "No! We're all going to die! The others! The others come after nightfall! Out of the woods! Her favored children! The Black Mother!"*

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**WARNING: This book is intended for a mature audience. It contains violent and occult themes inappropriate for young readers. Cthulhu Live is a theater-gaming experience. Stories, events, actions, and suggestions in this book are for entertainment only.**



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