

# The Star Chamber

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

Written by Greg Stolze

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## Introduction

“The Star Chamber” is a scenario for Agents in the official, reactivated Delta Green program. A self-contained, one-off scenario, it can be inserted in the middle of an ongoing Delta Green campaign. It doesn’t work well as the first or second operation for a player team. The Agents need to be established as trustworthy and solid. It also makes a poor end to a campaign, since the Agents are unlikely to face truly cataclysmic encounters or revelations. “The Star

Chamber” works well in the middle, where it can provide a larger perspective and introduce future colleagues, allies, rivals, or backup Agents.

## Things Fall Apart

Something went wrong in a recent operation, and Delta Green’s leaders have tasked the players’ Agents with learning how and why. The Agents must hear another team’s report of a mission that went very bad, decide what really happened, and make recommendations about the fates of the survivors.

The disaster happened in Myanmar. The operation was code-named TIGER ISLAND. The principal actors have been given new aliases solely for the purposes of being interrogated. They usually operate on foreign soil, so they’re being examined stateside to minimize the possibility of identification or recognition. They’re referred to here as Task Force T.I. (for “TIGER ISLAND”).

Neither examining another team’s dysfunction, nor being examined, is very comfortable. In this scenario, the players get to do both.

## EXPLICATION

Here are some of the political, literary, and legal concepts that inform this scenario.

**RASHOMON:** *Rashomon* is quite possibly the best Japanese movie of the 1950s. It tells the story of the confusion surrounding a violent encounter between a samurai, his wife, and a bandit, which ended with the samurai dead. Conflicting stories leave it open whether the samurai died fighting the bandit, was murdered by his wife, or committed suicide.

**“STAR CHAMBER”:** The Star Chamber was a British court that operated from the late 15th century through the 17th. It judged cases involving the prominent and powerful—people whose influence might otherwise corrupt legal proceedings. Witnesses and defendants were examined in secret. In time, it became a symbol of class oppression, and is still synonymous with privilege, secrecy, and arbitrary judgment.

**BURMA OR MYANMAR:** When it was a British crown colony, they called it “Burma.” The military government that took over in 1962 officially changed the name to “Myanmar” in 1989. However, the language is still “Burmese” and the people are still “Burmese.” Rick probably calls it “Myanmar” while Toby uses “Burma.” They’re the same country.

**CHAUCHUA OR...:** The people referred to as “Chauchua” are known elsewhere as “Chaucha” and “Jojos,” and were dubbed the “Tcho-Tcho” by western ethnologists in the late 19th century. It is possible that they are a branch of humanity who worship inhuman patrons and cleave to cultural traditions that appall everyone else. It may also be that they are a completely inhuman race that can pass for human, even to the point of interbreeding. No one knows for sure, but it’s well established that they enjoy eating human flesh. Delta Green knows them, and every contact has led to unnatural horror.

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## What Happened and What's Happening

Last May, Task Force T.I. fucked up. They were in Myanmar, deep in the undeveloped hinterlands. Delta Green will not send a new team back there to check the facts. The survivors' testimony is all this ad-hoc court has. They agree on the outlines of events, but two of them vituperatively blame each other for the mission's failure.

### Scene by Bloody Scene

“The Star Chamber” has an unusual degree of structure for a Delta Green scenario. Its nine scenes are presented in order and it runs best without deviation. If players express concerns about the constraint, explain that it's a one-time thing. Within the “present day” scenes, their usual characters' decisions are wholly their own and what they say goes. The fate of Task Force T.I. is in their hands.

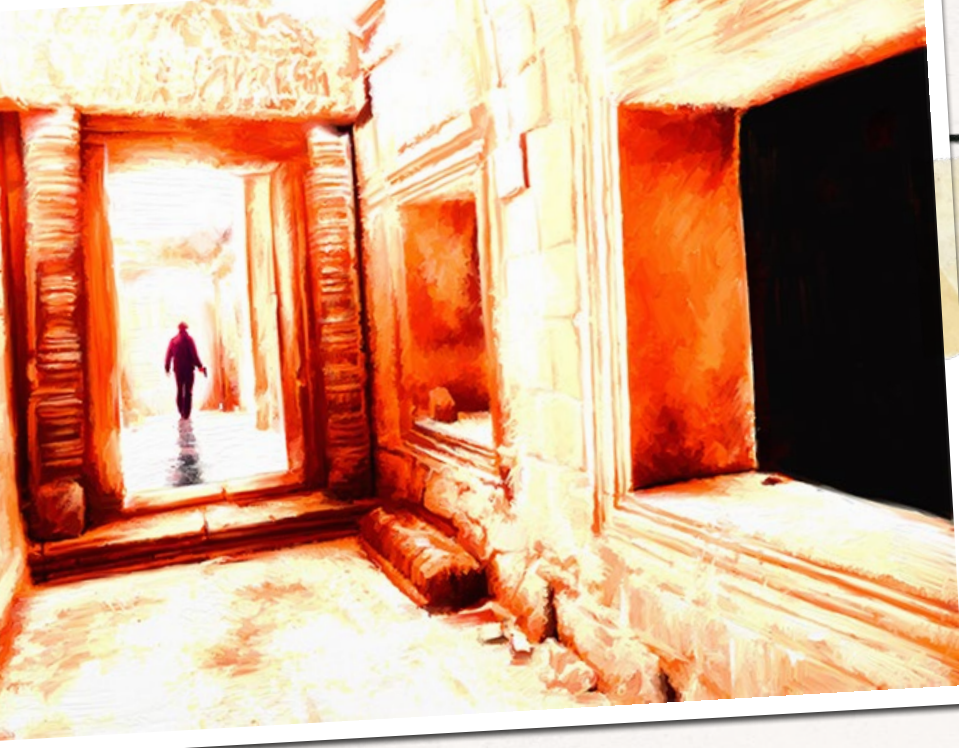
#### Scenes

The scenario begins with The Briefing and then goes by scene.

- » **SCENE 1:** The Inquest Convenes (*page 5*)
- » **SCENE 2:** Flashback to Location TI-19 (*page 6*)
- » **SCENE 3:** Cross-Examination (*page 9*)
- » **SCENE 4:** Flashback: The Ambush (Toby's Tale) (*page 9*)
- » **SCENE 5:** Flashback: Discussion and Dissent (Rick's Tale) (*page 12*)
- » **SCENE 6:** Courtroom Clarification (*page 12*)
- » **SCENE 7:** Flashback: The Abominable Temple of Location TI-20 (Jenny's Tale) (*page 13*)
- » **SCENE 8:** Closing Arguments (*page 15*)
- » **SCENE 9:** The Verdict (*page 16*)

#### Secondary Agents

- » **JENNY:** Bethany Stell, linguistics professor, 35. Mind altered by Aklo. Suffers from conversion disorder (hysterical blindness).



#### How We Play

“The Star Chamber” puts players in a pair of contrasting roles. On one hand, they control their usual characters, in the game’s “present,” judging the stories and actions of Task Force T.I.’s survivors. Their normal characters are called “Primary.” The players also control members of Task Force T.I., both in the present—as they argue and explain—and in flashback scenes occurring the previous May. Task Force T.I. characters are “Secondary.”

The twist is that three of the four flashback scenes are not enacted “factually,” but from the point of view of one survivor. Toby’s testimony presents him as justified in his aggression and disastrously hindered by Mona’s incompetence. In Rick’s memories, Toby’s a bloodthirsty simpleton. Jenny’s account of the culmination casts doubt on everything.

It’s *Rashomon* with anti-gods and automatic weapons.

#### SENSITIVE DATA

The members of Task Force T.I. are referred to by code names for security’s sake. They’re not going to slip up and call one another by their legal names (if they’re even known) or by prior aliases. For similar reasons, Locations TI-19 and TI-20 are never called by their proper local names, nor are any identifying details given about the military units involved or the suspect villagers at TI-19.

- » **MONA:** Maria Rodriguez, State Department researcher, former Marine and Delta Green team leader, 51. Mind snapped; non-functional.
- » **PETE:** Brian Mullroy, Customs Service special agent and former Marine, 26. Was adapted to Violence. Deceased.
- » **RICK:** Todd Guertner, Foreign Service Officer specializing in agriculture, 34. Aklo scars on his legs say, “This receptacle has been found acceptable by the Greedy Fertility Power.” (Jenny knows this; she may or may not have translated it accurately for Rick.)
- » **TOBY:** Mike Carstairs, Export Enforcement officer, 36. Detests Chuachuas (and that’s putting it mildly). Adapted to Violence.

## Key NPCs

- » **THE PRIMARY TEAM’S CONTROL OFFICER:** Identity and details are up to the Handler.
- » **DELTA GREEN SECURITY GUARDS:** Agent Smith, Agent Johnson, Agent Taylor, etc.
- » **BOGYOKE ARUN HTAY:** Captain in the *Tatmadaw Kyee* (Myanmar army). One of his units was attacked by something unnatural. Mona’s contact—willing to help her, but always at a cost.
- » **KHIN MAUNG AYE:** Runs a bar and brothel in Location TI-19. Claims the Chuachua are terrible; might identify half-breed Chuachuas.
- » **LUO MING:** Chinese academic operating out of Hong Kong. Chuachua researcher; traded a Chuachua text to Jenny in return for Rick’s necklace, but unlikely to appear in the scenario.
- » **NANG LWIN:** Middle-aged woman of TI-19 who drew the Secondaries into the firefight where Pete died.
- » **U HLAING:** Rick’s contact for the Rainbow of Hope NGO. Wants to hide his assets overseas; gave Rick a Chuachua necklace.

## Key Terms

- » **CHAL-DAOK FIALUK:** Chuachua for “The Singer in the Skin,” the patron god of the Chuachua in the Kayin State, bound under Location TI-20.
- » **CHOI-HUBEY:** Chuachua for “The Green Giver of Discipline,” a god whose position in the pantheon is to

keep slaves and livestock compliant. Patron of the Chuachua in the Shan State; aided them in binding *Choi-Hubey* under Location TI-20.

- » **TATMADAW KYEE:** The Myanmar army.
- » **TATMADAW LAI:** The Myanmar air force
- » **THUI HUKKRUK:** Chuachua for “Punisher of Inferior Disbelievers.” The monster that attacked Bogyoke’s unit.

## Secondaries’ Languages

Only languages other than English are listed.

- » **AKLO:** Jenny (60%); Mona recognizes the writing and it hurts her head
- » **BURMESE:** Jenny (40%) Mona (40%)
- » **CHUACHUA:** Jenny (60%), Mona (40%)
- » **FRENCH:** Rick (50%)
- » **MANDARIN:** Rick (40%)
- » **THAI:** Mona (60%), Rick (50%), Toby (50%)

## The Briefing

The Primary Agents get called in by their control officer, who has arranged for them to get paid leave to “study information extraction techniques” in Chicago. Their plane tickets are paid for, and their bosses are placated. The Thursday and Friday they’re off work don’t even come off their sick days or vacation time. They fly in Thursday and fly out Saturday for what their control officer assures them is “a dry situation.” It’s safe.

The Primary Agents’ control officer picks them up at Midway International Airport and drives them up Cicero Avenue to a four-story brick factory, no sign on it, fenced in behind barbed wire and dark. “*It’s an interrogation facility,*” the control officer says. “*Disused, at the moment. You’re going to have to get the truth out of some tough customers.*”

The four prisoners arrive individually, in casual clothes but apprehensive. They’re not in cuffs, but each arrives in a windowless, unlabeled panel van. Each van’s driver, and a guard sitting behind the prisoner, wears an FBI windbreaker and badge. The eight escorts produce AR-15 rifles and stand security over the site. Primary Agents with special-operations backgrounds recognize fellow special operators by body language and demeanor.

“Those four,” the control officer says, “are the survivors of our outfit’s OPERATION TIGER ISLAND. It went down last May in Myanmar, in Shan State near the Thai border. We have reason to believe one or more of them may be in league with a corrupted gang of regional natives called the Tcho-Tcho—or, I guess, it’s ‘CHOW-chew-uh’ now.

“We’re keeping the survivors separate for now. Go through their stories of what happened. If it doesn’t add up, let them cross-examine one another. There’s no love lost in there, so that’s likely to shake something loose. Even if you can’t find out exactly what happened, make the call as best you can. This leak may be ongoing, and the only decent assets we have in the region are three of these four. On the plus side, no matter what you decide, you keep your hands clean. Afterward, just tell me who’s at fault and what you recommend we do about it. We’ll take it from there.”

The control officer then opens up the floor for questions, but clearly is ready to leave.

The most important issues are **ONE**: Did anyone from Task Force TIGER ISLAND recklessly expose the unnatural? and **TWO**: Is anyone from Task Force T.I. under the influence of occult forces?

### EXTRACURRICULAR INVESTIGATION

Some Primary Agents aren’t going to be happy taking Task Force T.I.’s word for it. Your best response is probably, “You didn’t join Delta Green to be happy.” Yes, it would be great if they could go back with Geiger counters and magnifying glasses to verify Rick and Toby’s assertions. But that crime scene is on the other side of the world, in a hostile nation, in a region that now has very specific reasons to hate and fear intrusive Americans.

Delta Green’s resources are considerable, but they’re not infinite. Their best regional assets for an investigation are Rick, Toby, and Jenny. The Venn diagram of people who could find out the truth and people who are suspected of betrayal is a perfect circle. If one of them has gone over the edge, drawing things out risks unacceptable complications, and giving them an opportunity to investigate offers opportunity to frame someone else. The Primary Agents have one day to hear the story, make up their minds, and inform their superiors of their decision.

No, the Primary Agents don’t get to know Task Force T.I.’s real names. No names are to be exchanged at all beyond the code-names for Task Force T.I.

No, there’s no opportunity to gather objective evidence.

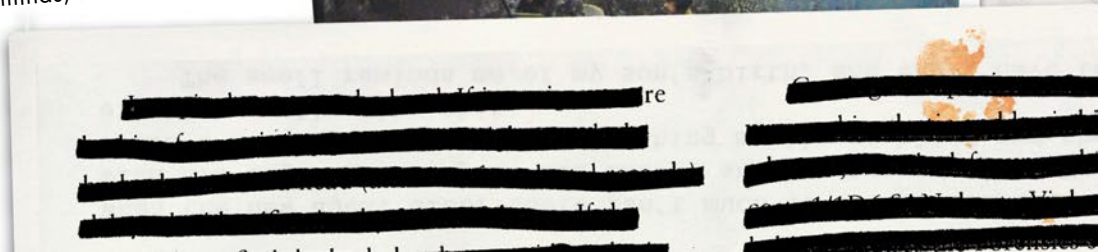
No, there’s not a real judge or jury for this kind of thing. Delta Green’s operations are sensitive and compartmentalized. The situation needs neutral arbiters who have Delta Green clearance and know what it’s like in the field. The Primary Agents are those arbiters.

No, there’s no backing out. Rick and Toby have been pointing fingers, and there’s evidence that Task Force T.I. may have gone off the reservation. Delta Green needs the Primary Agents to determine the truth.

