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JUDGES AND JURY

Delta Green's Task Force T.I. screwed up. They were in Myanmar, deep in the undeveloped hinterlands. The operation went south, people died, and something monstrous escaped—perhaps with the aid of an agent from the task force.

Now they're the operation for a new team of agents. The players' Agents must hear testimony from the survivors of Task Force T.I., decide exactly what happened and who's responsible, and recommend a course of action to Delta Green's leaders.

The testimony plays out scene by bloody scene. In each flashback, the players temporarily take the roles of the members of Task Force T.I. The players get tips on how to play them based on their individual personalities and prejudices—and, more importantly, the ways that their teammates remember them behaving. Memories of overwhelming terror are rarely accurate. But memories are all Delta Green has to go on if a further horror is to be prevented.

"The Star Chamber" is a complete scenario for **DELTA GREEN**, the role-playing game of Lovecraftian horror and conspiracy. It features six "secondary" Agents, ready to play in the flashback scenes. It is playable with the full rules in **DELTA GREEN: AGENT'S HANDBOOK**, or the quickstart rules in **DELTA GREEN: NEED TO KNOW**, available from Arc Dream Publishing. Learn more at DELTA-GREEN.COM.



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This is a work of fiction.

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.

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

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.

"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).

- » **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

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.

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.

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 transport required to 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.