

DELTA GREEN

// Control Group //

ARC DREAM PUBLISHING PRESENTS *DELTA GREEN: CONTROL GROUP*

BY GREG STOLZE & SHANE IVEY

DEVELOPERS & EDITORS DENNIS DETWILLER & SHANE IVEY

ART DIRECTOR & ILLUSTRATOR DENNIS DETWILLER

GRAPHIC DESIGNER SIMEON COGSWELL COPY EDITOR LISA PADOL

DELTA GREEN CREATED BY DENNIS DETWILLER, ADAM SCOTT GLANCY & JOHN SCOTT TYNES

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Introduction

From America's endless wars to the spread of weird diseases, from a tiny cult's unwitting evil to an ill-advised flight into space, *Control Group* is built to introduce new players and new Agents to the terrors of Delta Green.

"BLACKSAT" takes the players to a rarely-seen part of Delta Green's world: low Earth orbit. A strange satellite must receive a kind of attunement that no electronic transmission can deliver. "BLACKSAT" includes pregenerated Agents, ready to play.

"Night Visions" presents new Agents in an entirely different encounter, a war zone where an ancient power hungers and festers and violence is all but inevitable. "Night Visions" includes pregenerated Agents, ready to play.

"Sick Again" explores an unnatural threat to public health as Agents bring the full strength of a federal quarantine to bear on a desperate southwestern town. "Sick Again" includes pregenerated Agents, ready to play.

Finally, "Wormwood Arena" brings together the survivors of prior operations and, if necessary, new Agents that may be created by the players. They must

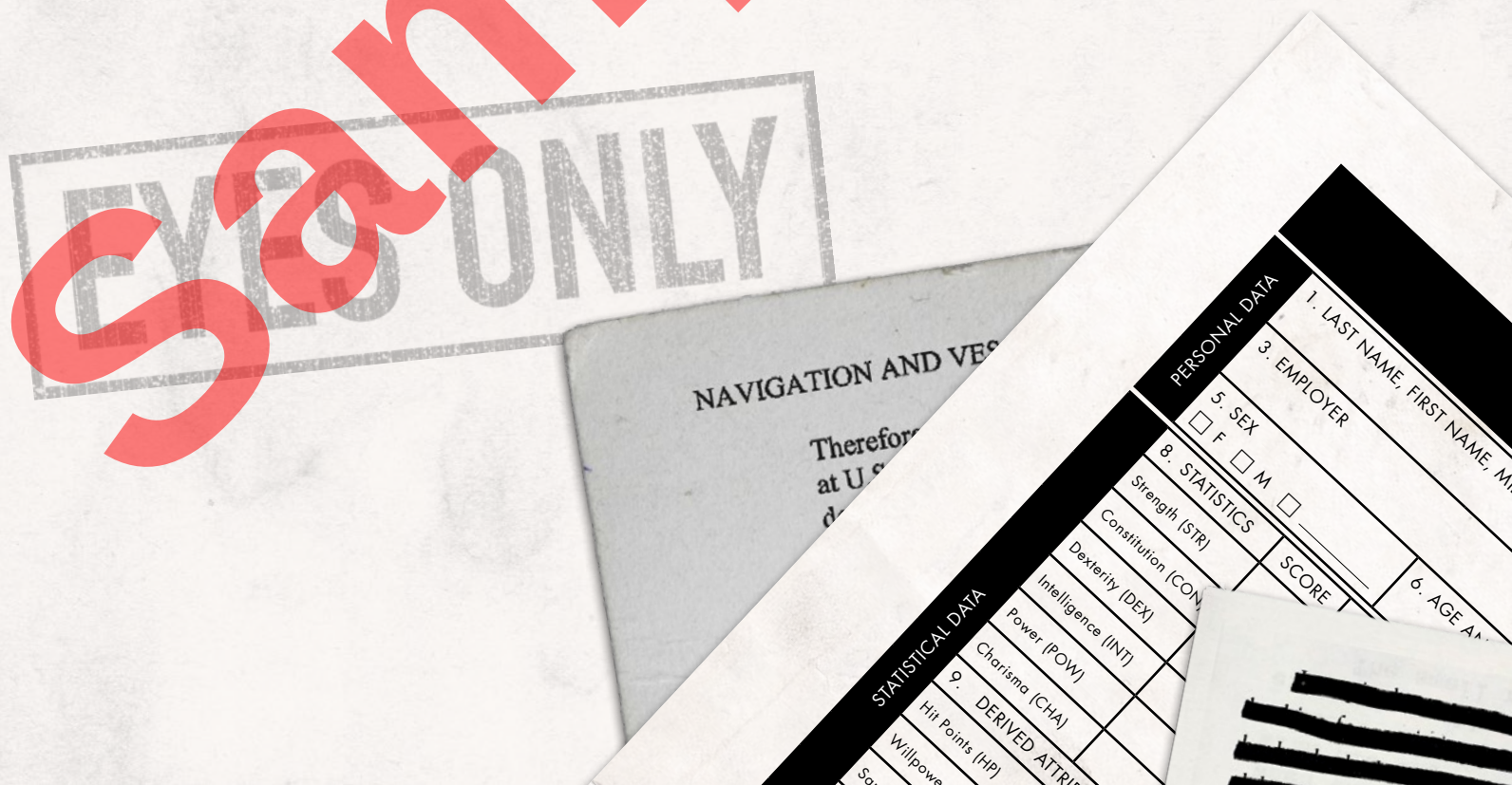
investigate what looks like an unnatural cult and stop a catastrophe before it can strike.