Once the Primary Agents are clear on the setup, provide the players with their Secondary character sheets. Explain that some of the time they’ll control their Primaries, and some times their Secondaries. It is, quite literally, up to the players to determine who’s right and who’s wrong.

### The Guards

The transport team come from another branch of Delta Green. They’re soldiers, not investigators. They’re quiet professionals who provide security at sites like this and who occasionally assault and secure operational sites so agents can go in. If there’s violence, they immediately kill whichever of the prisoners is involved. (Each guard has Firearms 80%, Melee Weapons 70%, Unarmed Combat 80%, and 14 HP. They’re wearing reinforced Kevlar vests for 4 Armor. They do 1D12 damage with a carbine, 1D10 with a pistol, or 1D6+1 with a combat knife and high STR. All are adapted to Violence.) Otherwise they stay silent except when giving or confirming commands. They go by bland pseudonyms (“Agent Smith,” “Agent Johnson,” “Agent Taylor”). They do not answer questions (including questions about their work or where they fit in Delta Green), do not offer opinions, and do not want to know anything about this situation. They know better than to ask questions when they’re not cleared to hear the answers.



# Scene One: The Inquest Convenes

For the first scene, the players all control their Primaries. You, the Handler, run Rick, Toby, Jenny, and Mona.

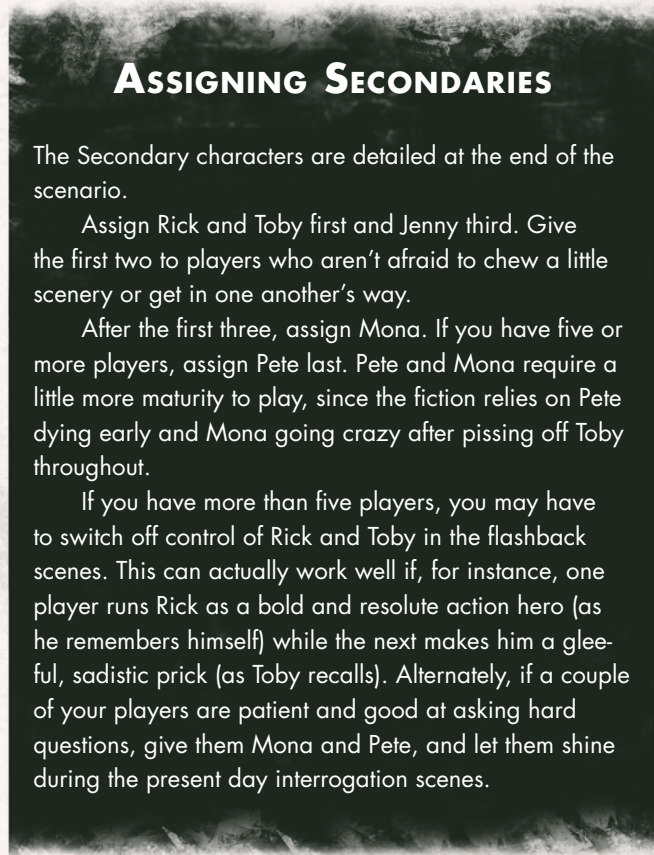
Mona is confined to a wheelchair, a withered paraplegic, dazed and largely unresponsive. In this first scene she's quiet and confused. Rick's calm and grave. Toby's extremely formal. Jenny seems shy, nervous, and distressed. They introduce themselves by code-name and prepare to describe the events of last May.

In character as Rick, Toby, and Jenny, give an overview of the events of May 2 through 6 from the timeline on page 37 and provide any backup detail as seems relevant.

Then, out of character, explain that the players are going to play through Task Force TI's arrival at Location TI-19 as the Secondaries. This is the story the Primaries get from the collective testimony of the three coherent witnesses.

## Important Things to Gloss Over

Players may want to separate the members of Task Force T.I. and interrogate them individually. This is sensible, but playing out every character's version of every



### ASSIGNING SECONDARIES

The Secondary characters are detailed at the end of the scenario.

Assign Rick and Toby first and Jenny third. Give the first two to players who aren't afraid to chew a little scenery or get in one another's way.

After the first three, assign Mona. If you have five or more players, assign Pete last. Pete and Mona require a little more maturity to play, since the fiction relies on Pete dying early and Mona going crazy after pissing off Toby throughout.

If you have more than five players, you may have to switch off control of Rick and Toby in the flashback scenes. This can actually work well if, for instance, one player runs Rick as a bold and resolute action hero (as he remembers himself) while the next makes him a gleeful, sadistic prick (as Toby recalls). Alternately, if a couple of your players are patient and good at asking hard questions, give them Mona and Pete, and let them shine during the present day interrogation scenes.

event would take a long time and get very boring. If the Primary Agents take that option, gloss over the extraneous, individual grilling sessions. Simply nod, say that they give the suspects the third degree individually, and that their stories conflict. They generally conform to the timeline from page 37 but key details differ. Play through each piece of testimony only once.

Other things the players may sensibly worry about, but which have no impact on the progression of the scenario, include the following.

**SITE SECURITY:** They don't need to worry about Task Force T.I. getting violent and turning the tables. They're under the gun almost all the time, thanks to the guards. If Toby stands up and starts yelling at any point, a guard might come in and butt-stock him into submission. That sort of thing doesn't need the combat rules.

**MONA'S INJURIES:** As discussed in the text box, Mona's a wreck. Primary characters who want to examine her medically don't need to roll to get the information from the box, but basically, the causes of her condition are ambiguous and have to stay ambiguous.

## MONA IS NOT A WELL WOMAN

The report on Mona (with identifying data blacked out) indicates paraplegia, nerve damage, and aphasia. It's all consistent with spinal cord damage and traumatic brainstem injury of the type one might receive from being in an enclosed space during an aerial bombardment. She has an infection, maybe from the initial wound, maybe caught during the hours of transport required to get her out of the country and into a Thai hospital. Between initial damage, transport-related complications, and undocumented first aid attempts, it's very difficult to tell what specifically hurt her or in what order injuries occurred. It's possible that she was bitten, cut, or stung, but that those harms were "overwritten" by impact damage when Location TI-20 collapsed around her. As for the cognitive deficits, those could be due to brain damage, or they could be psychological expressions of paranormal harm. Delta Green's doctors simply aren't equipped, in this instance, to tell the difference.

## WHAT'S REALLY GOING ON?

The factual truth about what's going on with the attack and with Location TI-20 is pretty much inaccessible to the Primaries and unlikely for the Secondaries to piece together as anything more than one surmise among many, if they even manage that. But if it helps you run the game smoothly, or sleep better at night, here's the so-called "truth."

Chauchua serve different inhuman masters, in the same way that a soldier might answer to one lieutenant instead of another. Sometimes proxy struggles between these anti-gods are played out by Chauchua pawns.

Chal-Daok Fialak ("The Singer in the Skin") is an alien/monster/godling that alternately protected and molested Chauchua in Kayin State back when the country was still a British colony. The Chauchua succeeded in binding the Singer in the Skin under Location TI-20 (which is in Shan State, not Kayin State) with the aid of their own patron devil, Choi-Hubuey. Choi-Hubuey ("The Green Giver of Discipline") had its own motives for suppressing the Singer, and it got away with it, causing the Kayin State Chauchua to suffer while the Shan State Chauchua prospered.

A Kayin Chauchua shaman wanted to resurrect the Singer to provide more leverage against the military in Kayin, as well as a threat to hold over the head of his allies in the Karen National Liberation Army. *Bogyoke Arun Htay*, a Burmese army captain and a contact of Mona's, got wind of the shaman's plans and sent a unit to grease him. They killed the priest, but not before the priest unleashed a monster called a *Thui Hukkruk* on them. Thankfully, after phasing through the soldiers' armored personnel carrier and killing them, it rotated out of three-dimensional space and back into whatever godforsaken alien manifold it came from.

The priest's followers were negotiating with the local Chauchua for access to Location TI-20 so they could wake up Chal-Daok Fialak. Then Americans showed up and started shooting. Whether Chal-Daok Fialak woke up or was destroyed when the Burmese air force bombed everyone is up to you.

## Scene Two: Flashback to Location TI-19

The scene begins at midnight with Rick handing a greasy wad of Thai currency to the bush pilot whose tiny pontoon plane buzzed them over the border and landed them on the Salween River. The team unloads gear to shore. A short hike gets them to a tarp-covered jeep, and then it's an uncomfortable ten-mile journey to Location TI-19.

A charitable international NGO called "Rainbow of Hope International" visited the village at TI-19 five years ago, and Rick has the contact information for a prosperous villager named U Hlaing. U Hlaing has worked with Rainbow of Hope before, and is ready to present the team as logistics experts who are considering Location TI-19 for a "long-term clean water project."

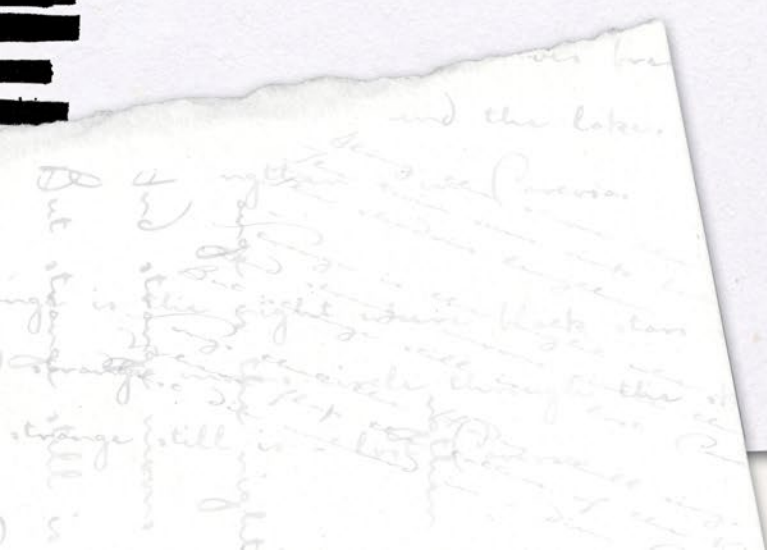
Asking around the village can yield several opportunities for information, if Agent speaks the right language. The results depend on behavior.

### Foreign Language (Burmese)

Only Jenny and Mona speak Burmese, so right away there could be gender issues in play. Some approaches they might take include...

**TALKING TO RANDOM MEN:** No luck. These hard-working rice farmers keep their noses down and don't want to pry into matters foreign, military, or occult. Foreign women asking about military units being torn apart by ghosts? That's three strikes. If the Agents stay in cover and ask about the water, the men say they've drunk it their whole lives with no ill effects, unironically spitting black mucus into the dust.

**TALKING TO RANDOM WOMEN:** They wish the water was cleaner, especially for the children. They warn the ladies about the military, who protect them but... well, you don't want to be out late at night alone with soldiers. Of course, they say there are worse things out there than the *Tatmadaw Kyee* (the Burmese army) while nervously looking at the low hill of Location TI-20, hulking in the distance. But they won't explain.



**PRETENDING TO BE A MAN'S TRANSLATOR AND TALKING TO**

**RANDOM MEN:** The village men are more communicative with a man. When they believe they're talking to one, the local farmers say Location TI-19 is a great place to develop—good people, wholesome. Though Rainbow of Hope might be better off just dropping off materials and paying locals to assemble stuff. Outsiders have been known to run into trouble with the intricacies of local politics, between the various insurgent ideologies, ethnic groups and religions. If pressed about that, they say that there are other villages and groups of people around who are definitely not wholesome. They won't explain willingly (superstitions about the Chauchua run deep), but if forced they say some tribes steal people, eat children, worship devils, and are evil monsters who only look human. Only under the greatest duress will one say the name "Chauchua" aloud.

**PRETENDING TO BE A MAN'S TRANSLATOR AND TALKING TO**

**SOLDIERS:** The soldiers would love getting cleaner water in Location TI-19, so they talk up how great the area is. Security concerns are downplayed. The Shan State Army—South (SSA-S), an insurgent group, is quiet these days, they claim. If the damaged unit is brought up, one soldier mutters, "*Some things you can't defend against,*" before another elbows him hard and explains that he means "equipment malfunction" and plain bad luck. They assure Pete that the military has everything under control.

**Foreign Language (Thai)**

Thai is the language of Location TI-19's criminals, refugees, and hopeless romantics. It's spoken by Rick, Toby, and Mona, with assorted degrees of finesse. Once again, it's down to finesse and gender politics.

**MEN TALK TO MEN:** The men of TI-19 smirk and suggest that they know quite well why the Americans are really here. They are referred to Khin Maung Aye, who runs a singularly tiny bar/brothel which seems curiously free of *Tatmadaw Kye* guests. Her offers of illicit delight seem perfunctory. If they bring up either the Chauchuas or the military, she sits up straight and says (in Thai), "*Oh, but of course you are CIA! Have no concerns, we can speak freely here.*"

Her opinion of the Chauchuas is that they're terrible, they're monsters, and didn't America learn their lesson back in the Sixties and Seventies? There are horrible people in the village who are part Chauchua, so be careful what you say. (Inducing her to name or point out these alleged half-breeds requires a success at **Persuade** or **HUMINT**. The people she indicates may be wholly innocent, or heavily involved, or they may simply know that something big is going to happen at Location TI-20 and the goddamn Americans will be sorry if they try to interfere.)

**MEN TALK TO WOMEN:** A virtuous Burmese woman with little or no Thai suspects the Agent of trying to hire her for sex, and objects with a string of vehement, multilingual denials ("*Pas de fellation pour vous!*") accompanied by hurled stones.

**MONA TALKS TO WOMEN:** She gets a warning about going out alone by night. "*They come by night,*" she's told, "*And they drag away women. Sometimes they keep them, sometimes just use them and leave them pregnant and ashamed.*" If she asks who does this, they shrug. "The Wa blame the soldiers, the soldiers blame the Shan, and everyone blames the Chauchua." The women know Chauchua as an inbred tribe of cannibal savages, but they don't have any particular stories of paranormal assault. Isn't rape bad enough? If asked where the Chauchua come from, the women don't know, but say that no one goes to Location TI-20 ever, at all.

**MONA TALKS TO MEN:** They feign incomprehension.

**ANYONE TALKS TO SOLDIERS:** They pretend they don't speak Thai, but if taken off alone and bribed, they're willing to talk about Chauchua. "*People say they're ghosts. They look like humans, but aren't. They fade into the bushes and hills. They're heavily allied with the SSA-S, and they make human sacrifices to summon monsters.*" They say the military patrol ran afoul of a Chauchua high priest who was coming to conduct a blasphemous rite. They killed him, but not before he called down an "unseen offender" that tore them to shreds.

**Foreign Language (Chauchua)**

Speaking the forbidden devil-tongue in the village calls for subtlety, doubly so because the only speakers are Jenny

and Mona, and Mona's is only so-so. In the smellier, more polluted and ramshackle part of town, Jenny can spot some houses whose doors have very subtle Chauchua motifs worked into the painted decorations. Some approaches might include the following.

