

DELTA GREEN

// Black Sites //

Eight Scenarios of Lovecraftian Horror and Conspiracy

ARC DREAM PUBLISHING PRESENTS *DELTA GREEN: BLACK SITES*
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// Introduction //

Secrets hunger. They feed and grow. They corrupt. The burden of them makes their keepers alien and strange.

Every secret is a temptation to profit from the power of its keeping. Sometimes conscience urges revelation. The risk demands ever more secrecy. Trust erodes. Secrets metastasize like black cancers in hidden places.

Agents of Delta Green keep secrets too painful, too dangerous to tolerate. They hold on to their lives and families as long as they can. But that only gains time in which the poisons they guard seep into the lives they desperately protect. Soon, they have nothing left to guard. Nothing but their secrets.

Each scenario in this book brings your Agents to sites where secrets and death spread like living things. These scenarios open with an event that could inaugurate a sprawling Delta Green campaign, one that tracks the metastatic growth of Delta Green itself.

"PX Poker Night" looks back decades to the works of a cabal at the heart of the U.S. government, a network called MAJESTIC that sells human lives for power and wealth. An evening of violent madness culminates in a brush with a terror that was ancient before humanity's fleeting rise.

Survivors could be recruited by the Delta Green of the millennium's end, a conspiracy of a few dozen criminals in feds' clothing. Look outside *Black Sites* to the oldest Delta Green books and to the timeline in the *Handler's Guide*. In 1998 and 1999, recruits fresh from "PX Poker Night" could enter "Puppet Shows and Shadow Plays" from the original *Delta Green* not as strangers but as new Agents. In "Convergence" and "A New Age" they may confront horrors glimpsed in a poker night they would rather forget.

Are you an ambitious Handler? Let survivors investigate "Dead Letter" from *Countdown* as their introduction to the Karotechia in 2000. Play out your version of the pursuit of the Karotechia around the world. Your Agents might meet GRU SV-8. Perhaps they learn Delta Green is making common cause with MAJESTIC. They may be on the ground when all these hostile forces converge for a raid on the Karotechia's South American headquarters in March 2001.

Next they may find that partnership with MAJESTIC has only opened new vulnerabilities for Delta Green. Their contacts in other cells vanish or die or are arrested. The MAJESTIC war goes hot. And then it flares out with uncaring silence from the aliens that MAJESTIC so feared and adored.

How then do the years pass? You may have many scenarios to play as Delta Green splits into the Program and the Outlaws, each seeing the other as rogue pretenders. Or perhaps we return to your Agents ten years later in "Kali Ghati" as the U.S. occupation in Afghanistan draws down. You could play the operations from *Control Group*, some as flashbacks: "BLACKSAT" in 2010, "Night Visions" not long before "Kali Ghati," "Sick Again" in 2012, and then "Wormwood Arena" with the gathered survivors in 2013.

The rest of the scenarios in *Black Sites* could follow or be interspersed. "The Last Equation." "Lover in the Ice." "Sweetness." "Hourglass." "Ex Oblivione." One stab at the putrid heart of reality after another. "The Child" could appear anywhere along the way.

Years have flown. Are any survivors of "PX Poker Night" still alive? Still sane? Still keeping faith with Delta Green? Perhaps they dropped away long ago, each replaced by some new face full of grim resolve. Perhaps the very memories of them are lost, poisonous secrets held by the damned.

Delta Green fights on. It feeds itself to the darkness one agent at a time. It keeps its secrets close, thinking it protects humanity from intolerable knowledge. Delta Green fights on, driven by a glorious hope, by a dream that its leaders dare not voice: that humanity would even care.

We dare not put that dream to the test. But Agent by Agent, death by death, secret by secret, Delta Green fights on.

