DELTA GREEN

ALSO BY ARC DREAM PUBLISHING

KALI GHATI
A Delta Green operative is missing from a U.S. base in Afghanistan. It's up to the players' agents—soldiers, spies or academics with Delta Green clearance—to find him before the disappearance draws the kind of attention that the group cannot afford. Includes six ready-to-play agents.

THE STAR CHAMBER
A Delta Green operation in Myanmar went disastrously wrong. The players' agents must interview the team responsible. The action plays out from one conflicting point of view to the next. The players must decide who is at fault and who, if anyone, is telling the truth.

OBSERVER EFFECT
If we look too deeply into the roiling chaos of reality, chaos may look back. The Olympian Holobeam Array has gone offline in a catastrophic power surge. Delta Green has reason to suspect the worst. The players' agents have no idea what they'll find when they arrive.

VISCID
Two days ago, retired geneticist Tibalt Grieves and his girlfriend died gruesomely. A CDC specialist found weirdly unidentifiable samples. When the sun rose, Grieves' body began to smolder and disintegrate. When the players' agents arrive, they may find that even death has a half-life.

MUSIC FROM A DARKENED ROOM
Places, like people, go wrong. In the last 50 years, 18 people have died at 1206 Spooner Avenue, and you can feel it. Neighbors stay away. In the hours that stretch like taffy after two, no one hears the music from its darkened rooms. Will the players' agents be the next to die?

NEED TO KNOW & HANDLER'S SCREEN
A 48-page quickstart rulebook has six characters and a starter adventure. A sturdy, full-color game moderator's screen features and useful tables and data to aid the Handler and evocative art to unsettle the players.