**TALK TO SOME ORDINARY POOR FOLK:** They earn a free beating from villagers who outnumber the Agents by one. (That is, a lone Agent fights two guys, two Agents together face three villagers, three face four, etc.) Muttering something in Burmese about "*Your speech defiles!*" they wade in, fists swinging. They have Unarmed Combat 50%, DEX 10, 10 HP, and they do 1D4-1 damage. They punch until **ONE:** an Agent pulls a weapon, **TWO:** an Agent hits one of them for 3 or more points of damage, or **THREE:** the Chauchua-speaking Agent has taken 5 or more points of damage.

**TALK TO THOSE PEOPLE WITH CHAUCHUA MARKS ON THEIR DOORS:** The Agent has met a local Chauchua sympathizer. The villager's Chauchua is pretty sketchy, and not in the same way as the Agent's, but it's enough to get an enthusiastic "*Soon big! Hill joy! All well!*" with a sly nod in the direction of Location TI-20 and some gestures that could indicate either sex or cannibalism.

**TALK TO THE FOLKS WITH CHAUCHUA MOTIF DOORS, AND WRITE SOME AKLO FOR THEM:** Have Jenny (the only Aklo student) roll **Foreign Language** (Aklo). If it fails, they're incoherently impressed, pointing to Location TI-20 and nodding happily. If it succeeds, they ask whether the Agents are property of the Green Giver of Discipline, or whether they're trying to awaken the Singer in the Skin. Whatever the Agents say, they are warned not to trust Nang Lwin. "*Her personal ambition is insufficiently broken,*" they say. "*She will attempt to mislead you.*"

**TALK TO THE FOLKS WITH CHAUCHUA MOTIF DOORS AND SHOW THEM RICK'S LEG SCARS:** The Chauchua immediately bow down to the Agents. "*We comply with Greedy Fertility! We comply! The Green Giver of Discipline is garbage beside your mistress!*" Then they bite their own wrists until they draw blood and hold them up for the Agents to lick. (Agents who accept this traditional sign of Chauchua submission lose 0/1D2 SAN. Those who refuse it face no other repercussions, though they may not know that.) The village Chauchua then tell them that if they want to wake





up the Singer in the Skin at Location TI-20, they (the cowering Chauchua) won't stand in the Agents' way. If they want the Singer to remain sedated, then they'd better listen to Nang Lwin.

(The question of Nang Lwin's loyalties is completely extraneous to the outcome of the adventure. It literally does not matter whether she's trying to lead them into an ambush in a later scene, or whether she sincerely wants to stop the Singer from being awakened. Tell the players whatever you think will make them follow her in Scene Four.)

**PERSUADE OR CHA×5:** Agents can fall back on these even if they don't have a language in common by spreading around some bribe money, misallocated from their day-job expense accounts. Those who fail get offered young boys, girls in a range of ages, execrable liquor, superb marijuana, and moderately-stepped heroin. Those who succeed can trade a couple of cocaine-stained twenties for an audience with Khin Maung Aye (see **MEN TALK TO MEN** in **FOREIGN LANGUAGE (THAI)** section), who happily tells them all she knows.

If the roll fails they can get access to Khin Maung Aye only by spending at the "Standard Expense" level out of their own pockets (see the **EQUIPMENT AND VEHICLES** chapter of the Delta Green core rulebook or the *Agent's Handbook*).

## Ending the Scene

The return to the interrogation should be pretty brisk. Try to time it just as the Secondaries are getting some good, solid hints, but before they have a chance to plan in detail or set themselves on a course of action.

## Scene Three: Cross-Examination

For the interrogation, an "interrogation table" may be useful. Have players on one side of a table in their Primary roles, while those on the other side are Secondaries. Place-labels help.

If the Primaries want anonymity, describe this as a Secondary character (or multiple Secondaries) being in a room with a dented table and a guard outside, while the Primaries ask questions from behind a one-way mirror.

Let the players pick whether they want to be Secondary or Primary in this scene, but make sure there's a good

mix—not all Primary, not all Secondary. Have the Primaries ask questions and try to get more information out of the Secondaries. Let the Secondaries assert whatever they want, but if you can encourage them to contradict one another and argue, that's better.

Good questions to spring on them are: "What was your mission? What were you trying to accomplish? What orders were you given?" Their character briefings don't say, and the person in command is Mona. Would you trust Mona in this atmosphere of accusation and recrimination, even if she *could* answer clearly?

Jenny, Rick and Toby all agree that after their initial information gathering and rendezvous, Mona told them to stay put and watch out while she went off on her own. She told them she was going to speak with some Burmese military contacts, "to see what they can do and, at the very least, to keep the heat off us." Whether she really did that or something else, no one knows, though that shouldn't stop the Secondaries from rampantly speculating.

If the group's in danger of being tranquil and rational, have Mona (in the present) suddenly lurch upright in her wheelchair and scream "*Lies! Goddamn lies! Fai thauk malaulau togruk!*" (That last bit is in Chauchua. Jenny recognizes it as "This story is not over, but only begun." Tell her player but not the others. Jenny can translate it however she wants.)

Once someone wants to know what happens next, turn to whoever's playing Toby and say, "You have to tell the next part. No way are you letting those lying shitbirds paint you in a corner."

If the Secondaries have been separated, indicate that this is one narrative out of several, but that this is the one that's being played through.

## Scene Four: The Ambush (Toby's Tale)

The players return to the flashback and the Secondary characters. Make it clear that this is the firefight in which Pete dies, that it's conducted against some residents of Location TI-19, and that there's no way to stop Toby from initiating it or indeed to stop it from happening.

Moreover, they should understand that not only are they playing their Secondaries, they're playing *Toby's* view of their Secondaries. Give them the **TOBY'S TALE** handouts to guide their play.

The other character involved is Nang Lwin, a middle-aged woman from Location TI-19. Is she Chauchua? Trying to awaken Chal-Daok Fialak? Trying to prevent Chal-Daok Fialak from being awakened? You can decide the answers to those questions, but the best answer is "whatever makes the Agents go to the gunfight."

Start the scene with the Secondaries meeting at their vehicle. Give them a chance to get into character. Encourage Mona to berate them, demanding and impossible to satisfy. If Mona has not been assigned to a player, play her that way; or this could all happen while she's still off with her "Burmese contacts."

This is also a good time to pull Mona's player aside (if she's been assigned) and ask what she had to do for Bogyoke to get him to let the Task Force operate without being hassled. Whatever she says, nod gravely—unless it's, "Nothing, he just wants to get rid of the Chauchua," in which case raise your eyebrow and say, "Oh, is that what he told you, then?" If Mona is unassigned, decide for yourself what compromises, if any, she made. However it went down, Bogyoke has promised to get them to the site of the previous attack on the Burmese soldiers in two days. Things will go to hell way sooner than that.

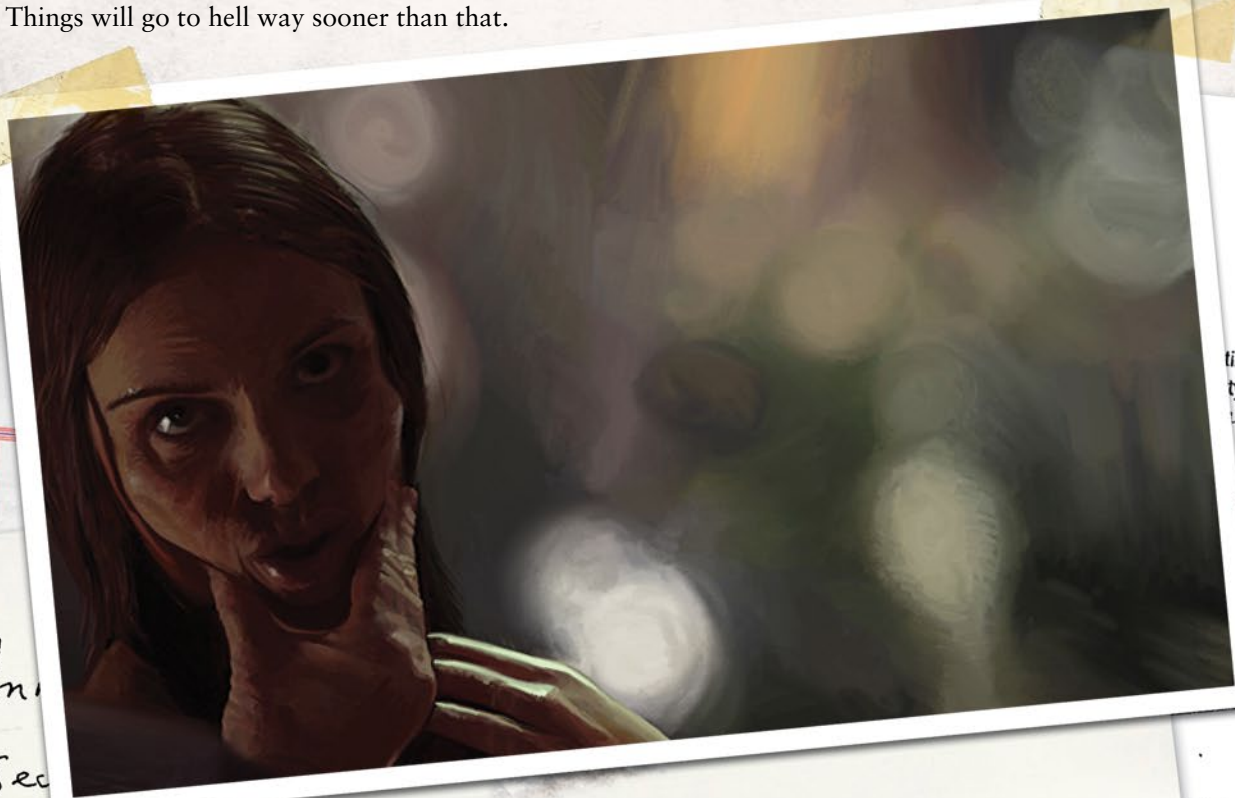
Similarly, ask Rick's player (if assigned) how his talk with U Hlaing went. Does he show the necklace to his fellow Agents, or not? Is he going to help U Hlaing hide assets in Thailand, or just string him along? Does he think U Hlaing is Chauchua, just dabbling with them, playing them for fools, or what?

Whatever Rick and Mona decide, they don't get a chance to implement much before Nang Lwin runs up to them, nose freshly broken and waving her empty hands. When she gets close, she says, "*CIA mans! CIA mans! You must stop them!*" (No matter how careful they thought they were, some locals assumed that the white people were from the CIA. It's not like they get a lot of foreign tourists.)

She speaks horrible English, native Burmese, and mediocre Thai, and she's serving a salad of all three languages plus French, something along the lines of "*Chauchuas! Chaw ray Tcho-Tchos evil! Ne plus de mal seven locks! Aujourd'hui! They do! Pisac sieux!*"

To Jenny and Mona, it's a bit clearer. "*People from the village, in league with the wicked Chauchuas, are attempting to take the seven-lock devil box up the hill.*"

She can't be clear on what happens if the Tcho-tcho allies succeed, but she's clearly scared.



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Let this play out. If it's only Pete and Toby who go, that's fine. If Mona tries to stop them, she can try, but remind her that this is Toby's version of events, so suggest that her commands have to make Toby look justified in disobedience.

If it seems to be bogging down, the weather can change—a red fog rises from the ground with wind sucking it towards the hill, where an evil-aspected crimson whirlwind is lazily forming.

At the greatest extreme, if Jenny, Rick, and Mona move heaven and earth to stop Toby from leaving immediately, you can have him immobilized, only to escape with Pete and sneak off.

Nang Lwin leads Pete, Toby, and anyone else off at a fast clip, not towards the hill, but along a cleared ravine. It leads to a small hill overlooking a pathway towards Location TI-20. She points down the trail, where a group of village men can be seen bringing a large, heavy, ornate metal box.

There are six men carrying the box, accompanied by an armed man for each member of Task Force T.I. (That is, if it's just Pete and Toby, there are eight villagers. If Jenny's there too, it's nine enemies.) The bearers have slung rifles, old bolt-action ones, while the escorts have AK-47s.

All the escorts have Firearms 40% and do 1D12 damage, or Kill Damage 10% if they go for burst fire. They have DEX 12 and 10 HP. They're out of the fight after taking any damage, either dead, incapacitated, or running.

If Toby and Pete just open fire without any preamble, the escorts shoot back on the second round, while the bearers start gently setting down the box. If the Agents first attempt to speak to the box-bearers or escorts, the escorts immediately open fire.

Once battle is truly joined, the escorts try to shoot the Agents. They give Pete and Nang Lwin the worst of it, of course. Anyone else who gets tagged takes low damage, no more than 3 points, or just 1 if already wounded.

The bearers dither on the first turn. On the second turn, if none of them are hit, they set the box down and prepare their rifles. On the third turn they can all shoot. They have Firearms 20% and do 1D12 damage. Like the escorts, they collapse after the first hit.

If someone hits a bearer before they set down the box, the lid opens, and some sort of red haze courses out.

It kills the bearers while the escorts flee, and it kills Pete if he's still alive. Toby's player describes how the mist's victims die.

Pete dies in this firefight. If the dice don't cooperate, choose an attack against him and make it a critical hit. Or maybe when the characters look around in the aftermath, they find Pete with a bullet hole in his head.

Resolve the aftermath quickly. If the Agents flee under fire, they get away, and the scene breaks. (If they try to flee *before* Pete's brought down, he's killed by a lucky back-shot, no roll required, and the scene ends there.)

If the box got set down, instead of dropped, they can investigate it and get pictures of the engravings. (It's not a language, just some elaborate geometric designs.) Inside is a crusty old mummy, visibly ancient, in ritual robes so old and decayed that they can't be identified. Whether it was dropped or lowered gently, it's far too heavy for Task Force T.I. to lift. It seems impossible that even six stout guys with carrying poles hefted it.

(The engravings would be of great interest to Delta Green researchers, though it would take them close to a year of research to even make educated guesses about their meanings.)

If Nang Lwin survives, she could become an ally among the regional Shan peoples of Myanmar. Or—if it turns out Rick is right—she could be half Chauchua, which might not stop Rick from pursuing some sort of agreement. If she's part Chauchua, she was still raised in the village and at least knows what love, compassion, and honesty *are*.

## WHAT'S IN THE BOX?

The text describes two different possibilities for the box. If it got dropped before the bearers could set it down, it spilled red kill-gas. If they set it down and the Agents opened it afterwards, it's got a shriveled old mummy. This is not an error that got missed in editing. What's in the box is whatever needs to be there for the plot to go the way the characters steer it. The red gas comes out if you need the Agents need to panic in order to have Pete killed. The mummy's there if they've temporarily overcome their foes and need something interesting to look at before the bad guys rally and kill Pete.

She might want to keep the Singer imprisoned because the Green Giver of Discipline has demanded that. Or she might be trying to wake the Singer for her own reasons.

Once the gunfight is settled, do a brief return to the present, with the characters in Secondary roles. Explain to Rick that Toby is just lying, and to Jenny that it's not all that close to how she remembers things. If they want to bark and snap at Toby, great, but keep it very short before telling Rick, "... you get the floor and tell the group what happened *next*."

