TOP SECRET

BRIEFING DOCUMENTS

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Professions

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The Program: Agents

A typical agent of the Program is a federal law-enforcement officer, intelligence officer, or special-operations officer: an educated professional who is capable of conducting difficult investigations and covering them up, and who is trained in self-defense. Agents are often accompanied by *specialists* (see the next page), who have deep academic, medical, or scientific skills or important bureaucratic access and contacts. Each profession includes its page number in the *Agent's Handbook*. Others can be found in *The Compex*. Those in **bold** can apply to many different agent backgrounds.

SPECIAL AGENTS & POLICE	SWAT & SPECIAL OPERATORS	OTHER MILITARY	INTELLIGENCE CASE OFFICERS	OTHERS
Federal Agent *20*	**Special Operator** 21	**Soldier or Marine** 25	**Intelligence Case Officer** 24	**Criminal** 23
Police Officer 25	CIA SAD/SOG 152	U.S. Army 1st Brigade, 1st Cavalry 131	CIA Clandestine Service 152	**Firefighter** 23
FBI CID 113	DEA FAST 117	U.S. Army 4th MIST 144	CIA SAD/PAG 152	
DEA Operations 117	FBI HRT/SWAT 113	U.S. Army 10th Mountain Division 131	FBI Directorate of Intelligence 113	
ICE HSI 121	ICE Special Response Team 121	U.S. Army 902nd Military Intelligence 130	FBI Intelligence and Operations Support 113	
ICE Removal Division 121	USAF 24th Special Operations Wing/720th Special Tactics Group 143	USMC Combat Camera 138	FBI National Security Branch 113	
USMS Investigative Operations 124	U.S. Army 1st Special Forces Group 143	USMC Security Force Regiment 139		
U.S. Navy NCIS 135	U.S. Army 75th Ranger Regiment 143	U.S. Navy EOD 135		
Dept. of State Bureau of Diplomatic Security 156	U.S. Army ISA 144			
EPA Office of Criminal Enforcement, Forensics and Training 163	USMC FORECON 138			
FBI National Security Branch 113	USMC Maritime Special Purpose Force 138			
	USMC Raider Regiment 145			
	USMS SOG 124			
	U.S. Navy DEVGRU/ SEALs 145			

Sample file

The Program: Specialists

Many operatives of the Program are *specialists*, who have deep academic, technical, or medical skills or important bureaucratic access and contacts. Many specialists do not have investigative or self-defense training, so they are usually accompanied by agents who do (see the previous page). A specialist usually has a "home" team of agents but may be temporarily assigned to other teams as needed. Each profession includes its page number in the *Agent's Handbook*. Others can be found in *The Complex*. Professions in **bold** can apply to many different Agent backgrounds.

HUMANITIES & MEDIA	SCIENCE & TECHNOLOGY	MEDICAL	PILOTS & SAILORS	BUREAUCRATS & DIPLOMATS	INTELLIGENCE ANALYSTS
Anthropologist or Historian 20	**Computer Scientist or Engineer** 20	**Physician** 21	**Pilot or Sailor** 25	**Foreign Service Officer** 23	**Intelligence Analyst** 24
Media Specialist 24	**Scientist** 21	**Nurse or Paramedic** 25	USAF 41st Rescue Squadron 132	**Lawyer or Business Executive** 24	CIA Directorate of Analysis 152
CDC Office of Public Health Scientific Services 160	CDC Emergency Operations Center 160	CDC Emergency Operations Center 160	USAF 354th Fighter Squadron 133	**Program Manager** 25	Dept. of State Intelligence and Research 156
DEA Operational Support 117	CDC Office of Public Health Preparedness and Response 160	CDC Office of Public Health Preparedness and Response 160	USAF 432nd Operations 133	CDC Emergency Operations Center 160	FBI Directorate of Intelligence 113
Dept. of State Intelligence and Research 156	CDC Office of Public Health Scientific Services 160	CDC Office of Public Health Scientific Services 160	U.S. Army 160th Special Operations Aviation 144	CDC Office of Public Health Preparedness and Response 160	FBI National Security 113
ICE HSI/ Intelligence 121	DEA Operational Support 117	FBI Intelligence and Operations Support 113		DEA Operational Support 117	ICE HSI/ Intelligence 121
	DEA Special Operations Division 117	Public Health Service Commissioned Corps 160		Dept. of State Intelligence and Research 156	USAF 70th Intelligence, Surveillance and Reconnaisance 133
	EPA Regional Office Specialist 163	U.S. Army Medical Corps 131		Dept. of State INL 156	USAF 614th Air and Space Operations 132
	FBI Intelligence and Operations Support 113	U.S. Navy Hospital Corps 135		Dept. of State WHA 156	
	Public Health Service Commissioned Corps 160			Diplomatic Courier Service 156	
	USAF 70th Intelligence, Surveillance and Reconnaisance 133				
	USAF 318th Cyberspace Operations 133				
	USAMRIID 130				