Each *Control Group* operation takes place in a specific year and location: Kennedy Space Center on 12 JUL 2010. Kunar Province on 3 OCT 2011. Rural Arizona on 21 NOV 2012. A Kansas farm on 5 AUG 2013. The first three dates are dictated by historical (or fictional) events. The Space Shuttle program ended in 2011. The U.S. Army's assignments in Afghanistan were in *constat flux*. The events of "Sick Again" start with a major 2012 event described in the *Handler's Guide*.

With a little work, though, you could change the dates. In your campaign world, Combat Outpost Honaker Miracle may have lingered for years under U.S. forces. The players in "BLACKSAT" may take the role of astronauts taking off from a private-sector launchpad, perhaps owned by one of the many tech firms anonymously owned by the Program's friends at March Technologies. The inciting event of "Sick Again" could have been delayed years for reasons no human mind will ever comprehend.

It is your world. Its horrors are yours to reveal.

Shane Ivey
5 APR 2019



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21 NOV 2012*

Wormwood Arena 124

*Leavenworth, Kansas
5 AUG 2013*

Mortuary Guidance Job Aid: Postmortem Preparation In a H

Appropriate personal protective equipment (PPE) must be worn while performing tasks.

1. Turn on thermal sealer.
2. Use digital camera or mobile phone to take a photograph of the deceased's photo via Wi-Fi, e-mail, or text message to site manager through secure means.
3. Decontaminate or properly discard camera or mobile phone.
4. Position gurney with three pre-opened body bags next to hospital bed.
5. Pull bed sheet(s) up and around body. Do not wash or clean body. Do not remove inserted medical equipment from body.
6. Remove first bag from gurney. Gently roll body wrapped in sheets while sliding under body.
7. Complete transfer of body to first bag. Zip up bag. Minimize air in bag.
8. Disinfect gloved hands using alcohol-based hand rub (ABHR). If any areas of PPE show visible contamination, disinfect with an EPA-registered disinfectant wipe.
9. Disinfect outside of first bag with an EPA-registered hospital disinfectant.
10. Transfer first bag with body to gurney, placing it on top of second bag.
11. Disinfect gloved hands using ABHR.
12. Fold second bag around first bag.
13. Fold second bag diagonally.
14. Fold second bag off or hot zone.

FIRST RESPONDER'S TOOLBOX

INDICATORS: To combat the transnational partnerships and collaboration among and border officials; health organizations and groups and leaders; public health; human trafficking and help identify modus sources and movement, and corruption indicators of suspicious activity the



U.S. Department of Justice
Federal Bureau of Investigation

Washington, D.C.

12 JUL 2010

// BLACKSAT //

McDIVITT: "Come on. Let's get back in here before it gets dark."

WHITE: "It's the saddest moment of my life."

—Ed White II and James McDivitt, as White performs NASA's first spacewalk



Introduction

NASA always has more people willing to risk death for glory than missions to fill. When the five astronaut protagonists of BLACKSAT get the call that they've been assigned a classified, military space shuttle mission, it is the chance of a lifetime. They are not yet agents of Delta Green.