## Scene Five: Discussion and Dissent (Rick's Tale)

This isn't exactly what happened; it's the story Rick tells. The characterization shifts again. Make sure your players get in character for the scene, not just for the individual. Give the players the **RICK'S TALE** handouts.

Subtly favor Rick during the debate. Ask questions of the other Secondaries' players that back up Rick's view of things and suggest that his arguments make sense.

Scene Five happens in the immediate aftermath of the gunfight. It's now full-on night, and the Agents need to make some important decisions.

First off, what do they do about Pete's body? If they don't have it, do they go back for it? If they go back for it, is it still there? Up to you. Nothing established so far says whether Pete's body was recovered or not, or its condition—just that he was "killed," which could be in error, given how unreliable these witnesses are. He could be getting tortured in some Chauchua ritual even now.

If have Pete's body, do they try and get it back over the border? If so, where do they store it until they try the crossing? If not, are they going to bury it? Burn it? Mutilate the hands and head first to hinder identification? Not easy choices.

Secondly, where are they going to move? If Nang Lwin could find them, then the Chauchua probably can, too. If they go deeper into the uncultivated hills and bunker down, they're less likely to be found by the Chauchua, but less likely to learn anything further. Going into the village is a bold move. Does Mona trust Bogyoke to protect them

even after someone publicly called them "CIA mans"? Or, if they've picked up information about Location TI-20, they could just head there.

Scene Five isn't necessarily an action scene. It can be a rage- and guilt-soaked blame game where everyone holds everyone else responsible for Pete's death while trying to find some way to keep it from being pointless.

On the other hand, maybe they still want to cook some rounds—especially now that most of them know they have plot immunity. If you think another gunfight right away is the way to go, they could go back for the body and find a trio of Chauchuas crouching over it, shaving the body hair before they dig in to the succulent flesh. These cannibals have Firearms 40%, DEX 10, rifles that do 1D12 damage, and 12 Hit Points each.

The village is another possibility for a fight. In Rick's tale, TI-19 is now totally against the Agents. Anyone established as a possible Chauchua sympathizer is now triumphantly haranguing his neighbors about how the Old Powers are the only choice to protect them from both the invading Imperialists and the junta's butchers. There are three men with rifles at Location TI-19 (Firearms 25%, DEX 10, 10 HP, 1D12 damage). Any time Toby or Mona fails a Firearms roll, the shot accidentally kills a bystander, preferably an old woman or young child. The Secondaries won't die here, but minor wounds are possible before the villagers flee towards Location TI-20. The Agents can see an unnatural red mist forming there.

## Scene Six: Courtroom Clarification

Now that two disagreeable and possibly contradictory scenes have been played out through Rick and Toby's stories, it's time to come back to the present and hash out their prejudices.

As with Scene Three, the players should be controlling a mix of Primaries and Secondaries. If it works, everyone who played a Secondary in Scene Three can be Primary in Six, and vice versa, but really just try to get a blend of defendants and inquisitors. But no switching roles in mid-scene! That would be too confusing.

Give the players a few minutes to debate whose version is more likely and establish the tensions between the Secondaries.

Mostly though, this scene is just a refreshing break before the final flashback.

## Scene Seven: The Abominable Temple of Location TI-20 (Jenny's Tale)

This is Jenny's flashback. Whatever her flaws, Jenny doesn't have the intense hatreds that color Rick and Toby's accounts. The main point of her narration is to make herself look blameless. If that means making Rick, Toby, or Mona look bad, that's fine.

Rick and Toby's players may be a bit surprised to learn just how rotten Jenny thinks they are—or, at least, how racist and sexist she's willing to say they were.

The Secondary Agents wind up at Location TI-20, a hill that has some kind of temple concealed inside it. This is an epicenter of Chauchua influence.

When the Agents arrive at the temple, there's already a violent fistfight going on between two groups of superficially indistinct villagers from TI-19. Some of them are swinging rifles, but both sides seem reluctant to escalate to gunfire.

There are twelve villagers in the brawl, and a few more scattered about, unconscious or too dazed to continue. All of the brawlers have Unarmed Combat 50% and do 1D4-1 damage. They all have 11 Hit Points and DEX 11. The anti-Chauchua villagers (of whom five remain) fold or flee after 6 points of damage. The seven Chauchua fight until dead or incapacitated. None of them attack someone who's unconscious. Any Agent who takes enough damage to be killed in the fight doesn't actually die—he or she is just unconscious.

There are several options available to the Agents at this point.

**IDENTIFY THE BAD GUYS AND ATTACK ON THEM ONLY:** Did Khin Maung Aye, or someone else, point out “Chauchua sympathizers” to the Agents? If so, it only takes a successful **Alertness** roll on the part of the witnessing Agent to figure out which side is that person's. (On a fail, they're pretty sure they have it right. See **INDISCRIMINATE CARNAGE**.)

Alternately, if Jenny showed Rick's leg scars to village Chauchua, or wrote Aklo for them, she can recognize the sides without rolling.

If the Agents attack the Chauchua with fists or non-lethal weapons, the righteous Burmese fight by their side until four Chauchuas drop, at which point the other three flee to re-arm. Victory!

If they open fire, everyone in the fight scatters. Every successful gunshot roll hits a Chauchua. Every failed roll hits an anti-Chauchua villager. Still: Also victory!



**PACIFY THE BRAWL:** If the Agents point guns and yell, both sides separate at great speed. There are two rifles on each side (held by villagers with Firearms 45%, doing 1D12 damage) and nobody drops their guns while fleeing. Once the groups are separate, they wait a couple of rounds to see whom the Agents shoot. If the Agents shoot no one, they open fire on one another. If the Agents shoot the Chauchuas, one Chauchua gunman shoots at them and one shoots at the other villagers. If the Agents shoot the good guys, the Chauchua join in, backshooting as the anti-Chauchua forces uniformly flee. See **BACK THE WRONG PONY**.

**INDISCRIMINATE CARNAGE:** For every successful shot fired into the melee, roll 1D10. A roll of 1–6 means a Chauchua got it, 7–10 means it's a normal villager. On turn two, both sides flee at top speed. Victory, kinda!

**BACK THE WRONG PONY:** The Agents might kill all the anti-Chauchua villagers. Alternately, if Nang Lwin is still with them, she might direct them against the good guys. (Was she a Chauchua all the time? Does that mean the ambush in Scene Four was also against Burmese trying to *stop* the Chauchua? Has she flipped sides, or did someone misremember her actions? All good questions to *leave unanswered*.) In this case, any uninjured Chauchua approach with big grins, hugging the Agents, confidently putting their weapons away and bandaging one another. One says, "*Just like Vietnam war, yes?*" in bad English. Then one pulls out a big knife and strips a hunk of meat off a villager, takes a big raw bite and holds out the rest to Jenny, saying in a Chauchua dialect, "*She who dines with me on my enemy's sweet flesh shall be my sister!*" That SAN roll is 0/1D6 for most Agents, 1/1D6 for any who have points in **Foreign Language (Chauchua)**. Agents who smile and nod can bushwhack the Chauchuas and gun them down while they're still looking stupidly surprised that their CIA allies have turned on them. The Agents don't need to roll to grease them.

## NOT VICTORY

Five well-armed Americans with training and tactical advantage, wading in to a 5-on-7 brawl almost certainly means victory for the Agents. Should the Agents somehow bungle it, the Chauchuas fall on them, tie them up, and haul them into the halls in the hill for cannibalistic ritual torture in the names of the Great Old Ones.

Nang Lwin, more prepared, runs. She has 11 **Hit Points** and **Dodge 60%**. But whether she escapes to plague them further or gets the traitor's death she (apparently) richly deserves, the end result is...victory!

## In the Hill

One way or another, the team winds up in the temple in the hill. Encourage the players to have their Secondaries explain why they went there, but they definitely go there.

Inside the temple squats a huge and grotesque idol behind a hideous altar. Jenny can read the inscription over the altar, which is dedicated to an entity called "The Singer in the Skin" ("*Chal-Daok Fialak*" in Chauchua).

At this point, turn to each of the Secondaries who is present and verbal and say, "Mona had a peculiar reaction to the altar. Write down what it was." Then have each

## IF THEY WERE CAPTURED

If the Agents were taken into the evil hill as captives, take each of the remaining players aside separately and describe how they escaped.

Rick remembers convincing one of the Chauchuas to give him a cigarette and a lighter, and how he went on to bribe that guard to let them go in exchange for a wad of 16,000 Thai Bhat, equivalent to about \$450. (He needed the lighter so he could threaten to burn the money.)

Toby remembers freeing himself from his bonds and strangling a guard with the Chauchua's own rifle strap before freeing the others and hauling them out.

Jenny remembers something moist and cold touching her in the darkness, leaving a residue that seemed to evaporate like alcohol off her skin as it parted her bonds and withdrew. (Not that she's likely to admit it...)

Leave Mona for last. She negotiated with a Chauchua high priestess, swearing loyalty to Choi-Hubuey in return for the rescue of the rest of Task Force T.I.

Then the first bomb hit near the temple and they fled, only finding Mona later.

All that only happens if they get caught though! In Scene Eight they can argue bitterly about what really happened.

RESTRICTED  
PERSON/SPECIAL ACCESS

Secondary player read what they say Mona did. If a Secondary player wants to change his or her story to match another Secondary's version, that's fine—but it's a lie, and it needs a Persuade roll if the interviewers are alert for deception. Did Mona go nuts and have to be knocked out? Did she immediately run deeper into the hill? The Star Chamber judges can't know. They can only know what the survivors say she did, and their memories are flawed.

Close on the heels of Mona's weird action, whatever it was, come signs of more Chauchuas approaching. The ground cover isn't dense, so Task Force T.I. can see a procession nearing the hill from almost two miles out. Periodically the group stops, kneeling to pound their heads on the ground. As they do, some sort of red mist or dust seems to rise up around them, soon forming a cloud and then beginning to swirl like a tornado.

Then the sound of jet engines resonates across the landscape.

Five Chinese-built A-5C ground attack aircraft come streaking towards the temple. They aren't quite breaking the sound barrier, but their appearance is simultaneously alarming and inspiring.

When the first bomb hits near the temple, ask the Agents how they get away. Do they retreat together, carrying Mona after she gets shredded by a rogue piece of shrapnel? Do they rout, every Agent for himself? Does one of them go back for

Mona, or did she turn up at their vehicle, inexplicably having beaten them there despite her grievous wounds?

Consistency is not necessary. For maximum fun, it may not even be desirable.

Then switch back to the present.

## Scene Eight: Closing Arguments

The players for Rick, Jenny, and Toby stay in their Secondary characters. If Mona was someone's Secondary, that player gets to choose between controlling Mona and his or her Primary. Mona's speech is still limited, remember.

Like Scenes Three and Six, this scene exists solely for the purpose of grandstanding arguments. There are unanswered questions and disagreements. Each Secondary gets to describe how they went from the end of Jenny's story ("at the hill, Chauchuas approaching") to the established events ("Burmese bombing raid and we got out with a raving, mangled Mona"). Let the Secondaries dispute and argue however they want.

Do your part to exacerbate the differences. Point out every little failure of operational security: every moment they let strangers see the operation at work, every hint that a Secondary was dishonest or possibly corrupt. Emphasize every discrepancy between what was observed



and what was stated. Make it clear to the Secondaries that they have good reason to believe that if they're deemed a serious enough threat, Delta Green can have them killed.

Also suggest that the *only* reason for this mock trial, this dog-and-bullshit show, is that after the disaster at TI-20, someone crossed over, bent the knee to some alien *thing* or kissed a Chauchua's hand to buy freedom. Look at each in turn and say, "Was it you? If it wasn't, who do you think it was? Who do you want to say it was?"

After *that*, let them give their disparate endings. They can bicker until you and/or any players controlling Primaries decide it's enough and dismiss the Secondaries, at which point the guards escort them out.

## Scene Nine: The Verdict

Each player is back in the role of his or her Primary character. Now it's time for them to go back and forth over what happened and decide which version they believe.

Make it clear that this is serious stuff. Something bad got out. An Agent of Delta Green may have helped it. They have to tell their control officer who's responsible, if anyone, and what they think Delta Green should do about it.

It's no easy job. If they don't lay blame, they need to give a damn good explanation. If they do nothing, they could be leaving a Chauchua sympathizer operating within Delta Green itself.

If they do the wrong thing, the theoretical mole not only gets away but they also are responsible for whatever befalls the Agent they singled out for blame.

Recommending that Delta Green kill all of Task Force T.I. just to be sure—knowing it probably means an innocent's death—costs each Agent 0/1D6 SAN from helplessness. After all, this could be *them* someday.

### Let Justice Prevail

Depending on what the Primaries decide, there are a whole slew of possibilities.

**TASK FORCE T.I. IS DESTROYED:** If the Star Chamber declares that *everyone* in Task Force T.I. either **ONE** behaved too abominably to keep living or **TWO** was exposed to

unacceptable levels of unnatural contamination, their control officer reluctantly accepts their verdict. (Play this up. Describe how the C.O. blanches, asks "...Are you sure?" and seems very grave when they say so.)

**NOBODY TAKES THE FALL:** From Delta Green's perspective, this is probably the worst result. Jenny's continued research overcomes her. If she wasn't already Aklo-guided during TIGER ISLAND, she is after another year or so. As for Toby and Rick, it's as if Jenny took the fall (see **JENNY TAKES THE FALL**) but without her paying the price, and with the added complication that Jenny uses her inside position to loot everything the program has on Aklo.

**JENNY TAKES THE FALL:** Her fiancé finds her dead body in her apartment. Apparently she fell and hit her head while changing a lightbulb. An outsider from the Defense Department takes over Task Force T.I. Rick and Toby try to destroy one another, and the effort to contain the Chauchuas suffers for it unless the Primaries get involved again. It's up to you whether Jenny really succumbed to the alien mind-virus that we call the Aklo language, or whether she was framed.

**RICK TAKES THE FALL:** Rick apparently hangs himself in Thailand, leaving behind a laser-printed suicide note blaming job stress. Toby takes over Task Force T.I. and pursues a vicious course against the Chauchuas and any suspected sympathizers. Should any investigation involving the Golden Triangle bring the Agents back into Toby's orbit, he moves heaven and earth to get them anything they want. But he shuts Jenny out completely—he's convinced she's corrupt—which might prompt Jenny to try and get the Star Chamber Agents' aid with a paranormal problem that concerns the Chauchuas and can't be solved simply by killing everyone. Did Rick use his Aklo scars as a passport and play *quid pro quo* with the enemy? Up to you.

**TOBY TAKES THE FALL:** Toby fatally crashes his car on a long stretch of North Dakota back road while home for Christmas. Rick and Jenny manage the Task Force T.I. mission from Thailand until one accuses the other of having gone over to the enemy, doing the bidding of a half-Chauchua half...*something*...in the form of a lithe young Burmese democracy activist. Naturally, having some experience with Rick and Jenny, the Primaries are sent to sort the matter. Was Toby ever contaminated by the Chauchuas after all? You decide.



