

Future/Perfect, Part 3

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

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The Secret Dream

Duxbury, Pennsylvania, is shrouded in secrets. Since 1971, a Hunt Electronics subsidiary called Hunt Specialty Services (HSS) has come to own the town. Under the leadership of CEO William Lassiter, HSS bought the town piece by piece, turning small purchases into subsidiary businesses. It pays well enough for the locals to be more than happy with the deal. The town was brought into the company fold and is kept safe and warm.

As far as the public is concerned, HSS employs a large staff to design microelectronics that are manufactured elsewhere. Between the HSS plant and its countless tiny subsidiaries around town, Hunt Electronics is by far the largest employer in Duxbury. People are happy. The schools are good. The company takes care of things. There is no major crime.

There is a part of HSS that people don't much talk about. Not because they fear it but because it is secret, and HSS has earned their loyalty. There are parts of the plant where only certain employees go. Sometimes, people come in from outside town and go to those secret places without ever being seen at HSS again. The word is that they come in for special, high-tech training and depart again, all quietly to protect trade secrets.

If enough Duxbury locals compared enough details, they'd realize that many of those outside trainees never came out of the HSS plant at all.

In detailed records that no one outside Lassiter's inner circle ever sees, tens of millions of dollars and thousands of man-hours have been invested in the work of that secret part of the plant. But no one outside the plant knows what



they're doing at there. The task at hand is clear only to those on the inside, and they're not talking.

It's clear that HSS doesn't build things. Shipments never come out, they only go in. It's not a data center or a think-tank; communication to the outside world is restricted. It's not some sort of treatment plant; it's just a series of plain buildings in one of the most secure company sites on the planet.

But in the last ten years, accidents have plagued the HSS plant at Duxbury. Twelve people have died.

Only William Lassiter seems to know, exactly, what it's all for.

Despite all that, HSS reports record profits year after year. It sends designs out to other Hunt Electronics companies and receives lucrative royalties in return.

For the last four years, William Lassiter has told employees to expect great things from the Duxbury Project. Behind closed doors, HSS management plan their next steps.

In a way, Arthur Hunt's dream to change the face of the Earth is alive and well with the company elite.

The Skinny

For the past 30 years, the Duxbury plant has been home to a hypergeometric gate reconstructed from Arthur Hunt's alien notes. We refer to it as simply "the Gate." It is identical in function to the Hellbend gate, but it is stable. It is now in common use by an elite cadre of personnel who have established an outpost in the distant past. It is the one "safe" location that they have discovered in decades of experimentation.

The Gate has also been the key to his financial success. HSS studies the ancient world and operates an intermittent mining operation to pay the bills. Through the Gate, tons of gold, platinum, and silver have been brought to the present day. HSS' supposed work designing devices for Hunt Electronics is little more than a shell game.

William Lassiter is a zealot. He has seen enough to convince him things commonly thought of as ridiculous—spirits, aliens, and time travel—are not only real, they are practical and exploitable. Further, Lassiter is obsessed with the Gate and with Arthur Hunt.

Duxbury, Pennsylvania

Area	97.43 square km (37.62 square miles)
Population	9,248 (2010 Census)
Founded	1810
Industries	Engineering, metallurgy, and research
Temperatures	High, 36.6° C (98° F) Low, -23.3° C (-10° F)

Lassiter knows that Arthur Hunt was a serpent creature in human guise, and he is absolutely certain that other beings like Arthur Hunt exist in the world. They may even be in control of the government and other major companies and organizations. Lassiter plans to take no chances. He is willing to do anything to maintain the integrity of the Duxbury Gate, and has sanctioned blackmail, bribery, and murder to protect the company's secrets.

Lassiter has hundreds of hours of video of alien creatures brought out of the past, as well as hundreds of biological samples. Any day now, he is certain, creatures like Hunt will return and use their advanced technology to enslave humanity. The Gate, and the outpost in the past, are humanity's only hope.