Shane Ivey
September 2020
Scientia mors est

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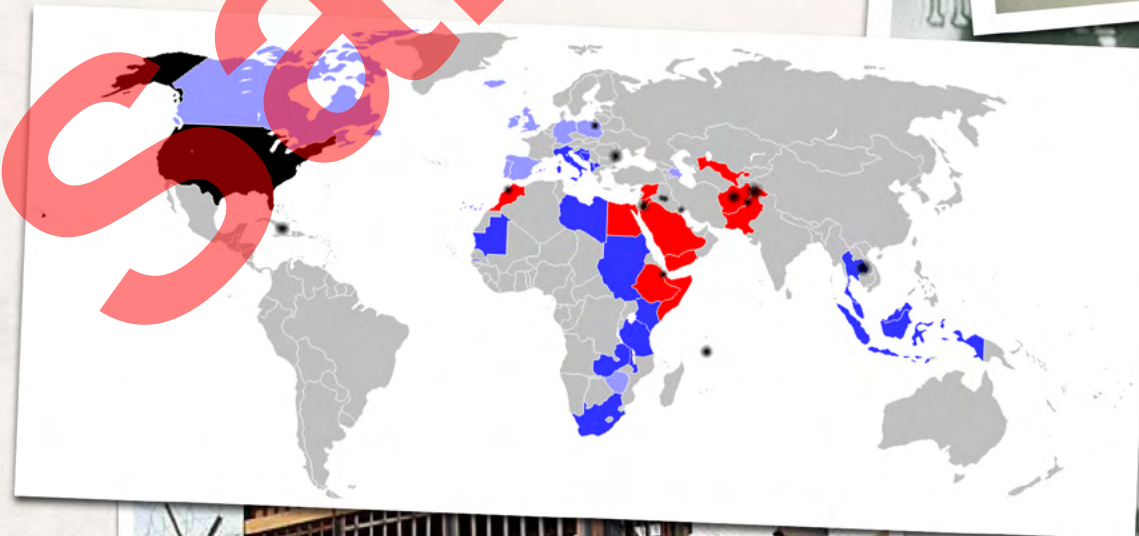
He always was an awful spy. A gr

So I sit here with the TV on an
smiling face. LJ. with a giant
weeping.

If they could do this, what co
are they doing right now? Wh

Now J.J. is on the screen, talk
brie
he e

The Army has
recovered, the dea
language of knives
dissection.



// PX Poker Night //

“Platte AFB, Platte County, Nebraska,
twelve personnel. See attached dossiers.
Non-MOON DUST personnel expendable.
Casualties to be retained for autopsy
and tissue sampling.”



// PX Poker Night //

By Dennis Detwiler and A. Scott Glancy with revisions by Shane Ivey

Introduction

It is August 22, 1998, and Delta Green is underground. Lacking even a pretense of legitimacy and desperate for resources and information, the conspiracy is always on the lookout for "Friendlies." Friendlies assist Agents in carrying out missions. Friendlies are often non-federal law enforcement, academics, criminals, technical experts, anyone who can be of use in the fight against the unnatural. Most have had an encounter with the unnatural and lived to talk about it. Friendlies get the most dangerous assignments Delta Green has to offer.

"PX Poker Night" is designed to introduce new characters to the world of Delta Green. Have players create new characters who are serving in the Air Force, or have them select from the six pregenerated character sheets at the end of the scenario: Cantu, Geiger, Herrera, Sims, Utecht, and Young. Players should familiarize themselves with their characters and invent their Bonds and one or two motivations.

The characters, whether rolled up or pregenerated, are Air Force misfits. They have a long string

of misconduct charges and have perhaps done short stretches of time in the stockade. Owing to their persistent talents at screwing up, they have been stationed at Platte Air Force Base.

Survivors may be inducted into Delta Green. (See **RECRUITMENT PASS** on page 23.) Use that for the beginning of a long-term campaign. Let each add eight bonus skills at +20% to reflect their changing careers. Put them through "Convergence," "Puppet Shows and Shadow Plays," "A New Age," and "Dead Letter" from *Delta Green* and *Countdown*. Let them choose whether to join the Program or the Outlaws in 2001. Play through your version of the pursuit and destruction of the Karotechia. Their lives as Agents could carry them to the present day. If they live that long.

The Base

Helicopters, trainers, and even some jets find their way to Platte AFB before being sold to foreign governments or sent to the vast Davis-Monthan AFB fields in Arizona.