**MONA TAKES THE FALL:** She catches a nosocomial MRSA infection and succumbs to complications from pneumonia. Otherwise, it's just like if Jenny took the fall, except in this case Jenny gloms on to her new team leader. Ultimately, Rick and Toby come to hate Jenny as much as they hate one another, leading Task Force T.I. to an even deeper slough of blame and dysfunction. It's up to you to decide whether Mona really did make a devil's bargain with the Singer in the Skin to save the rest of her team.

**SOME TAKE THE FALL BUT NOT ALL:** Blend and match from the above outcomes, keeping all the characters in mind for future adventures, either as replacements for Primaries, as allies, or as antagonists. After all, Rick has those Aklo scars...and Toby is awfully close to going mad... and Jenny's been exposed to evil anti-gods on at least two occasions...and Mona's behavior has a lot of missing time and she's *already* crazy...not to mention the question of what the Chauchuas were up to and how firmly they were stopped...especially if *Nang Lwin* survived....

### Do They Want to Know?

After the mission, perhaps as part of a "Home" scene, the Primaries can violate Delta Green protocols by following up on the Secondaries fates if they like. With investigation (combing records with **Bureaucracy** 50% or better, questioning a contact over a few drinks with **Persuade** 40% or better, or an Internet search with **INT** 12 or better if they thought to take some highly forbidden photos of Task Force T.I.) an Agent can find out the name and fate of a member of Task Force T.I.

An Agent who confirms that his or her decision meant the other Agent's death loses 0/1D4 SAN from helplessness. The Agent has nightmares, makes brief sightings in congested areas of Task Force T.I. members known to be dead, or has obsessively recurring thoughts that the Star Chamber missed something in the testimony. An Agent who succeeds at the Sanity roll has one such experience and is done. Someone who fails re-experiences the phenomenon (nightmare, misidentification, or obsessive ideation) and has to make the same roll every two or three months until the Sanity roll succeeds or until hitting the Breaking Point, when the obsession sticks as a new disorder.

## Secondary Agent: “Toby”

Your real name is Mike Carstairs. You work for the Office of Export Enforcement, and you’ve seen a lot of lousy humanity on your job. It’s been drugs and smuggling for the most part, but you don’t work the Thai beat without running into industrial-scale sex exploitation and, frankly, slavery. They call it human trafficking, but when people are kidnapped or *bred* so they can be sold, worked to death without consequence, or harmed without concern, fuck it. Call it by its name.

Working a case that blended sex trafficking and slavery with *cannibalism*, you encountered the Chauchuas, a tribe variously referred to as “JoJos,” “Tcho-Tchos,” and “the most abominable people on Earth.”

You have never regretted shooting a Chauchua, and you *have* regretted it every time you’ve met a Chauchua and been unable to shoot it. They are not a “culture that celebrates ruthlessness” or an “oppressed indigenous minority that has internalized its victimhood.” They’re not even human. They are monsters. They are an offshoot of humanity tainted in their blood by the unnatural, with no decency and compassion remaining. If Hitler had killed them instead of the Jews, his face would be on the 1,000-*bhat* bill.

“Mona” was Delta Green’s Chauchua expert in the region and OPERATION TIGER ISLAND was her show. From the first, it was handled with insufficient clarity. Sure, the junta in Burma are bastards, but at least a faction of them is on the right side of the Chauchua question. A bombing run should have been the *opening* move, not the closer. But Mona wanted to be certain, and Jenny wanted to learn more, and Rick was looking for a way to game the system, so you all had to get down on the ground and *interfere*. That’s why you wound up shooting your way out.

### Toby’s Timeline

**MAY 2:** Mona told you that a unit of Burmese infantry—guys from *Tatmadaw Kyee*—got into some kind of possibly-Chauchua-related ruckus in the Shan state in Myanmar.

**MAY 4:** Rick asked his drug-smuggling UWSA buddies about it, and they shared the rumor that it was an “invisible attacker” that “whistled and tickled.”

**MAY 6:** Mona got hold of autopsy reports that confirmed this was something really weird. She activated the task force for an operation called “TIGER ISLAND.”

**MAY 7:** You and Pete cross-referenced satellite images and signal traffic to narrow down the incident location to somewhere between the Salween and Teng rivers. The closest settlement to the incident site was a place you’re now calling “Location TI-19.”

**MAY 8:** The team deployed by prop plane overnight. It all seemed very hastily organized and poorly defined. You immediately wondered why Jenny was there. She’s a very nice person and smart, but that doesn’t matter when guns go off.

**MAY 9:** You arrived at midnight and drove to Location TI-19 by daybreak. The team started asking questions, posing as engineers from some non-governmental organization. The whole village was clearly rotten with Chauchua.

Mona went off by herself to talk to a Burmese military officer—the dude whose troops all wound up sacrificed to the whistling tickler. Insisted on going alone.

Rick went off by himself to hang with a local named U Hlaing. He *also* insisted on going alone. U Hlaing seems to be some kind of prosperous local dealmaker.

After the task force got back together, you got a tip about Chauchua moving some kind of artifact, and when you went to check it out, gunfire ensued. Pete died.

**MAY 10:** You wound up investigating Location TI-20, this hill with a Chauchua shrine in it. There was a brawl going on—maybe villagers against Chauchua, more likely two Chauchua tribes bickering over who got to wake up the thing in the temple. The Burmese Air Force (Tatmadaw Lei) bombed the shit out of the Chauchua, the hill, and you guys. Mona got really messed up, and you scampered back to the truck to get to your exfiltration point.

### Toby on the Rest of Task Force T.I.

**MONA:** You never want to see a loyal servant of the U.S. government shot up and driven insane, but it's hard to pity Mona. She probably burned out years ago, but people like her never give up power, even when they can't control it. She was State Department, though judging from her clothes she wasn't very high up, despite her age and years in-country. But if State wouldn't let her play in the big leagues, Delta Green was happy to give her all the authority she could abuse. You get that Delta Green has to do the best it can with what it has, but if its best leader in Thailand was this hesitant, arrogant, secretive Captain Queeg, maybe they should write off Indochina and fall back to North America.

**PETE:** Why did the one man with his head on straight have to perish? He'd been a Marine before joining the Customs Service and, other than you, there wasn't anyone else who could face up to armed villagers without chumping out or screwing up. He was a stand-up guy, and that's exactly why he wouldn't let the others suffer the deadly consequences of their ignorance, pride, and foolishness.

**JENNY:** A soft-back intellectual load. You can understand why Mona wanted someone else around who understood the Chauchua dialect (in a

formal, abstracted "where is the pencil of my grandfather?" way) but why bring her in the field? She should be in an office on some college quad diagramming exotic languages, not in the field standing between Chauchuas and people who know what they richly deserve.

**RICK:** The only one you really *hate*. It wasn't always that way. He had the kind of calm, measured response you expect from someone with a diplomatic ID, but he wasn't naïve like Jenny or pushy like Mona. He and Mona were the ones monitoring the scraps of intel emerging from Burma, and at first you were counting the days until Mona would retire and Rick would be top dog. But you've gradually realized that there are worse things than being burned-out or clueless. Jenny could learn, if she can bear to face facts. But Rick has been on Chauchua watch longer than you, and he's seen more, and he wants to cut deals. It's not that he doesn't know any better. He just doesn't care.

**SECRET**

APPROVED FOR  
RELEASE DATE:  
26-Jul-2010

TOP SECRET

*Handwritten:* Direct to [unclear] - elaborate to [unclear]

23. NSAM 180 (Tab AA)  
This MacBundy memorandum adds USIA to the membership of the Special Group (counterinsurgency). It is recommended that it be declassified and forwarded to the Committee.  
Approve \_\_\_\_\_ Disapprove \_\_\_\_\_

24. NSAM 184 (Tab BB)  
This memorandum assigns Bolivia to the Cognizance of the Special Group and removes Cameroon. It is recommended that it remain classified and that it be provided to the Committee.  
Approve \_\_\_\_\_ Disapprove \_\_\_\_\_

25. NSAM 186 (Tab CC)  
This McBundy memorandum deletes Burma from the Cognizance of the Special Group. It is recommended that it remain confidential and that it be provided to the Committee.  
Approve \_\_\_\_\_ Disapprove \_\_\_\_\_

26. NSAM 187 (Tab DD)  
This memorandum assigns [unclear] to the Cognizance of the Special Group and removes [unclear]. It is recommended that it remain classified and that it be provided to the Committee.  
Approve \_\_\_\_\_ Disapprove \_\_\_\_\_

*Handwritten:* (No Summary)

# DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL Carstairs, Mike, aka "Toby"		2. PROFESSION (RANK IF APPLICABLE) Export enforcement officer	
	3. EMPLOYER Office of Export Enforcement		4. NATIONALITY	
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/>	6. AGE AND D.O.B. 36	7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	x5	DISTINGUISHING FEATURES
	Strength (STR)	14	70	
	Constitution (CON)	14	70	
	Dexterity (DEX)	13	65	
	Intelligence (INT)	12	60	
	Power (POW)	10	50	
	Charisma (CHA)	6	30	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		99	45	
Breaking Point (BP)			40	
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Delta Green teammate, "Pete"	3
	Delta Green teammate, "Rick"	3
	Export co-workers	4
	Old Marine Corps unit	4
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)		<input type="checkbox"/> First Aid (10%)		<input type="checkbox"/> Ride (10%)	
	<input type="checkbox"/> Alertness (20%)	50%	<input type="checkbox"/> Forensics (0%)	30%	<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)		<input type="checkbox"/> Search (20%)	50%
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	20%	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)		<input type="checkbox"/> Stealth (10%)	30%
			<input type="checkbox"/> HUMINT (10%)	60%	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30%	<input type="checkbox"/> Survival (10%)	30%
	<input type="checkbox"/> Athletics (30%)	50%	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	
	<input type="checkbox"/> Bureaucracy (10%)	40%	<input type="checkbox"/> Melee Weapons (30%)	50%	<input type="checkbox"/> Unarmed Combat (40%)	60%
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):	20%	<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		Land		Foreign Languages and Other Skills:	
			<input type="checkbox"/> Navigate (10%)		<input type="checkbox"/> Language (Thai)	50%
	<input type="checkbox"/> Criminology (10%)	50%	<input type="checkbox"/> Occult (10%)	20%	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	20%	<input type="checkbox"/> Persuade (20%)	50%	<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)		<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)	50%	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40%			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	50%	<input type="checkbox"/> Psychotherapy (10%)		<input type="checkbox"/>	

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

INJURIES

## 14. WOUNDS AND AILMENTS

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

EQUIPMENT

## 15. ARMOR AND GEAR

Concealable Kevlar vest (Armor 3)  
 Encrypted radio  
 10 meters of paracord  
 Camelbak water supply  
 Compact flashlight

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) AK-47, semi-auto	50%	100 m	1D12	3	N/A	N/A	
(b) AK-47, full auto	50%	100 m	N/A	3	10%	1 m	
(c) P226 Pistol, 9mm	50%	15 m	1D10	N/A	N/A	N/A	
(d) Ka-Bar knife	50%	N/A	1D6+1	3	N/A	N/A	
(e) Soviet F1 grenades	50%	20 m	N/A	N/A	10%	10 m	3
(f) Unarmed	60%	N/A	1D4	N/A	N/A	N/A	
(g)							

REMARKS

## 17. PERSONAL DETAILS AND NOTES

Mike is used to extreme violence. His conflicts with the Chauchua have shown him the worst that can be done to a human body. He gained 10% in his Occult skill, lost 5 SAN, lost 3 CHA and 3 from each Bond, but is adapted to Violence.

## 18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

## 19. SPECIAL TRAINING

Hand grenades

## SKILL OR STAT USED

Athletics

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

DD

UNITED STATES  
FORM

315

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

112382

THIS IS A WORK OF FICTION

## Secondary Agent: “Rick”

Your real name is Todd Guertner. Nobody ever told you, “Do agricultural work in the State Department for a life of deadly intrigue and high adventure!” You’re bilingual in French because your mother’s Québécoise. You thought foreign travel sounded cool and exciting. Doing it on Uncle Sam’s dime, with great benefits? Icing on the cupcake.

You signed up for cut-rate foreign glamor, and you wound up knee-deep in fat white rice that opened like tiny eggs, birthing grubs that moved with eerie coordination. They bit you and burrowed and it took forty-eight agonizing hours for the doctors to pull every last one out. Some had chewed five inches deep into your thigh muscles. That was your welcome to Thailand.

You got even, though. You sourced every grain in that shipment and raised hell. It was gratifying to find your alarms taken seriously by a secretive group of government employees, mostly military and State Department. They inducted you, explained that the rice had been gestated by the milk of an alien monstrosity, and mentioned in passing that the shapes scarred on your shins and calves are characters in the alphabet of an exotic, probably alien, possibly supernatural language called Aklo. That was your introduction to Delta Green.

You became a realist, real fast. You’ve ignored bales of weed in produce shipments, to win friends and influence people who manage illegal Thai/Myanmar border crossings. You’ve abused your diplomatic I.D. to get botox and designer drugs to the girlfriends of ranking Burmese officers. Half of your team leader’s State Department intelligence scores were built on the back of your dirty work. If you have to deal with the occasional sex-worker, mass-murderer, or drug-lord to keep tainted rice and alien biomatter out of people’s diets, you’ll take an Ambien and sleep just fine at night. At least, that’s what you tell yourself.

It’s not clean, and it’s not pretty, but it’s reality. You don’t have the luxury of ignoring it.

### Rick’s Timeline

**MAY 2:** Mona told you that a unit of Burmese infantry—guys from the *Tatmadaw Kyee*, Myanmar’s answer to the U.S. Army—got mangled in the Shan state.

**MAY 4:** You contacted associates in the United Wa State Army (UWSA), a semi-official armed militia in Shan. They narrowed the chatter down to a region between the Salween and Teng rivers. You heard the survivors talked about something that “whistled and tickled.”

**MAY 6:** Mona got hold of autopsy reports from the *Tatmadaw Kyee* and activated Task Force TIGER ISLAND. The autopsy reports were weird and difficult to understand.

**MAY 7:** Toby and Pete did something with satellite images and signal traffic to narrow down the location. One of your financier friends knew a guy nearby (a village now called “Location TI-19”). That was U Hlaing. He’s got assets he needs to hide overseas. He agreed to help your team in exchange for help with that.

**MAY 8:** You crossed the border by night in a prop plane. Mona was uneasy and uptight. You spent the whole night driving to Location TI-19.

**MAY 9:** You entered the village pretending to be logistics experts working for a relief organization called Rainbow of Hope International. The team started asking around, hoping to find simple answers in a very complex situation. Mona went off to meet her *Tatmadaw Kyee* connection, the guy who got her the autopsy papers. She was very secretive.

You had a private meeting with U Hlaing, who seemed like a typical Asian realist. You insisted on seeing him alone, not wanting Pete, Toby, or anyone else to muck it up. He gave you some little necklace, insisting it was a Chauchua artifact. Mostly though, he wanted you to find a way to get \$20,000 worth of assorted currencies out of the country and safely hidden.