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Motivations

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What Keeps Your Agent Going?

Motivations help an Agent regain WP and SAN. To create a motivation, roll 1D12 for a category and 1D10 for the motivation. If necessary, roll 1D8 for the motivation's object. Add details to fit the Agent's background, occupation, and personality.

1 Achievement

D10	MOTIVATION
1	Exploiting the Unnatural
2	Recognition for achievements
3	Showing others how it's done
4	Correcting past mistakes
5	Success despite obstacles
6	Proving my worth
7	Getting the job done
8	Living up to expectations
9	Doing a job no one else can do
10	Constant improvement

2–3 Understanding

D10	MOTIVATION
1	Conspiracy theorizing
2	Making sense of a past tragedy
3	The thrill of discovery
4	Exploration
5	Solving a particular mystery
6	Understanding the Unnatural
7	Learning a group's secrets
8	Expanding human knowledge
9–10	Solving hard problems

4–5 Principle

D10	MOTIVATION
1	Survival at all costs
2	Professionalism
3–4	Doing what's right
5	Following the law
6	Healing
7	Faith
8	Patriotism
9	Personal integrity
10	Atonement

6–7 Protection

D10	MOTIVATION
1–2	Protect a Bond (choose one)
3–4	Protect my family
5	Protect my friends/colleagues
6	Protect an organization
7	Protect a community
8	Protect my country
9	Protect humanity
10	Protect innocents

Protect Them From…

D8	OBJECT
1–2	The Unnatural
3	Unwelcome truths
4	A dangerous enemy or rival
5	Failure
6	Harm
7	The future
8	Corruption

8–9 Relationships

D10	MOTIVATION
1	Figuring out what people want to hear
2	Telling lies from the truth
3	Communication
4	Diplomacy
5	Family obligations
6	Knowing what makes people tick
7	We can fix this
8	Never letting a particular Bond down (choose one)
9	New romance
10	Recruiting new Agents and Friendlies

10–11 Opposition

D10	MOTIVATION
1–3	Investigating…
4–6	Revenge against…
7–8	Staying one step ahead of…
9–10	Stopping…

Object of Opposition…

D8	OBJECT
1–4	The Unnatural
5–6	An individual (name them)
7–8	An organization (name it)

12 Solace

D10	MOTIVATION
1	A beloved pet
2	Favorite academic pursuit
3	Favorite art form
4	Favorite bad habit
5	Favorite hobby
6	Finding true meaning
7	Home
8	Sports
9	Intimacy
10	Anything for a sense of control

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The Incursion

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What Brought Your Agent to Delta Green?

Beyond the edges of reality are unnatural powers that outstrip human understanding. Sometimes those powers bleed through and destroy everything they touch. Sometimes people study them, and the knowledge festers like a cancer of the mind. Your Agent probably experienced the unnatural in some crisis that caught the attention of Delta Green. The Agent was recruited, so we know a few things about how the Agent reacted—but the reasons for your Agent's responses are up to you:

- Your Agent recognized the catastrophic danger of the incursion.
- Your Agent helped stop it.
- Your Agent agreed to stay quiet for the sake of protecting the public and preventing another incursion.
- When Delta Green needed help with another investigation and cover-up later, your Agent answered the call.

What happened in the incursion is up to the Handler. If the Handler says to make it up and you want some ideas, roll 1D4, 1D6, 1D8, 1D10, and 1D12 and look up details here.

