



STATEMENT OF RES...

1. BELIEVED TO BE (BTB) IDENTIFIED DECEDENT

Name	Date of Birth	Date of Death	Cause of Death	Place of Death	Place of Burial	Place of Interment	Place of Cremation	Place of Disposition	Place of Disposition	Place of Disposition	Place of Disposition
Rue, Richard Louis	197104	1234	N/A	A	A	A	A	A	A	A	A

d. I HAVE PERSONALLY VIEWED THE REMAINS BTB IDENTIFIED ABOVE. RECOGNITION IS BASED ON T...

HANDLER'S GUIDE

A Role-Playing Game of Lovecraftian Horror and Conspiracy

YOU ARE THE APOCALYPSE

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

In **DELTA GREEN: THE ROLE-PLAYING GAME**, the players are those agents. They fight to keep terrors from beyond space and time from infecting the world and claiming human lives and sanity. The Handler is the game moderator who creates and interprets their world, presents the unnatural horror that they investigate, and describes the awful aftermath of their sacrifices.

The **HANDLER'S GUIDE** is a game-moderator-only rulebook for **DELTA GREEN: THE ROLE-PLAYING GAME**. It includes:

- » A history of the world of Delta Green from prehuman history to the present day, with campaign tips and scenario seeds on every page.
- » Horrifying rituals, unnatural entities, and reality-shattering Great Old Ones.
- » Rules for creating new threats to shock and terrify your agents.
- » The secretive Delta Green organization in deep and disturbing detail—and the other ruthless conspiracy that claims it is the *real* Delta Green.
- » Guidelines for creating original scenarios and campaigns using the resources in this book.
- » "Operation FULMINATE: The Sentinels of Twilight," a sample scenario, ready to play.

The **HANDLER'S GUIDE** and the **AGENT'S HANDBOOK** together comprise the core rules of **DELTA GREEN: THE ROLE-PLAYING GAME**, an award-winning update to one of the most acclaimed RPG series of all time.

DELTA GREEN: HANDLER'S GUIDE
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Get more at www.delta-green.com

This is a work of fiction

DELTA GREEN

// Handler's Guide //

A Role-Playing Game of Lovecraftian Horror and Conspiracy

ARC DREAM PUBLISHING PRESENTS **DELTA GREEN: HANDLER'S GUIDE**

WRITTEN BY DENNIS DETWILLER, ADAM SCOTT GLANCY, KENNETH HITE, SHANE IVEY & GREG STOLZE DEVELOPERS & EDITORS DENNIS DETWILLER & SHANE IVEY ART DIRECTOR & ILLUSTRATOR DENNIS DETWILLER GRAPHIC DESIGN BY SIMEON COGSWELL & SHANE IVEY COPY EDITOR LISA PADOL INDEXER JESS NEVINS ADVICE & ASSISTANCE STEPHEN BUCK, AARON CARSTEN, TOM CHURCH, CHARLIE CONLEY, CHRIS COOPER, ADAM CROSSINGHAM, DAVID DOBELMAN, MYRA JEAN QUALLS ELDER, CLAES GERLEMAN, SHAUN GREENWALD, CHRISTOPHER GUNNING, DANIEL HARMS, GILES HILL, CHRIS HUTH, RACHEL K. IVEY, FAE KELLS, PETER LINK, CHRIS MALONE, JOHN MARRON, ROSS PAYTON, GRAEME PRICE, DANIEL RAAB, KENT JOHAN SNYEN, CALEB STOKES, THADDEUS STOKLASA, BILL SUNDWALL, MELISSA SUNDWALL, GIL TREVIZO, JONATHAN TURNER, JOHN SCOTT TYNES, KENNETH VAUGHAN & RAY WINNINGER
DELTA GREEN CREATED BY DENNIS DETWILLER, ADAM SCOTT GLANCY & JOHN SCOTT TYNES

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// Introduction //



TOP SECRET

NTSapp

When Chilton took his shot, I jumped into the mirror room with the laptop bag thinking, Anywhere is better than here. Right at that moment, it seemed like a good play. Guns were out and people were already dead. What did I have to lose?

Don't answer yet.

The old McTeague luck is holding up great, pops. Trust me, you'd be proud.

From the lab at San Francisco University, the mirror room inexplicably opened onto a shallow sea beneath a wall of diamond-hard pinpoints of light. I goggled and stumbled and laughed. I don't know why. It was so surprising, I guess. The water was tropic, the low rock islands steaming, and I could taste metal in my mouth. Then the mirror room folded in on itself like origami. It felt like someone had grabbed both sides of my brain and was twisting them, pulling them apart.

Before it was gone, I was gone.

I woke with my head in the mud, soaked in warm water, the lone occupant of this place. This world. I stood. I shouted. Knee-deep clear water, low rock islands. Nothing. No mirrors. No people. No life. When I breathed too fast, I began to feel happy and stupid. The tablet stayed dry, don't ask me how. That and some M&Ms.