Coming to Part 3

The first two scenarios of *Future/Perfect* can be played in any order. But play those before you play Part 3 and Part 4. Part 3 follows the Agents to Hunt Specialty Services, a little-known subsidiary of Hunt Electronics, which they discovered in Parts 1 and 2. Part 3 runs directly into Part 4, and is in fact the only way to Part 4. Part 4 leads to the unnatural secrets beneath Hunt Specialty Services and through the veil of time itself.

A warning: If you plan to run Part 4, review it before you run Part 3. It includes notes about the machinations of the Great Race of Yith that may affect your presentation of Part 3. See the introduction and **AN ACTUATOR IN PART 3** in *Future/Perfect*, Part 4.

Suspicious From Parts 2–3

At some point after completing Part 1 or Part 2 of *Future/Perfect*, it is likely the Agents will look into the current state of Hunt Electronics. Although H.E. has corporate offices in many locations, it quickly becomes clear that Duxbury, Pennsylvania, is the focus of H.E.'s most important and secret project. This project, housed at a microchip research facility, has been the subject of numerous reports and stories for the past 10 years. But no one outside the company has any idea precisely what's going on in Duxbury. All anyone knows is that it's expensive and William Lassiter is certain of its success.

Leads From Delta Green

If the Agents are left without leads after Part 1 or Part 2, Delta Green can easily get them involved. After Hellbend, Delta Green may send word that the machine which leveled the Hunt Electrodynamics plant in 1952 might be currently under construction at Duxbury.

Following the Chester investigation, Agents who have poked into the history of Arthur Hunt might see analogs between Hunt and William Lassiter, the current CEO of H.E. and its Duxbury subsidiary HSS. Lassiter's obsession with the Duxbury plant's secret project has been third-string public news for some time. In that way, Duxbury bears a remarkable resemblance to Hellbend, California, prior to the disastrous explosion of 1952.

The Bust

Alternatively, HSS could come to the Agents' attention with the arrest of Jonathan Emery in New York City.

On a gray Monday morning, a 22-year-old employee of Hunt Specialty Services, Jonathan Emery, was detained and questioned by TSA officials at LaGuardia Airport in New York. Emery was pulled aside in a random search, and his evasive answers and nervousness quickly drew the suspicion of his interrogators.

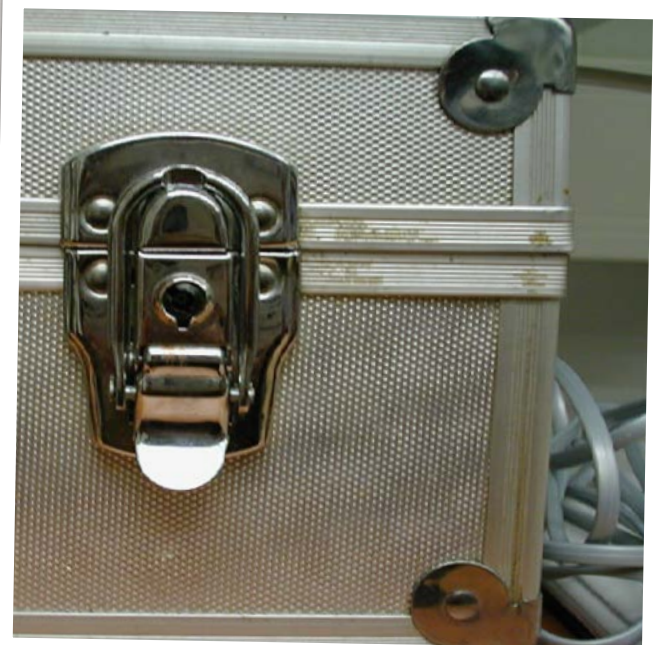
During his questioning, the 340 kg of engineering equipment he was bringing to Switzerland was searched. The equipment was supposedly specialty "testing devices" for a subcontractor in Berne. A quick check on this story proved it false. There was no subcontractor in Berne, and arrangements had been made by Emery for a car to pick him up at the airport.

Found within each device were hidden compartments filled with small gold ingots, totaling nearly 100 kg, with a value of nearly five million dollars. This stunning revelation opened a veritable landslide of questions. Emery had very few answers.