Built as an Army post before the Air Force became its own service, Platte is composed of a dozen

>> Platte AFB Personnel

Name	Age	Rank	Occupation	Reputation
Jones, Louis	41	Major (Maj)	Commander	Disciplinarian
Anderson, Michael	25	First Lieutenant (1st Lt)	Executive Officer	Hotshot
Bach, Roberto	37	Master Sergeant (MSgt)	Chief of Operations	No bullshit
Long, Byron	33	Technical Sergeant (TSgt)	Fire Protection	Dependable
Utecht, Joshua	25	Senior Airman (SrA)	Fire Protection	Anger-management issues
Geiger, Alicia	23	Senior Airman (SrA)	Administration	Arrogant
Young, Jerry	23	Senior Airman (SrA)	Security Forces	Trouble magnet
Lacroix, Theodore	21	Senior Airman (SrA)	Tactical Aircraft Maintenance	Womanizer
Sims, Sheri	23	Airman First Class (A1C)	Air Traffic Control	Down to Earth
Cantu, Robert	24	Airman First Class (A1C)	Vehicle Management	Shady
Seeber, Brian	19	Airman (Amn)	Pavements and Construction Equipment	Gullible
Herrera, Carlos	19	Airman Basic (AB)	Fuels	Volatile

buildings and two airstrips in the middle of a Nebraska wasteland. It is quite isolated. The nearest town, Marion, is 30 km away. With such a small staff, not all base buildings are in use. The only traffic the base sees is from decommissioned surplus aircraft that arrive once or twice a month.

Once or twice a week, a ground crew and technicians come to secure an incoming aircraft for storage. They park the aircraft in the “boneyard” and seal them up for protection against the elements. The rest of the time, Platte has a skeleton crew of 12. Their sole function is to maintain the base itself. Platte is their last stop on the road to dishonorable discharge. It is one step up from a military prison.

With little to do, personnel mostly just kill time. Saturday evenings at 8:00 P.M., however, rain or shine, is PX Poker Night. It's not held at the PX. The PX hasn't even been a PX since Platte's early days as an Army post. Under the Air Force it became a base exchange, a BX. But some names and traditions have a way of sticking.

PX Poker Night is the highlight of the week at Platte AFB. It's held in the barebone remnants of the NCO club. Even Maj. Jones plays, while those who are in dutch with Jones (usually half of the staff at any given time) pull duty at the guard shack and the air traffic control tower. Poker night is one of the only high points in the week for the base personnel due to the simple fact you can win your superiors' money.

This Saturday's poker night is about to take a turn for the bizarre...and the deadly.

Platte AFB Map Key

This key and the following description are not meant to be all-inclusive. It is meant to give a general description of the base and its environs, with an eye towards answering questions the players may ask while running for their lives.

When the characters decide to fight, there are plenty tools around the base that can become improvised weapons. Encourage the players to arm their characters with whatever's available. It would be bad form if somebody didn't end up swinging a garden

rake at the monster. Just because an item is not listed does not mean it isn't there. Quick thinking should be rewarded. Remind players whose characters have low combat skills of the advantages to be found in attacking from surprise and taking time to aim.

Occupied buildings are equipped with fire alarms and sprinkler systems. The hangars, guardhouse, motorpool and NCO club only have fire extinguishers.

Except where noted, all the buildings are of cinderblock construction and have glass windows and wooden doors that can lock. Kicking in a base door requires a STR×5% test.

1. GUARD SHACK: The guard shack is manned by one airman, or two if Maj. Jones wants to hand out a boring punishment detail. Each airman assigned to the guard shack is issued a rifle with 10 magazines of ammo and a pistol with three magazines at the beginning of each shift. After each shift, weapons are passed on to the next guard on duty or returned to the weapons locker in the administration building. The shack is little more than four concrete walls, a door, and a phone for on-base calls.

2. ADMINISTRATION OFFICES: This building is where the commander and XO have offices. Jones's office connects to the weapons locker through a reinforced fire door. Sergeant Bach and Airman Geiger have their own desks in an office crowded with desks and rusty filing cabinets. All desks have phones, but off-base calls can be made only by using the switchboard at Geiger's desk. A supply room is filled with spare military and office equipment, including binoculars, parkas, walkie-talkies, flashlights, first aid kits and the like. The building has a working sprinkler system and fire hoses and fire axes set on the walls.

WEAPONS LOCKER: Access is highly restricted. No firearms are permitted in the barracks. They must be kept in the weapons locker, a windowless room with a combination lock door like a bank safe that cannot be breached with any tools available at the base. Once through the safe door, the weapons are further secured behind a key-locked iron cage and locked in metal cabinets. The cage also requires power tools to break in. The cabinets can be clawed open with crowbars. The weapons locker has no windows.