Some woman named Nang Lwin lured the team into an ambush. Gunfire and ugliness ensued, and Pete died.

**MAY 10:** You went up a hill (Location TI-20) and things got very confusing. There was a brawl between two factions from the village, which could be insurgents against UWSA sympathizers, or normal folks against Chauchua, or

something else entirely. The hill was clearly the site of bad mystic craziness though. And then the Burmese Air Force (*Tatmadaw Lei*) bombed the hill. You got back to the truck and took off to your exfil point on the Salween River.

**AFTERWARDS:** At some point, that “Chauchua” necklace U Hlaing gave you vanished from your backpack.

### Rick on the Rest of Task Force T.I.

**MONA:** A capable administrator, but she got in way over her head and was too stiff-necked to back out or even look away. To Mona, self-doubt was a crutch for weaklings, so she never permitted herself a pause to reconsider any impulse that crossed her mind. Unfortunately, you’re all dealing with stuff that human instincts weren’t evolved to cope with—only to flee. You can’t beat the Abyss in a staring contest.

**PETE:** The dead ex-jarhead and, in this case, the jar was empty. You hate to speak ill of the dead, but the guy was a sledgehammer trying to do a scalpel’s job. All pain, no gain; all guts, no brain.

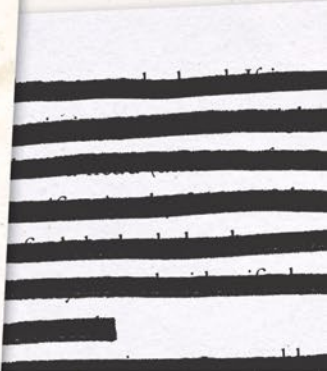
**JENNY:** It’s better to be lucky than good, but being good at exploiting your luck is best of all. Jenny got lucky this time, and you hope she can develop into a good asset. She was thrown in the deep end of field operations, and you’re still not sure whether she got seasoned or broken. But at least she told you what the writing on your legs means.

**TOBY:** The man’s a flat-out racist, and not in the relatively harmless “bad jokes and glass ceiling” mold. He fantasizes about genocide and has done everything he can to make those fantasies real. His paranoia about “Chauchua impurities of the blood” led him to open fire on potential allies, and that is exactly the point at which OPERATION TIGER ISLAND failed.



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recruit people who are  
backgrounds to serve as enforcers



# DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL Guertner, Todd, aka "Rick"		2. PROFESSION (RANK IF APPLICABLE) Foreign service officer for agriculture	
	3. EMPLOYER State Department		4. NATIONALITY	
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/>	6. AGE AND D.O.B. 34	7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	x5	DISTINGUISHING FEATURES
	Strength (STR)	11	55	
	Constitution (CON)	11	55	
	Dexterity (DEX)	11	55	
	Intelligence (INT)	16	80	
	Power (POW)	8	40	
	Charisma (CHA)	15	75	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		8	
Sanity Points (SAN)		99	35	
Breaking Point (BP)			32	
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Thai lover, Waen	15
	Mom & Dad	15
	Ag Service co-workers	15
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)	40%	<input type="checkbox"/> First Aid (10%)	60%	<input type="checkbox"/> Ride (10%)	30%
	<input type="checkbox"/> Alertness (20%)	30%	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	50%	<input type="checkbox"/> Heavy Machinery (10%)		<input type="checkbox"/> Search (20%)	
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	40%	<input type="checkbox"/> Stealth (10%)	
			<input type="checkbox"/> HUMINT (10%)	40%	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)	30%	<input type="checkbox"/> Survival (10%)	40%
	<input type="checkbox"/> Athletics (30%)	50%	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	
	<input type="checkbox"/> Bureaucracy (10%)	60%	<input type="checkbox"/> Melee Weapons (30%)		<input type="checkbox"/> Unarmed Combat (40%)	
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	30%	Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)		<input type="checkbox"/> Occult (10%)	20%	<input type="checkbox"/> Language (French)	50%
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Persuade (20%)	50%	<input type="checkbox"/> Language (Thai)	50%
	<input type="checkbox"/> Disguise (10%)		<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/> Language (Mandarin)	40%
	<input type="checkbox"/> Dodge (30%)	50%	<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)				<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40%	<input type="checkbox"/> Psychotherapy (10%)		<input type="checkbox"/>	

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



INJURIES

## 14. WOUNDS AND AILMENTS

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

EQUIPMENT

## 15. ARMOR AND GEAR

Concealable Kevlar vest (Armor 3)

Encrypted radio

Pack of ten chemlights

First aid kit

Fat wad of assorted currencies

Bottle of Bombay Sapphire gin in padded aluminum carrying case, an especially rich gift for the right recipient

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

16.	WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a)	AK-47, semi-auto	40%	100 m	1D12	3	N/A	N/A	
(b)	AK-47, full auto	40%	100 m	N/A	3	10%	1 m	
(c)	Unarmed	40%	N/A	1D4-1	N/A	N/A	N/A	
(d)								
(e)								
(f)								
(g)								

REMARKS

## 17. PERSONAL DETAILS AND NOTES

The hard experience that brought Todd to Delta Green was the aforementioned rice/parasite immersion. It gave him +10% to Occult, Alertness, Anthropology, First Aid, and Survival. It reduced his SAN by 5 and resulted in him losing a Bond with his best friend Chas.

## 18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

## 19. SPECIAL TRAINING

## SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

DD

UNITED STATES  
FORM

315

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

112382

THIS IS A WORK OF FICTION

## Secondary Agent: “Jenny”

Your real name is Bethany Stell. You were raised as a nice Quaker girl who protested wars and used words to solve disputes, but you can't deny there was a certain sick frisson to reading papers like “Revenge Culture Among the Yanomami” or “Blood and Seed: The Sanguinary Fertility Icons of Pre-Iremic Tribes.” That was nothing compared to the ongoing thrill you felt working on your thesis, “The Developing Marital Rape Tradition Among the Chauchuas.”

It all seemed impossibly distant until you got the opportunity to study Aklo. Then, suddenly, it was impossibly intimate.

Aklo is the language of reality, or at least the language of its darkest aspects. Learning it changes people. It changed you. You're just lucky you got changed mostly back.

The Delta Green team that found you would have faced zero consequences if they'd killed you instead of taking the much riskier route of attempting to purge you with the Elder Sign. When you recovered sufficiently—you've never recovered fully—you placed yourself at their disposal. Ironically, like someone who develops an immunity after a bout of chicken pox, you seem to be less susceptible to Aklo thought-infestation. But you still treat it like weaponized anthrax. And you still are prone to fits of conversion-disorder blindness when you face too much stress.

The problem is over-compartmentalization. No one is allowed to learn anything about anything, for fear of the worst. But the worst has happened to you. It's like they found anthrax and burned the spores, then broke the equipment used to handle it, and then shredded the notes on handling it.

If there's anyone on Earth who can confront Aklo unharmed, it's the Chauchua. If there's anyone who can steal the secrets needed to defuse Aklo threats from them, it's you. Only you.

### Jenny's Timeline

**MAY 2:** This was when Mona got news about an attack on Burmese soldiers, but you didn't learn about it until later.

**MAY 4:** Rick unearthed some rumors about an attacker that “whistled and tickled” violating the Burmese soldiers. Sounds a little like a *Thui Hukkruk*, the Chauchua “Punisher of Inferior Disbelievers,” but that could just be a myth.

**MAY 6:** This is the point at which you got “activated.” You took some personal time and got on a series of commercial and military aircraft.

**MAY 7:** You got to Thailand and were hastily briefed about weird Burmese autopsies, satellite activity and rumors from insurgent groups and drug-trafficking militias. Then, they covered you in survival gear and put you in another plane.

**MAY 8:** You got flown into Myanmar.

**MAY 9:** You arrived at “Location TI-19,” a Burmese village. The task force spread out to gather information. You spotted some Chauchua cultural referents and motifs immediately. The Chauchua influence in the village was serious, but subtle—they were clearly a threatening minority who dared not do anything too overt, lest the more numerous non-Chauchua unite and oppress them. (How much of this did you share with the team? Did you tell everyone, or just one or two whom you trusted?)

After you'd settled in, claiming to be “logistics experts” from a foreign charity called “Rainbow of Hope,” Mona snuck off to confer with her military contact. She seemed resigned to doing something unpleasant, but necessary.

Rick also went off on his own with U Hlaing, your host, a prosperous native, and the contact for Rainbow of Hope. You are pretty sure that U Hlaing was not Chauchua, but he was more tolerant of them than the normal run of villagers.

The team met a native named Nang Lwin, who begged for help against Chauchua. At the time, you didn't have a chance to get a good read on her, and almost immediately, a horrid gun fight began. It was a nightmare. Pete got killed. It was loud and confusing.

**MAY 10:** You and the team wound up at Location TI-20, a Chauchua temple intended to keep “The Singer in the Skin” imprisoned and sedated. You’re not sure what the Singer is, but you strongly suspect that there are rival Chauchua factions struggling over it and over Location TI-20. Location TI-20 got bombed and you managed to get back over the border. You’re not sure if bombing would kill the Singer or release it.

**AFTERWARDS:** While exfiltrating, you looked through Rick’s gear and found a Chauchua talisman in one of the bags. (See your notes on Rick for more information.)

### Jenny on the Rest of Task Force T.I.

**MONA:** You suspect Mona’s bluster and curt demeanor were covering up terror and insecurity. She could speak Chauchua, and given the way she looked at the temple carvings at Location TI-20, you now suspect she had some Aklo too. Of all of them, the two of you may have had the greatest metaphysical dread, which explains all too well why she sacrificed herself to interrupt the Chauchua rite. Probably for the best.

**PETE:** Tactically courageous and personally courteous, but dumb. It’s a shame he had to die, of course, but it’s not any kind of priceless irretrievable loss. But you were always careful to treat him as if you recognized some kind of high intrinsic human value.

**RICK:** A little less blinkered than Pete, which isn’t saying much. He’s a sexist pig and wanted you to play the timid ingenué, which wasn’t hard—especially after the guns started going off. Still, he doesn’t deserve to be marked

by the Greedy Fertility Power. You two first met after rice grains infected by the Greedy Fertility Power transformed into carnivorous grubs. They wrote a phrase on his shins in Aklo. Roughly translated, it means “This receptacle has been found pleasing by the Greedy Fertility Power.” You told him it said—something. Did you tell him the truth, or something less horrifying?

After getting out of Myanmar, you snooped through his stuff and found an amulet that was obviously of Chauchua origin. You took it and later identified it as a Talisman of one of the lesser Chauchua tutelary entities, *Choi-Hubuey*. “*Choi-Hubuey*” means “The Green Giver of Discipline” and his position in the pantheon is to keep slaves and livestock compliant. This particular talisman was meant to provide defense against illness. Once you determined that it had no offensive capabilities, you traded it to another Chauchua researcher—Luo Ming, a Chinese academic operating out of Hong Kong. (Delta Green would certainly not approve, which is why you used every ounce of tradecraft you could muster to make the exchange. In return you got a copy of an unusually clear Chauchua text about demon-breaking and removal. Maybe it will prove useful when this affair is over.)

**TOBY:** Racist and sexist, and therefore very easy to manipulate. You fell into the role of “idealistic liberal intellectual” which let him comfortably act as the world-weary know it all. In this fashion, you convinced him to stand between you and bullets, because such an act of inspiring courage would surely persuade you more than the inarticulate arguments he could muster. A contemptible stain of a man, whom you were very careful to befriend.

# DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL Stell, Bethany aka "Jenny"		2. PROFESSION (RANK IF APPLICABLE) Linguistics professor		
	3. EMPLOYER		4. NATIONALITY		
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 35	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	x5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	10	50	
	Dexterity (DEX)	9	45	
	Intelligence (INT)	16	80	
	Power (POW)	12	60	
	Charisma (CHA)	15	75	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		10	
	Willpower Points (WP)		12	
Sanity Points (SAN)		89	48	
Breaking Point (BP)			36	
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Fiancé, Dirk McCrae	15
	Father & sister	15
	University co-workers	15
	Unitarian congregation	15
	12. MOTIVATIONS AND MENTAL DISORDERS	
	Disorder (see back of sheet)	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)		<input type="checkbox"/> First Aid (10%)		<input type="checkbox"/> Ride (10%)	
	<input type="checkbox"/> Alertness (20%)	60%	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)	40%	<input type="checkbox"/> Heavy Machinery (10%)		<input type="checkbox"/> Search (20%)	
	<input type="checkbox"/> Archeology (0%)	40%	<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%): Pencil Sketch	50%	<input type="checkbox"/> History (10%)	40%	<input type="checkbox"/> Stealth (10%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> HUMINT (10%)	40%	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Athletics (30%)	30%	<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	
	<input type="checkbox"/> Bureaucracy (10%)	50%	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Melee Weapons (30%)		<input type="checkbox"/> Unarmed Combat (40%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Military Science (0%):		Unnatural (0%)	10%
	<input type="checkbox"/> Criminology (10%)		<input type="checkbox"/> Navigate (10%)		Foreign Languages and Other Skills:	
	<input type="checkbox"/> Demolitions (0%)		<input type="checkbox"/> Occult (10%)	50%	<input type="checkbox"/> Language (Aklo)	60%
	<input type="checkbox"/> Disguise (10%)		<input type="checkbox"/> Persuade (20%)	50%	<input type="checkbox"/> Language (Chauchau)	60%
	<input type="checkbox"/> Dodge (30%)		<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/> Language (Burmese)	40%
	<input type="checkbox"/> Drive (20%)		<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40%	<input type="checkbox"/> Psychotherapy (10%)		<input type="checkbox"/>	

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

THIS IS A WORK OF FICTION

INJURIES

## 14. WOUNDS AND AILMENTS

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

EQUIPMENT

## 15. ARMOR AND GEAR

Concealable Kevlar vest (Armor 3)

Encrypted radio

Compact flashlight

GPS unit

Tablet computer full of research articles; see your handouts about the Chauchua

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) AK-47, semi-auto	40%	100 m	1D12	3	N/A	N/A	
(b) AK-47, full auto	40%	100 m	N/A	3	10%	1 m	
(c) Ka-Bar knife	30%	N/A	1D6	3	N/A	N/A	
(d) Unarmed	40%	N/A	1D4-1	N/A	N/A	N/A	
(e)							
(f)							
(g)							

REMARKS

## 17. PERSONAL DETAILS AND NOTES

Bethany's mind was substantially altered by the Aklo language/thought-virus. She gained 10% to her Unnatural skill and 20% to Occult. She has lost 12 points of SAN and reset her Breaking Point to 36. She is afflicted by conversion disorder. Whenever she fails a Sanity test, there's a risk that she experiences hysterical blindness for a few minutes after the source of trauma recedes. She must succeed at a follow-up Sanity test to resist it.

## 18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

DD

UNITED STATES  
FORM

315

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

112382

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## Secondary Agent: “Mona”

Your real name is Maria Rodriguez.