Emery was held by federal authorities as a suspected smuggler. He immediately promised total cooperation. He claims (and his story has proven true) that he has made a similar trip twice a year for the last two years.

Emery is employed at the New York offices of Hunt Electronics. Although he knows about HSS and Duxbury, he has no insight as to what might be going on there. He only knows that the equipment he escorted overseas came from Duxbury, and that each time he travelled to Switzerland, he received a cash bonus of \$5,000.

It all seemed shady, but money is hard to ignore. Emery did his best to overlook the warning signs. By his third trip, he was fairly certain he was doing something illegal. The main give-away besides the payout were the rules: don't open the cases for any reason; always check the luggage as "specialty equipment"; never let the luggage out of your sight once on the ground; deliver the luggage by specialty van to Credit Suisse Bank in Berne. Once at Credit Suisse, the luggage was taken away by attendants and white-gloved men with sidearms. Emery often spent extra days in Berne for leisure, and even travelled much of Europe two trips ago.



Emery knows he is in deep trouble, but has no idea what he was moving. Emery is simply the messenger, the man with the key to Hunt Electronics' greatest secret: the HSS plant at Duxbury, Pennsylvania.

Running Part 3

Future/Perfect, Part 3 is a very open scenario. Instead of detailing particular occurrences, it details the characters, locations, and activities of those involved in the Duxbury conspiracy, and tries to address the Agents' likely points of entry.

Here are some common problems possible in such an open-ended scenario, along with several suggestions on how to handle them.

Slowdown

Sometimes a scenario seems to slow down to a crawl, with no leads, action, or engaging threads for the Agents to pursue. Here are ideas that can kickstart things:

- » **DEATH:** An accident claims the life of a Duxbury employee, opening a new avenue of investigation. There is unusual legal wrangling about surrender of the man's body until it is finally handed over to the coroner. Every bone in the worker's body is pulverized, and his skin has been split by massive pressure. The cause of death is listed as a "water pressure die cutter" accident, but sea water is found in the man's lungs.
- » **HIT:** An Agent is targeted for execution by an anonymous "mechanic" hired by Jim Avary through untraceable means. The killers is skilled and coordinated. Only the quick or the lucky survive.

Dead End

Sometimes, too-efficient Agents exhaust every obvious lead far too quickly. Unleashing one of the following on them should renew the mystery.

- » **QUAKE:** The Duxbury area is rocked by an anomalous 3.2 earthquake. Scientists are baffled, but dogged research reveals the epicenter of the quake to be 50 meters below the Duxbury plant.

- » **DISEASE:** People begin getting sick. This mysterious "fever" pops up in town and claims the lives of 10 children. The CDC is brought in after a strange, plant-like substance is found in the bloodstream of two of the children. The only common denominator in the case seems to be the Duxbury plant. See **THE ROT** in *Future/Perfect*, Part 4, for details.

Peeking Too Soon

Agents might be clever enough to rapidly organize a raid on the Duxbury plant. For decades, CEO William Lassiter has been expecting such an occurrence. The plant will not simply roll over to local police or federal authorities. As far as Lassiter and his key employees know, anyone on the outside might be the pawns of the "others," the serpent-folk that still haunt the modern world.

Contingencies are in place to lock down the facility into a veritable fortress. It cannot hold out forever, but can turn what would normally be an affair that might last a day or two into a month-long standoff riding the headlines of CNN. That's something no DG Agent wants.

Revelation

This odd outcome is remotely possible. If the Agents meet with William Lassiter, and lay their cards on the table about Arthur Hunt's unnatural nature, might gain his trust or even his eager cooperation. In a way, Lassiter is building his own Delta Green: an organization to save humanity from supernatural threats while hiding the truth from the world at large.

If the Agents gain Lassiter's trust, he asks for an exchange of intelligence "as a show of trust." Lassiter will be forthcoming with everything but the Gate, his ace in the hole.

If the Agents manage to recruit Lassiter as a "friendly," it is a major victory. The focus of the scenario should be switched to damage control: covering up the oddities of the HSS Duxbury plant, including the arrest of Jonathan Emery for 100 kg of gold at LaGuardia Airport.