D4	ENVIRONMENT
1	Urban
2	Suburban or exurban
3	Rural
4	Wilderness or ocean

D6	VECTOR
1	A lone wolf
2	A family cult
3	A militant or corrupted religious sect
4	A linguistic or historical discovery
5	A scientific or technological discovery
6	A bystander exposed accidentally

D8	DELTA GREEN'S COVER INVESTIGATION
1	Violent crime across state lines or on federal property
2	Terrorism
3	Theft or fraud
4	Drug trafficking
5	Environmental crime
6	Kidnapping
7	Natural disaster
8	Plane, train, or ship disaster or disappearance

D10	COMPLICATION
1	Your Agent was badly hurt
2	Witness audio, video, or photos went online
3	Journalists had to be misled
4	First responders were hurt or killed
5	Bystanders were hurt or killed
6	Professional blowback
7	Legal or criminal repercussions
8	Part of the threat escaped
9	Evidence went to a non-Delta Green lab
10	Your Agent does not remember some of what happened

D12	INCURSION
	An unnatural entity or phenomenon…
1	…feeding on human flesh and blood
2	…feeding on psychic energies
3	…reproducing
4	…seeking servants
5	…studying humanity
6	…taking physical form through human infestation
	A human being…
7	…seeking contact with an unnatural entity
8	…utilizing an unnatural artifact or device
9	…performing an unnatural ritual
10	…transforming into something unnatural
11	…psychically possessed
12	…studying the remnants of an unnatural incursion

Sample file

Tradecraft

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The Mission

As an agent, you protect the U.S. and humanity itself from unnatural threats so deadly that mere awareness of them is dangerous. It may be necessary to violate every law and principle that you once swore to uphold. You must never tell anyone about the Program, nor about the work you do on its behalf. You may die, be crippled, go insane, or be imprisoned, and your family will never be told the truth. You're told the mission is worth the sacrifice.

Standing Orders

Every agent of the Program quickly learns these operational priorities, though they are never written down.

FIRST PRIORITY: Stop the incursion.

SECOND PRIORITY: Minimize awareness of the incursion in order to prevent the damage from spreading.

THIRD PRIORITY: Obscure the Program's involvement. Secure or eliminate all evidence that an unnatural event has occurred.

FOURTH PRIORITY: Secure evidence, samples, documents, and advanced technology for collection.

FIFTH PRIORITY: Save lives. As many as you can.

Cover Story

Give first-responders, reporters, and witnesses a plausible pretext for your presence. Make sure they have no reason to investigate your team.

Cover Identity

The Program can easily provide cover identities and temporary deputization with nearly any branch of the U.S. government. Its go-to cover agency is the Federal Bureau of Investigation, which has the broadest jurisdiction over federal law enforcement. Always have a false identity ready to show—but rely on it only as a last resort. No false identity will stand up to sustained investigation.

FALSE NAME, FALSE EMPLOYER: A false identity may be no better than a doctored badge or driver's license. A more extensive legend—with falsified employers, tax returns, and social-media history—takes weeks to concoct.

TRUE NAME, FALSE EMPLOYER: Intelligence officers and special operators are often employed under their own names by deniable front companies. Such a front is often a real company with many employees and years of history.

Communications

Mobile devices leave records at cell towers and Internet service providers, allowing investigators to trace your movements and contacts. And it's relatively easy for a dedicated SIGINT team to eavesdrop on them. Take care.

The Program sometimes provides disposable, heavily-encrypted cellphones. Their movements are no harder to trace, but eavesdropping is more difficult. Phone numbers must never be programmed in, only memorized, and call histories must be deleted frequently. Program-issued tablets and computers are password-protected and erased after each operation. Sensitive data should never be stored on these devices.

Firearms

If a shooting is justifiable by your cover story, using your duty weapon may raise the fewest questions. If not, make sure you have a throwaway weapon, a way to dispose of the body without drawing attention, or a patsy to blame for the shooting.

Witnesses

Agents must decide how to handle witnesses so as to minimize exposure.

COOPERATION: Occasionally, a witness quickly grasps the awful need for secrecy and can be trusted to cooperate.