Civil War soldiers asked, “Have you seen the elephant?” Back then, the only elephants were at the circus, and people were amazed at their size, their strength, their alien grandeur. Then came the war, more vicious and bloody and real than anything the world had previously known. So when they asked that, it meant, “Have you been in combat? Do you know what this life truly is?”

In the 21st century, you’ve seen. It’s elephants all the way down.

You don’t give a damn about money any more—as long as you can afford a fifth of gin, your needs are met, and in Thailand the dollar stretches a long way. Same with prestige and success. All that bullshit gets you is face time with bigger bullshitters. So rather than evangelize the party line like most people in your job (State Department, Bureau of Intelligence Research), you want what is real.

You want power. All the power you can get to take the Chauchuas, and the cultists, and the things that don’t add up as natural, and cram them back in the darkness for one more year, or month, or day.

### Mona’s Timeline

**MAY 2:** Captain Bogyoke Arun Htay, one of your contacts in the Burmese army (*Tatmadaw Kyee*) let you know that one of his units got attacked by something unearthly. You alerted Rick, Pete, and Toby.

**MAY 4:** Rick spoke to his connections in the UWSA, a semi-official militia and drug smuggling ring. They’d heard rumors about an “invisible attacker that whistled and tickled” going after a *Tatmadaw Kyee* unit.

**MAY 6:** *Bogyoke* got you copies of an autopsy report which indicated that the damage was not natural. You activated your task force for OPERATION TIGER ISLAND.

**MAY 7:** Pete and Toby cross-referenced satellite images and signal traffic to confirm *Bogyoke*’s claims. The nearest settlement is a village you now call Location TI-19. Jenny flew in, exhausted.

**MAY 8:** You jumped the border in a low-flying prop plane at midnight. Rick seemed extremely eager to get into Myanmar.

**MAY 9:** You drove until dawn to get to Location TI-19. You tried to instruct your people to discreetly gather intel under the cover of being logistic experts from an international charity called “Rainbow of Hope.” They did not pay much attention to your directions.

You had to go off to meet Bogyoke. He insisted that you come alone, and you made sure that the military would turn a blind eye to the team, at least to the extent that Bogyoke could manage that. (What aid did you have to offer in return for this guarantee? Tell your Handler.)

Rick went off on his own to meet U Hlaing, a prosperous villager with connections to Rainbow of Hope. He was probably doing some kind of drug/cash/coverup deal. That’s his thing.

Because they failed to follow your instructions, the task force got into a gun fight with locals. Pete was killed.

**MAY 10:** The group wound up pursuing leads to Location TI-20, a hill with a Chauchua shrine in it. Your memories of Location TI-20 are extremely hazy, since it got bombed to hell by the Burmese air force (*Tatmadaw Lei*). That’s where you got badly hurt. You’re 90% certain, though, that *Bogyoke* had nothing to do with the airstrike. If nothing else, he’s ground forces, and the air force would have little reason to care about his opinions.

### Mona on the Rest of Task Force T.I.

**PETE:** Like you, he was in the Marine Corps. Unlike you, he didn’t hate every goddamn minute of it, even though he had more reason. So... probably not very bright at all, but a straight shooter, and his training as a Customs Service officer was useful. Good enough for you.

**JENNY:** Like you, she speaks Chauchua, but unlike you she didn’t learn it to stay alive in a tight, ugly corner. She’s probably very bright indeed. Thinks an alien language called Aklo may be what made the Chauchua into the Chauchua. You’ve seen Aklo—enough to recognize it, though not read it—and it makes your teeth hum like biting tinfoil. You want to run from it, and she wants to learn

more about it. So she's either crazy, or has iron willpower she has never once displayed in your presence, or she's one day going to have to die by your hand. Your money's on crazy, but you've got a special knife sharpened just in case it's all three.

**RICK:** You're willing to tolerate mere human evil—drug cartels, people smugglers, traitors to various flags—but Rick actually loves it, even if he tells himself he doesn't.

You're fine with that; let the guy who gets off on it do all the bitch-ass spy crap and back-stabbing.

**TOBY:** That guy's got a murder-boner that could cut diamonds. Better find something useful for him to fuck with it.



**TOP SECRET**  
**CODEWORD**

3987

~~Top Secret~~

**BURMA: Military Refines Stalling Tactics**

Burma's military rulers on Friday announced a national convention to set guidelines for the National Assembly in drafting a new constitution. The regime also means to review the draft constitution and to submit it to a national referendum after approving it. Regime officials have publicly warned the National League for Democracy, which last May won 80 percent of the Assembly seats, not to try to form an interim government. The NLD's Assembly delegates met this weekend to discuss the transition from military rule. They called for parliament to be convened in September, for talks with the military, and for the release of NLD leader Aung San Suu Kyi.

**Comment:** The regime is trying to sidestep the NLD's mandate, and its ploy probably a year or more.

# DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL Rodriguez, Maria, aka "Mona"		2. PROFESSION (RANK IF APPLICABLE) State Department researcher, Delta Green team leader	
	3. EMPLOYER State Department, Bureau of Intelligence Research		4. NATIONALITY	
	5. SEX <input checked="" type="checkbox"/> F <input type="checkbox"/> M <input type="checkbox"/> _____	6. AGE AND D.O.B. 51	7. EDUCATION AND OCCUPATIONAL HISTORY	

STATISTICAL DATA	8. STATISTICS	SCORE	x5	DISTINGUISHING FEATURES
	Strength (STR)	10	50	
	Constitution (CON)	12	60	
	Dexterity (DEX)	12	60	
	Intelligence (INT)	14	70	
	Power (POW)	13	65	
	Charisma (CHA)	11	55	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		11	
	Willpower Points (WP)		13	
Sanity Points (SAN)		99	60	
Breaking Point (BP)			52	
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Best friend, Denise	10
	"Boyfriend, if you need a label," Thaksin	8
	Delta Green teammate, "Pete"	6
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)		<input type="checkbox"/> First Aid (10%)		<input type="checkbox"/> Ride (10%)	
	<input type="checkbox"/> Alertness (20%)	60%	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)		<input type="checkbox"/> Search (20%)	30%
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)		<input type="checkbox"/> SIGINT (0%)	50%
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)	30%	<input type="checkbox"/> Stealth (10%)	60%
			<input type="checkbox"/> HUMINT (10%)	70%	<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	40%
	<input type="checkbox"/> Athletics (30%)	30%	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	
	<input type="checkbox"/> Bureaucracy (10%)	40%	<input type="checkbox"/> Melee Weapons (30%)		<input type="checkbox"/> Unarmed Combat (40%)	60%
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%): Locksmith	40%	<input type="checkbox"/> Navigate (10%)		Foreign Languages and Other Skills:	
	<input type="checkbox"/> Criminology (10%)	50%	<input type="checkbox"/> Occult (10%)	20%	<input type="checkbox"/> Language (Thai)	60%
	<input type="checkbox"/> Demolitions (0%)	40%	<input type="checkbox"/> Persuade (20%)	60%	<input type="checkbox"/> Language (Chauchau)	40%
	<input type="checkbox"/> Disguise (10%)	50%	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/> Language (Burmese)	40%
	<input type="checkbox"/> Dodge (30%)		<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40%			<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	40%	<input type="checkbox"/> Psychotherapy (10%)		<input type="checkbox"/>	

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

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INJURIES

## 14. WOUNDS AND AILMENTS

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

EQUIPMENT

## 15. ARMOR AND GEAR

Concealable Kevlar vest (Armor 3)  
 Encrypted radio  
 Compact flashlight  
 Satphone  
 Fat wad of assorted currencies  
 Five grams of pure, uncut Burmese heroin, ready for illicit trading

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) AK-47, semi-auto	40%	100 m	1D12	3	N/A	N/A	
(b) AK-47, full auto	40%	100 m	N/A	3	10%	1 m	
(c) HP pistol, 9 mm	40%	15 m	1D10	N/A	N/A	N/A	
(d) Ka-Bar knife	30%	N/A	1D6	3	N/A	N/A	
(e) Unarmed	60%	N/A	1D4-1	N/A	N/A	N/A	
(f)							
(g)							

REMARKS

## 17. PERSONAL DETAILS AND NOTES

The hard experience that brought Maria to Delta Green involved discovering that one of her Thailand neighbors was Chauchua, an investigation that culminated in a Delta Green team eliminating the neighbor. In the aftermath she gained +10% in Occult, Foreign Language (Thai), HUMINT, Search, and Survival. She lost 5 SAN and became estranged from her adult son Jeremy.

## 18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

19. SPECIAL TRAINING	SKILL OR STAT USED

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

DD

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AGENT DOCUMENTATION SHEET

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## Secondary Agent: “Pete”

Your real name is Brian Mullroy. You're not complicated. Some people mistake clarity for simple-mindedness: That's not your problem; it's theirs. You love your country and want to serve it, but you're not so stupid you think there's no work or sacrifice involved. You joined the Marines because you're not afraid to suffer or fight.

You were loyal to the Corps and some people thought that meant you'd turn a blind eye to Marines doing...bad shit. But you loved the Corps too much to let a few assholes in dress blues make a mockery of its values. They thought you'd go along, do nothing, especially if they threatened to kick you out. They were wrong. Again: Their problem.

You had to leave the Marines, but your integrity had made you pals in Delta Green. They made sure your discharge was on your terms, and they got you a job in the Customs Service, working Indochina.

More shit. Different. Worse. But you're still crystal clear on who the bad guys are.

### Pete's Timeline

**MAY 2:** Mona told you that she was hearing chatter from the *Tatmadaw Kyee* (that's the Burmese army) that a unit ran into some kind of supernatural assault.

**MAY 4:** Rick started asking around with the UWSA (“United Wa State Army,” an ethnic militia and smuggling ring that the Myanmar junta tolerates in the Shan region) and heard that the attack was something “invisible” and it “whistled and tickled.” Mona activated the task force for OPERATION TIGER ISLAND.

**MAY 6:** Mona got hold of some Burmese army autopsies. Weird stuff definitely killed those soldiers: “non-contiguous entry and exit wounds”?

**MAY 7:** You and Toby sorted through a pile of radio intercepts and plotted them against satellite intel to narrow down where the unit got took. It was close to a village now termed “Location TI-19.”

**MAY 8:** You deployed across the Thai/Myanmar border overnight. Toby clearly had his mind made up that this was Chauchua.

**MAY 9:** You drove all night and got to Location TI-19 at daybreak, disguised as engineers from “Rainbow of Hope International.” Everyone kind of milled around trying to find information and get rumors.

Mona went off on her own to meet her army guy.

Rick went off on his own to meet this rich local guy he somehow knew.

You were lured into a gun battle with some armed locals. You got killed.

### Pete on the Rest of Task Force T.I.

**MONA:** She's got a mouth on her, but you've heard worse bark. She's got a Corps tattoo under her sleeve. Used to so much bull in her desk job that she's got no patience left for it when situations get real. That's fine. The field's no place to tolerate it.

**JENNY:** Some kind of genius. A complicated woman—the two of you don't have much in common. But so far she hasn't talked down to you or treated you like a child, so she just might be intelligent and not-stupid. You've seen some good results come out of that combination.

**RICK:** America lost a great used-car salesman when he went overseas. Wants everyone to get along, but mostly wants everyone to get along with him. That said, he always seems to know what's going on half a day before the rest of you get the news.

**TOBY:** He's wound pretty tight, but you get the sense that he's ready to kick butts when things get nuts. You wouldn't want to split a pizza and a pitcher with him too often, but he doesn't act like a flincher. That's no small thing.

# DELTA GREEN

PERSONAL DATA	1. LAST NAME, FIRST NAME, MIDDLE INITIAL Mullroy, Brian, aka "Pete"		2. PROFESSION (RANK IF APPLICABLE) Customs Service special agent		
	3. EMPLOYER		4. NATIONALITY		
	5. SEX <input type="checkbox"/> F <input checked="" type="checkbox"/> M <input type="checkbox"/>	6. AGE AND D.O.B. 26	7. EDUCATION AND OCCUPATIONAL HISTORY		

STATISTICAL DATA	8. STATISTICS	SCORE	x5	DISTINGUISHING FEATURES
	Strength (STR)	15	75	
	Constitution (CON)	13	65	
	Dexterity (DEX)	14	70	
	Intelligence (INT)	10	50	
	Power (POW)	10	50	
	Charisma (CHA)	7	35	
	9. DERIVED ATTRIBUTES		MAXIMUM	CURRENT
	Hit Points (HP)		14	
	Willpower Points (WP)		10	
Sanity Points (SAN)		99	45	
Breaking Point (BP)			40	
10. PHYSICAL DESCRIPTION				

PSYCHOLOGICAL DATA	11. BONDS	SCORE
	Guys from old Marines unit	5
	Buddies at the Customs office	4
	Mom & Dad	6
	Delta Green teammate, "Mona"	4
	12. MOTIVATIONS AND MENTAL DISORDERS	
	13. INCIDENTS OF SAN LOSS WITHOUT GOING INSANE	
	Violence <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> <input checked="" type="checkbox"/> adapted Helplessness <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> adapted	

APPLICABLE SKILL SETS	<input type="checkbox"/> Accounting (10%)		<input type="checkbox"/> First Aid (10%)	50%	<input type="checkbox"/> Ride (10%)	
	<input type="checkbox"/> Alertness (20%)	50%	<input type="checkbox"/> Forensics (0%)		<input type="checkbox"/> Science (0%):	
	<input type="checkbox"/> Anthropology (0%)		<input type="checkbox"/> Heavy Machinery (10%)	50%	<input type="checkbox"/> Search (20%)	
	<input type="checkbox"/> Archeology (0%)		<input type="checkbox"/> Heavy Weapons (0%)	40%	<input type="checkbox"/> SIGINT (0%)	
	<input type="checkbox"/> Art (0%):		<input type="checkbox"/> History (10%)		<input type="checkbox"/> Stealth (10%)	30%
			<input type="checkbox"/> HUMINT (10%)		<input type="checkbox"/> Surgery (0%)	
	<input type="checkbox"/> Artillery (0%)		<input type="checkbox"/> Law (0%)		<input type="checkbox"/> Survival (10%)	
	<input type="checkbox"/> Athletics (30%)	50%	<input type="checkbox"/> Medicine (0%)		<input type="checkbox"/> Swim (20%)	40%
	<input type="checkbox"/> Bureaucracy (10%)	30%	<input type="checkbox"/> Melee Weapons (30%)	50%	<input type="checkbox"/> Unarmed Combat (40%)	60%
	<input type="checkbox"/> Computer Science (0%)		<input type="checkbox"/> Military Science (0%):		<input type="checkbox"/> Unnatural (0%)	
	<input type="checkbox"/> Craft (0%):		<input type="checkbox"/> Navigate (10%)	40%	Foreign Languages and Other Skills:	
			<input type="checkbox"/> Occult (10%)	40%	<input type="checkbox"/>	
	<input type="checkbox"/> Criminology (10%)		<input type="checkbox"/> Persuade (20%)	30%	<input type="checkbox"/>	
	<input type="checkbox"/> Demolitions (0%)	40%	<input type="checkbox"/> Pharmacy (0%)		<input type="checkbox"/>	
	<input type="checkbox"/> Disguise (10%)		<input type="checkbox"/> Pilot (0%):		<input type="checkbox"/>	
	<input type="checkbox"/> Dodge (30%)		Small boat	20%	<input type="checkbox"/>	
	<input type="checkbox"/> Drive (20%)	40%	<input type="checkbox"/> Psychotherapy (10%)		<input type="checkbox"/>	
	<input type="checkbox"/> Firearms (20%)	60%			<input type="checkbox"/>	

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

INJURIES

## 14. WOUNDS AND AILMENTS

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

EQUIPMENT

## 15. ARMOR AND GEAR

Concealable Kevlar vest (Armor 3)  
 Encrypted radio  
 Compact flashlight  
 Magnetic compass, map  
 10 m of paracord  
 Small tarpaulin  
 Spare socks  
 First aid kit

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

16. WEAPONS	SKILL %	BASE RANGE	DAMAGE	ARMOR PIERCING	LETHALITY	KILL RADIUS	AMMO
(a) AK-47, semi-auto	60%	100 m	1D12	3	N/A	N/A	
(b) AK-47, full auto	60%	100 m	N/A	3	10%	1 m	
(c) Ka-Bar knife	50%	N/A	1D6+1	3	N/A	N/A	
(d) Unarmed	60%	N/A	1D4	N/A	N/A	N/A	
(e)				N/A	N/A	N/A	
(f)							
(g)							

REMARKS

## 17. PERSONAL DETAILS AND NOTES

Brian is accustomed to extreme violence, due to his experiences in the Marines, which involved combat, seeing his fellow Marines get tortured, and later seeing Marine officers committing torture on enemy captives. He gained 10% to his Occult skill after Delta Green brought him into the fold. He lost 5 SAN, decreased his Charisma by 3, along with his Bonds. He is Adapted to Violence.