It won't take much for some spinoff of March Technologies to begin sticking its nose in. Once it senses the opportunity, it will take everything the Agents have to keep it from consuming the secrets of Duxbury.

William Lassiter

Clever and beguiling, William Lassiter is a quiet legend. He is not well known to the public but has been the subject of many stories, exposés, and speculative documentaries.

Born over 70 years ago in Ann Arbor Michigan, he was an excellent student who excelled at all things mathematical. He never married. Lassiter began in business as a hand-picked protégé of Thompson MacAfee, the man who succeeded Arthur Hunt as leader of Hunt Electrodynamics after Hunt's untimely death in 1952. After a chance meeting following a speech, MacAfee brought Lassiter into the company straight from the University of Pennsylvania at the tender age of 20.

It was clear to all that Lassiter was the heir apparent from his earliest days at the company, when he was put in charge of "Special Projects."

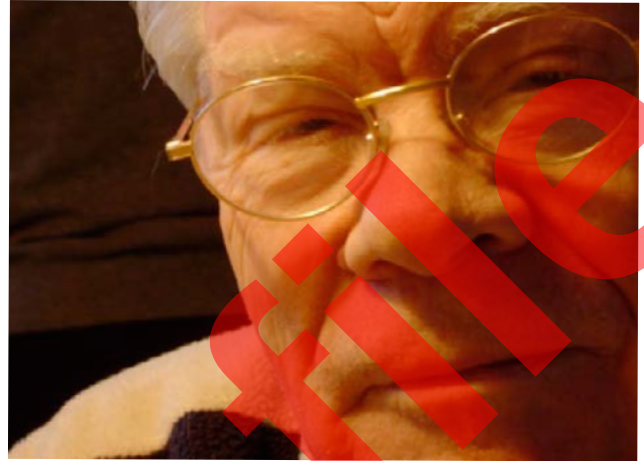
Lassiter made some prescient predictions about the direction of consumer electronics, and was given more and more control of Hunt Electronics' most important divisions.

By the time he was 30, Lassiter ran the company for MacAfee, who had long since moved to a desk job in New York. This transfer of power was made official on October 28, 1977; when Lassiter became CEO for Hunt Electronics and Thompson MacAfee retired.

Lassiter immediately took the company in new directions. Huge amounts of Hunt Electronics resources were diverted from defense contracts to component production in the burgeoning home computer business, which at the time was in its infancy.

Over the next decades, Lassiter maneuvered his company completely unscathed through the volatile electronics sector. H.E. earned record profits, secured new and lucrative contracts, and did business the same way as ever: behind closed doors.

Lassiter is known to be strange and distant individual, eccentric but never stupid. He is both feared and admired in the business world. He makes his home at Duxbury, in a large estate on a hill overlooking the Hunt Special Services plant. He has stayed in that home less and less as the years have gone on.



Meeting Lassiter

Setting up a meeting with Lassiter without some government pretense is an absolute impossibility. His social calendar is packed, his business calendar, doubly so. Without a warrant, or some legal angle such as an investigation of H.E., Lassiter is beyond approach.

If the Agents present evidence of wrongdoing on the part of a Hunt employee, or a warrant, or some other "legal" angle, Lassiter is forthcoming and polite. Agents are allowed into lavish offices in a Duxbury office park, separate from the plant. They are extended every courtesy and kindness and then escorted into a vast boardroom to meet Lassiter.

William Lassiter is a small, quiet man whose intelligence is stamped upon his wide, wise face. He is disarming and kind, working his way into the good will of even the most grave Agents. He has not maintained his position for 30 years through lack of social acumen.

If the Agents at any time threaten Lassiter, they will see the other reason he has maintained such power. Lassiter makes plain that any move to implicate any Hunt company in legal wrongdoing will be met by a team of lawyers suing each Agent individually for slander, libel and harassment, as well as suing every state and federal department involved in such an investigation. Lassiter does not make this point hyberbolically. He states it in the manner of a man stating that the Earth moves around the Sun: It is a fact.