OBFUSCATION: Many witnesses can be convinced that they didn't really see anything unnatural. Maybe a gas leak or hallucinogen altered their perceptions. Maybe it was some toxin in the water. Or maybe the witness needs to be convincingly threatened, in private and in such a way that reporting it will look ridiculous.

DISINFORMATION: A witness who saw too much to be persuaded that it never happened but who refuses to cooperate must be discredited. Tell your case officer immediately. The Program may take care of it from there. That often results in the witness being discredited and ridiculed in the press or on social media.

SANCTION: If all other measures fail and a witness attempts to take persuasive evidence public, agents may be dispatched to silence the witness permanently.

Handover

Your case officer may direct you to turn physical evidence, artifacts, books, biological samples, or even living suspects over for analysis. Such a handover should be done away from public view.

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Personal Pursuits

In a "Home" scene, choose and describe one personal pursuit for each Agent. Determine how it affects the Agent's Bonds, skills, and Sanity. No personal pursuit can increase SAN beyond POW×5 or a Bond's score beyond the Agent's CHA.

PURSUIT	COST	ROLL	EFFECTS
Fulfill responsibilities	None.	SAN.	» *Fumble:* Reduce a Bond by 1D4 and lose 1 SAN. » *Failure:* Improve a Bond by 1. » *Success:* Improve a Bond by 1D6. » *Critical:* Improve a Bond by 1D6 and gain 1 SAN.
Back to nature	Reduce a non-DG Bond by 1.	SAN.	» *Fumble:* Lose 1D4 SAN. » *Failure:* Gain 1 SAN. » *Success:* Gain 1D4 SAN. » *Critical:* Gain 4 SAN.
Establish a new Bond	Reduce a non-DG Bond by 1.	CHA×5.	» *Failure:* No effect. » *Success:* Gain a new Bond with a score of ½ CHA.
Go to therapy, sharing truthfully	Reduce a non-DG Bond by 1.	Luck or the therapist's Psychotherapy skill.*	» *Fumble:* Lose 1 SAN. » *Failure:* Gain 1 SAN. » *Success:* Gain 1D6 SAN. » *Critical:* Gain 6 SAN. A disorder goes into remission. Gain a Bond with the therapist at ½ CHA (or add 1D4 to an existing Bond).
Go to therapy, not sharing truthfully	Reduce a non-DG Bond by 1.	Luck or the therapist's Psychotherapy skill.	» *Fumble:* Lose 1 SAN. » *Failure:* No effect. » *Success:* Gain 1D4 SAN. » *Critical:* Gain 4 SAN. A disorder goes into remission. Gain a Bond with the therapist at ½ CHA (or add 1D4 to an existing Bond).
Improve skills or stats	Reduce a non-DG Bond by 1 for each increase.	Two skills or stats to be improved.	» *Failure:* Add 1 to a stat or 3D6 to a skill. » *Success:* Add nothing.
Indulge a personal motivation	Reduce a non-DG Bond by 1 if SAN improves.	SAN.	» *Fumble:* Lose 1 SAN. » *Failure:* No effect. » *Success:* Gain 1 SAN. » *Critical:* Gain 1D4 SAN.
Special training	Reduce a non-DG Bond by 1.	None.	Gain special training with a skill or stat.
Stay on the case	Reduce a non-DG Bond by 1 and gain 1D6–3 SAN.	Criminology or Occult; the Handler rolls secretly.	» *Fumble:* Uncover a dangerously wrong clue. » *Failure:* No effect. » *Success:* Uncover a pertinent clue. » *Critical:* Uncover an especially valuable clue.
Study the unnatural	Reduce a non-DG Bond by 1D4.	Depends on the source.	Depends on the source.

* If you describe criminal or unnatural events and the therapist thinks they are delusions, the roll is at a –20% penalty. If the therapist does not think they're delusions, there's a risk of criminal investigation or further exposure of the unnatural.

Sample file

SURVEILLANCE AND BACKGROUND INVESTIGATION

Supplementary Report: Personal Activity and Contacts

SUBJECT DATA	
SUBJECT NAME (LAST, FIRST, MIDDLE)	EMPLOYER
DOB	HOME ADDRESS

REPORTED ACTIVITIES			
DATE	'HOME' ACTIVITY	EFFECT ON BONDS	OTHER EFFECTS

Sample file