They are headed for space to repair a secret spy satellite code-named BLACKSAT. They do not know that this satellite was built with unnatural components scavenged from the MAJESTIC program, and is beyond the ability of astronauts to repair. The player characters (PCs) must take unready passengers into the most dangerous environment known to humanity. And their passengers' mission is not to repair the satellite, but to destroy it with the only tool that can do it any harm: the unnatural power of hypergeometry.

Horror is all about doing the best you can with bad options. In space, anything not on the flight plan is a bad option.

Flight Personnel

We refer to all NASA personnel on this flight as astronauts.

- » **LT. COL. MICHAEL SPAY, USAF:** mission commander
- » **MAJ. DIRK MCMILLAN, USAF:** pilot
- » **CAPT. DAN HAMLET, USAF:** mission specialist
- » **LT. COMMANDER LUKE BELTON, USN:** mission specialist
- » **DEIRDRE TURNER, M.D.:** flight surgeon

Oh Eight Hundred

Before the operation begins, each player should pick any character from the list of astronauts: Lt. Colonel Spay, Major McMillan, Dr. Turner, Lt. Commander Belton, or Captain Hamlet. Their character sheets are at the end of this operation. Explain the expectations of astronauts. It is 2010 and the shuttle program is showing its age, but it has not yet been scuttled.

The astronauts have been training for a satellite repair mission for 18 months, but the schedule and purpose have been opaque. That indicates this is a secret mission, which is not all that unusual.

Early one morning, each receives a call from Paul Scalzo, a NASA administrator, asking to meet at 0800 (8:00 a.m.) at the Launch Control Center, Conference Room C. Scalzo's familiar voice sounds unusually worried. He does not give details, insisting that everything will be explained in the briefing.

The astronauts go to the Launch Control Center on a small bus. Let the players chat and establish character, so that everyone learns the other PCs' names, specialties, and personalities. Play up the fact that the flight personnel have trained together for over a year and are extremely familiar with one another.

Briefing

When the astronauts arrive at Conference Room C, they see Scalzo talking to Colonel Aaron Woolrich, a familiar Air Force officer. Woolrich has overseen parts of their training, appearing from time to time, but never directly interacting with the astronauts.

Two men in unadorned jumpsuits sit glumly at the table as well. One is chubby-cheeked and looks like he is going to vomit. His jumpsuit is stretched over bulging thighs and a swollen belly. The other is scarecrow thin, with thinning white hair and a deeply seamed face. His expression is resigned.

Scalzo introduces Colonel Woolrich. Woolrich salutes crisply and offers a firm handshake to each astronaut, greeting them by name and mouthing pleasantries about what an honor it is to work with them.

Woolrich introduces the strangers as Mr. Bruce Weintraub and Mr. Pierce O'Neil. He says that they are read onto BLACKSAT, so matters may be discussed freely in front of them. Woolrich asks the astronauts to verbally confirm what they confirmed in writing months ago, that they agree to the mission at hand, whatever its details. Then he explains the mission.

Woolrich says a classified United States defense satellite in orbit, code-named BLACKSAT, needs repair and recalibration. The astronauts are to escort

Weintraub, or O'Neil as an alternate, on a covert shuttle flight to the satellite so they can effect that repair and recalibration.

BLACKSAT's orbital height is 523 kilometers, and it is moving at seven kilometers per second. Commander McMillan's mission is to guide the craft into a close and synchronized orbit where Belton and Hamlet can escort Weintraub or O'Neil to the satellite. Woolrich says they cannot bring the satellite into the bay or use the shuttle remote arm. The techniques and technologies that they will use are classified separately from BLACKSAT. The astronauts are not cleared for those. The shuttle will be loaded with three Manned Maneuvering Unit (MMU) rigs to allow for one of the civilians to maneuver under escort by the two mission specialists.

The repairs begin in five days. Liftoff is in 48 hours.

Woolrich asks if there are any questions. If the players have none, gently suggest that this mission is atypical in any number of ways and that anyone who makes an INT×5 roll can think of one that you suggest.

Q: What does BLACKSAT do?

BLACKSAT is a deniable anti-satellite weapon platform. If the Russians or the Chinese put anything unacceptable into orbit, BLACKSAT can degrade its functionality, interfere with its communications, and gradually decay its orbit until it goes offline. It is not dangerous to human beings, nor to anything flying under its own power with a human at the stick.

National Aeronautics and Space Administration
Headquarters
Washington, DC 20546-0001