## 18. DEVELOPMENTS WHICH AFFECT HOME AND FAMILY

## 19. SPECIAL TRAINING

Hand grenades

## SKILL OR STAT USED

Athletics

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

20. AUTHORIZING OFFICER

21. AGENT SIGNATURE

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## TIMELINE

**MAY 2:** A unit of Burmese infantry disappears near the Thailand border, close to territory suspected to be inhabited by a Chauchua tribe—a people long known by Delta Green to have direct ties to unnatural horrors. Mona and Rick ply their sources within the Thai and Burmese militaries to investigate. Suspecting that the event had a paranormal connection through the Chauchua tribe, Mona activates the remainder of Task Force T.I.: Toby, Pete and Jenny.

**MAY 4:** Rick receives tacit confirmation that the unit was not, as reported, decimated by “equipment malfunction” and that the two survivors spoke of invisible attackers that “whistled and tickled.”

**MAY 6:** Mona acquires autopsy reports indicating fatal internal injuries to some of the Burmese soldiers, wounds which, according to Mona’s translation, have “no contiguous entry or exit trails.”

**MAY 7:** Toby and Pete access satellite imaging data and integrate it with cell phone and Burmese military radio traffic to narrow the area of encounter down to a two-square-mile area with only one known settlement. That village is referred to in all communications as “Location TI-19.” Jenny arrives in Thailand.

**MAY 8:** Task Force T.I. deploys to Location TI-19 overnight.

**MAY 9:** Task Force T.I. attempts to gather HUMINT at Location TI-19. Mona meets with military contacts from Myanmar, alone. Rick meets privately with local fixer U Hlaing and receives a necklace allegedly precious to the Chauchua. Agent Pete is killed in a gun battle between Task Force T.I. and villagers from Location TI-19.

**MAY 10:** The people of Location TI-19 meet Chauchua at a nearby hill of evil reputation (“Location TI-20”), where the Chauchua are preparing a ceremony. Task Force T.I. has a violent encounter with both sides. At some point, Mona enters Location TI-20. The hill is partially destroyed by Burmese aerial bombardment. Mona sustains heavy injuries but survives extraction, as does the rest of Task Force T.I.

**MAY 18:** A psychiatrist affiliated with Delta Green examines Mona and declares her mentally unfit for further operations.

**LAST WEEK:** Delta Green receives new evidence that suggests a survivor of OPERATION TIGER ISLAND may have taken toxic artifacts into Thailand afterward. Task Force T.I.’s troubles are deep. That team’s leader (Mona) is out of commission, the others had already shown signs of recrimination and back-stabbing, and the team’s control officer is under separate investigation. Delta Green assigns another team to find out which of them (if any) has allied with the repugnant Chauchuas.

**TOP SECRET**  
DISSEMINATION AND EXTRACTION OF INFORMATION  
CONTROLLED BY ORIGINATOR

**FOR ALL AGENTS**

Cut out these “cards” and hand them out as indicated. Each is labeled with its recipient and should be given only to that character’s player in the given scene.

## In Toby’s Tale (Scene 4)

### **TOBY'S TALE—FOR TOBY**

In your own tale, you are fearless, resolute, decisive, and have +20% to all attack rolls.

### **TOBY'S TALE—FOR RICK**

In Toby’s tale, you are devious, snide, and borderline insubordinate.

### **TOBY'S TALE—FOR MONA**

In Toby’s tale, you’re Captain Queeg. You bluster, hesitate in the face of danger, change your mind suddenly, contradict yourself, and never explain, just command. During a fight your attack rolls are at a –20% penalty.

### **TOBY'S TALE—FOR PETE**

In Toby’s tale, you are selfless, courageous, and have a +20% bonus to all attack rolls.

### **TOBY'S TALE—FOR JENNY**

In Toby’s tale, you waffle, shriek, freeze under fire at least once and have a –20% penalty to all attack rolls.

## In Rick’s Tale (Scene 5)

### **RICK'S TALE—FOR TOBY**

In Rick’s tale, you’re stupid and on the point of madness in your bloodlust. It’s a matter of record that Task Force T.I. doesn’t burn the village to the ground, but to you this seems like a pretty sensible idea. In the course of the argument, you may wind up pointing a gun at Mona.

### **RICK'S TALE—FOR RICK**

In your own tale, you’re decisive and dignified. You always direct the course of conversation. By the way, you suspect that Nang Lwin may have been a Chauchua double-agent who led Pete and Toby into an ambush.

### **RICK'S TALE—FOR MONA**

In Rick’s tale, you’re petrified, nearly babbling with anxiety over what’s going to happen to your career. You’re terribly callous about Pete’s death and more interested in making sure that the body of a dead Customs Service officer without the proper stamps on his passport doesn’t get found shot dead in Myanmar. You’re also terrified that Delta Green is going to murder you for the mission that Toby cocked up. In the course of arguing, you may wind up pointing a gun at Toby.

### **RICK'S TALE—FOR PETE**

What marks are seen on your body? Gunshot wounds, weird trauma, no sign at all? Whether it contradicts the previous scene or not, it’s your choice. Was your body recovered, or is it back at the scene of the ambush, or was it dropped somewhere in between? It’s OK to contradict a previous story.

### **RICK'S TALE—FOR JENNY**

In Rick’s tale, you’re initially immobilized by terror and grief, blubbering over Pete’s corpse (if it was recovered) or over the news of his death.

## In Jenny's Tale (Scene 7)

### JENNY'S TALE—FOR TOBY

In Jenny's tale, you're impulsive, coarse, kind of racist, kind of sexist, and definitely condescending.

### JENNY'S TALE—FOR RICK

In Jenny's tale, you're shifty, a little arrogant, sexist, and a bit snide.

### JENNY'S TALE—FOR MONA

You're a composed, forceful leader saddled with two sexist pigs. They respond only to aggression.

### JENNY'S TALE—FOR JENNY

In your version of events, you're naïve, innocent, hesitant, and overshadowed by your more forceful peers. This is an act, but it's necessary. What happened was not your fault. You can't risk taking the blame.

## About Aklo

### AKLO—FOR MONA AND JENNY

Researchers say Aklo is the written form of the Chauchua language. That is incorrect. Aklo is a paranormal linguistic virus that, once comprehended, corrodes the human ability to comprehend other languages. Everything is filtered through a lens of paranoia, framing others' ideas and actions as results of inscrutable, selfish cruelty. Pervasive exposure to Aklo explains much about Chauchua culture.

## In the Star Chamber

### SPEAKING—FOR MONA

Your ability to speak coherent English is badly damaged by unnatural thoughts and an overenthusiastic Zotepine prescription. To say anything, you must make a Luck roll. If it fails, all you can do is stammer and moan. If it succeeds, you can clearly speak a short phrase. It can have no more words than the ones place of the Luck roll, with a zero counting as 10. Roll a 43 and you can speak three words (possibly over and over). Roll a 29 and you get the luxury of nine words, which might qualify as an expressive sentence! If you roll and fail, you can immediately reroll by spending a Willpower point.

## About the Chauchua

### CHAUCHUA—FOR JENNY & TOBY

Initially, the Chauchua seemed merely like extreme cultural outliers—taking the values of physical strength and psychological dominance that all societies treasure, and embracing them to a hypertrophic degree that excludes ideas of "fondness" or "natural affection." There is no way to say "I love you" in the Chauchua language. The closest analogue would be "I take pleasure in your deference."

Inbreeding and cannibalism are culturally normative among Chauchua tribes, which all exist according to hierarchies established by power display and violence. There is no concept of positive social debt or negotiation: "If I share my food with you during this time of want, you ought to do a favor for me later." In its place exists a network of threats, expressed with a richly nuanced vocabulary of abuse. Chauchua don't have friends; they have favorite slaves. Kindness is a perversion. Even the weak currying favor from the strong is an alien concept, since it's presumed that the strong simply take what they want without waiting for it to be offered. Weak Chauchua are abused as a matter of course by strong Chauchua, in ever-shifting patterns of allegiance and relative status. At the top are their malevolent deities, who are owed not loyalty, but terrified obedience.

All Chauchua are expected to dominate, betray, and manipulate outsiders, an expectation often facilitated by a keen understanding of the "weaknesses" of compassion-based cultures.

# A Brief Primer on Myanmar

## MYANMAR—FOR ALL AGENTS

Myanmar (formerly Burma) is a nation in Asia that borders Thailand, China, Laos, India, and Bangladesh. Formerly a British colony, it became independent in 1948 and was taken over by a military coup in 1962. Since that time, civil wars and insurrections have been a prominent feature of the nation's history, including religious conflicts (Christian and Muslim), and ethnic conflicts (Rohingya, Han, Bamar, Karen and Shan), as well as uprisings by politicized armed groups that form at intersections of those issues and others.

OPERATION TIGER ISLAND took place in Shan, one of the fourteen states in Myanmar. The most prominent non-governmental armed actors in Shan are (1) the Shan State Army—North (SSA-N), a Shan national insurgent group, (2) the Shan State Army—South (SSA-S), and (3) the United Wa State Army (UWSA).

The SSA-S seeks to create an independent Shan state on the border with Thailand. The SSA-N theoretically wants the same thing, but has been more conciliatory towards the government, with some brigades even agreeing briefly to work as border guards.

The UWSA claim their territory as "Wa State" inside Shan State, independent of Shan but still subordinate to Myanmar. Though the government has not recognized Wa's independence, neither has drastic action been taken to suppress them, and the UWSA has allied with official Burmese armed forces against the two SSAs. All this makes more sense if you understand that the UWSA is the largest opium producer in Southeast Asia.

# Location TI-19

## TI-19—FOR ALL AGENTS

The village in Myanmar's eastern Shan state lies between the Salween and Teng rivers. It has one recognized beer vendor, about 200 homes, maybe a thousand residents, and no electricity. It has a small garrison of Burmese army soldiers. Location TI-19's main function is agricultural—growing rice, some for sale, most at a subsistence level. Authorities turn a blind eye to a modest degree of opium growth in the area.

The terrain plunges from rounded hills into deep, wet valleys, thickly forested with bamboo and pine. As the altitude increases, the trees thin out. This is particularly true of Location TI-20, which appears unusually barren and sharp-topped in comparison to other hills in the region.

NOFO

## PLAYTESTERS

Jeff Carefoot with Briony, Janis, Kyle, Matt, and Shane; Michael Caughey with Lauren Clark, Sean Cooper, Kevin Eckert, Jennifer Howells, and Alexis Reedy; Emily Curtis with Jeff, Jubbs, Matt, Samantha, and Tyler; Steve Dempsey with Steve Ellis, Simon Hibbs, Dave Pickston, and Simon Rogers; Gus Díaz with Luis Gonzalo Arias, Pedro Marcos Barrilero, Joaquín Ángel Díaz, and Joaquín Sáez; Stuart Dollar with Jim Barrows, Alex Marhenke, and Seth Wiggins; Mike Drew with Ed Alexander, Adam Tuck, and Al Whitmarsh; Haggai Elkayam with Nadav Angel, Yuval Butbul, and Amit Wertheimer; Enrique Esturillo Cano with Julia Álvarez Boado, Pablo Valcárcel Castro, Pablo de Manuel Martín, and María Rubio Méndez; Claes Gerleman with David Bothén, Aron Brehmer, Johan Jonsson, Jonas Linde, and Robert Spjærn; Allan Goodall with Logan Carpenter, Jason Gallagher, Alana Goodall, and Mark Miller; Marissa Harris with Mike Glew, Rebecca Plush, Sarah Plush, Chris Ritchie, and Petra Shaw; Andrew Harshman with Elayne Britain, Russell A. Daggett, Daniel Griffis, and Gregory Moody; Kukka-Maaria "SpacedOut" Hautamäki with Mikko "Heiskanen" Heiskanen, Maija "Muumion kirous" Nevala, Valtteri "Walro" Niskavaara, Riutta, and Muodin Suursafiiri; Jason Janicki with Joshua Hatfield, Brian Holychuk, Johnathon Leclerc, Joe Long, Gabriel Stroe, and Jacob Tincknell; Sam Johnson with Chad Brown, John Karnay, David Beau Paul, and Jeff Toney; Torbjörn Johnson with Kristofer Johnson, Peter Johansson, Daniel Kindbom, and Jacob Nisser; John Kennon with Paul Looby and Alan O'Dea; Khazou with Isa Catalane, DarthRevan, Hellgringo, and Schloum; Hyades Brooks, and Neil Mason; Jeremiah Monk with Elizabeth Deatrick and Olivia Nichols; Sean Murphy with Matthew Darrach, Sarah Fowler, Eric Loren, Jeff Messina, and Elizabeth Murphy; Dave von Nearing with Aaron, Adam, and "D."; Houston Newman with Kayley Flanegin, Chas Ramsey, and Joshua Winton; Adam Sal North and friends; Megan Peterson with John T. d'Auteuil, Zachary Kline, Phil Tillsley, Aser Tolentino, and Brian Wille; Nikica Pukšić with Filip Cerovečki, Tomislav Ivek, Ivan Jurić, Ivan Novosel, and Ivan Vrtarić; Damon Wilson with Brian Gracey, Matt Hunt, Kelly Morris, Paul Smith, and Scott Vigil.