I sat for a time trying to catch up with what the world had become, for me. I took off my shoes and soaked my feet.

Then, one last indignity. The moon rose, crazy close. Huge and unblemished as the face of a child. Its surface white and perfect and empty, like the eons and epochs ahead that will toil on without me, forward, until my birth comes around again.

I'll write my last report here. Hell, the FIRST report. I'll write the first one. I am the first agent, now. It's all I have, so don't deny it to me, OK?

Hello?

Dear V-Cell, do not enter the mirror room. Do not let John enter the mirror room. Destroy the mirror room. Destroy Auroratech. Destroy John. Destroy the world. Dear V-Cell, nothing is real, and everything is alive. The end has come and will come and come again.

Find my bones here and see. Know. Wait for me. I'm coming. But time moves so slowly...

HANDLERS COME TO DELTA GREEN

for all kinds of reasons. They may like to weave a story, fashion a mystery, or devise some new horror. Whatever the reasons, in the end, that creation is never simple. When all the layers of the investigation are pulled back, more often than not, what is revealed is the stark nothingness of infinity.

Consider this overview a mandate.

Delta Green is about the end of humanity.

You may make it seem to be about other things from time to time. About family. About life. About the things that make us human. It has all these things, but that's not what it's about.

It lies.

Delta Green is about three people killed in a stand-off in the Mojave desert, bang, bang, bang, and a box that contained a single ingot of unknown metal labeled "SURFACE SAMPLE BUCKET 1."

Delta Green is about piecing together the string of NASA suicides and realizing that ER10911 is on a collision course with the Earth in 19 months. That your mother and father and sister and her sons have 19 months to live. That the world will be scraped clean by fire...unless....

Delta Green is about an agent, broken and mad with her screaming two-year-old strapped in the car seat, speeding away from a burning house where her husband's corpse cooks—because it wasn't her husband, it was something else.

Delta Green is not about love.

Delta Green is not about safety.

Delta Green is not about reason.

Delta Green is about humanity's true place in the universe.

And that place is nowhere. We are ticks boiling on a mote in a sea of nothing, and we will no more take to the stars than we will cure the ills that destroy us. Our existence is a clock winding down. When the hour strikes, entities with true consequence will sweep

START WITH THE "AGENT'S HANDBOOK"

Delta Green: The Role-Playing Game comprises two volumes, the *Agent's Handbook* and the *Handler's Guide*. The core rules of the game, which every player needs to know, are presented in the *Agent's Handbook*. The *Handler's Guide* builds on that foundation. Read the *Agent's Handbook* first.

us away with an unconscious flick, scouring the globe clean for their limitless—infinite—plans.

Delta Green is not about stats or weapons or killing the beast. *Delta Green* is about lying to your players until their Agents realize the truth. That humanity was not the first and will not be the last denizen of this world. That the Earth is haunted, and we are not even the ghosts. We are merely their shadows.

Welcome.

The World of Delta Green

Welcome to *Delta Green*, a role-playing game of horror, wonder, and conspiracy. By opening this book, you have chosen to become the Handler. It's the Handler's job to keep the players—who take the role of *Delta Green* Agents—engaged. You are the creator, host, and judge of all things that occur in the fictional world of *Delta Green*. You fill it with secrets, take the role of non-player characters (NPCs), and create the threats that they face. You roll the dice and make the calls. Only you understand the absolute truth.

Delta Green is about truths that kill. The ultimate truth is this: In remote places, through rents in spacetime, and beyond the veil of our limited, four-dimensional existence, things await release. When they are free, humanity will burn. An isolated few in the know—*Delta Green*—struggle to resist this final conflagration.

Being a Handler requires preparation, imagination, and an unwavering vision of where the game is headed. It also requires an indifference to outcome. It might seem like a good idea to alter a die roll to save

Running Delta Green

an Agent or drop a vital clue when the team is on the wrong path. Resist these urges. Delta Green is not about victory. It's about the fight.

Delta Green is about our urge to survive and understand, in a universe wholly antithetical to human survival and understanding. Agents of Delta Green struggle to defeat threats that outstrip human comprehension, as the human world rushes towards inevitable destruction. Agents live their lives—what of their lives they can maintain—and keep the ultimate secret from their loved ones: No matter what they do, they know, eventually, the end is coming.

Congratulations, Handler. You've just been promoted to the apocalypse.

To run a *Delta Green* game as Handler, gather friends and describe what's happening to their Agents. The players react as their Agents might react in the situations you describe, and attempt to solve the mystery, without losing their Agents to insanity or death.

A single unit of *Delta Green* play—usually it lasts two or three hours—is called a *session*. A single *Delta Green* mystery is called an *operation*. Some operations take many sessions to resolve. Multiple operations strung together are called a *campaign*.

Delta Green agents sometimes call an operation a “night at the opera,” or a “psychotic opera.” Operations have code-names for the sake of secrecy, like Operation SOUTHERN COMFORT, Operation STATIC, or Operation LIFEGUARD.



YELLOW CARD