

DELTA GREEN

Operation COAGULANT BARBEQUE

OR

The Final Flight of Cody 193

By ChiefMcClane

The Mission

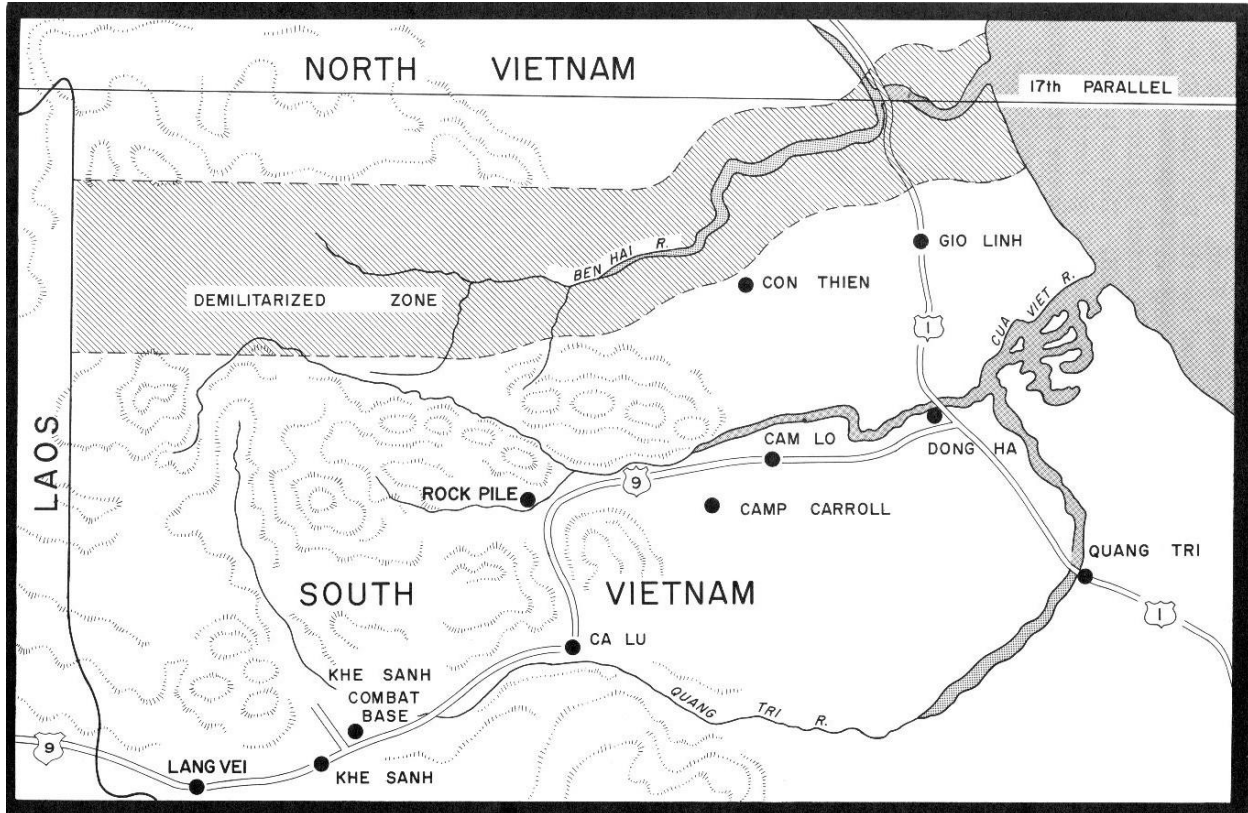
July 4 1967: A team of special operators from various DoD branches is assembled. Their mission is to trek deep into enemy territory and recover the remains of a Ryan Model 147 “Lightning Bug” drone jet, Cody 193. Cody 193 was on a reconnaissance flight, searching for North Vietnamese radar positions in the hills west of Con Thien that had been taking out Wild Weasel F-4C Phantom airplanes, 3 craft and six pilots. It is believed that the photographs contained on Cody 193’s cameras can reveal the location of the radar and AA guns that have been preventing US air superiority from supporting troops operating out of the Marine base at Con Thien. *“We need air support, every day that we don’t have it, more and more troops will die during Operation Buffalo.”*

The team is assembled from the different DoD branches, and runs under the moniker “Long Range Recon Patrol Team 97”, or more simply “Spock Team,” with the motto, “Live Long and Prosper.”

They may or may not have worked together before. The team is given a deadline: four days, as the AA positions could move after this, and before Air Force officials could develop a plan to take them out. They are also shown photographs of the missing pilots.

Agents are introduced to 1LT Joshua Stephens, an Army Green Beret who is tasked with leading this mission. He introduces himself and states that he’s open to suggestions in the planning phase, and stresses the importance of cohesion. He teaches them a standard operating procedure for hand signs, and gives them each a simple whistle.

“This sounds like a native bird. If you hear this blast twice and then a third time, freeze in place.”



The Truth

What has really been taking out the airplanes has been a Winged Servitor, its hune device damaged by a F-4C just before the plane crashed. It had been summoned by CIA backed Tcho-Tcho in service of Hastur, and guards a link to a version of Carcosa. It takes down anything that flies too close to an ancient, decayed palace in the jungle where the Tcho-Tcho revel in rotten decadence and dine on human flesh.

Agents leave Con Thien and are tasked with recovering the camera from the wreckage of Cody 193, and are given the tools to develop the negatives on sight and report back discernible information, given the flight path and information from the rudimentary camera systems. They are given an approximate 1,000 meter grid square where the plane likely crashed and supplied with any equipment and weapons they think will be useful. *“There was no explosion because Cody 193 was almost out of fuel, we think. She was on a glide path back to the coast, where the Navy could pick her up.”*

Encounters

Mission Planning

Agents are told that NVA is likely heading east through the mountains, towards Route 1. A high Military Science: Land or Navigate score will allow Agents to determine a sound course of action. If not, Stephens, their radio operator and leader will make suggestions (you, the Handler).

Leaving Con Thien

It's the 4th of July. Marines on base are celebrating with barbeque and beer. *Light My Fire* by The Doors plays over a loudspeaker as a few Marines play baseball. An NVA artillery strike comes in from over the hills. A Luck Roll dictates whether or not the Agents have left the base yet or not when it happens. An Alertness roll allows them to hear the whistle of falling shells.

Crossing the Ben Hai

At some point in time, Agents will have to cross the Ben Hai. Though it exists in the Demilitarized Zone, Vietcong in civilian disguise will have no problems attacking any Americans they see around the river. Agents are able to swim, and have waterproof bags for moving most of their stuff, but will have to make Swim rolls to keep the rest of their gear dry (unless they improvise some sort of raft, which will cost time). The faster the Agents make it over the Ben Hai, the better.

If Agents take too long, a Luck roll determines whether or not a Vietcong in a boat disguised as a fisherman and his wife shoot at them with AKs.

The First Night

The first night in the bush should be one of tense unease. A storm rolls in, bringing crashing thunder and blinding lightning. After digging in and establishing a watch, call for several Alertness rolls. Describe hearing branches cracking outside of the perimeter, the lightning intermittently breaking through the clouds and revealing partial outlines of the jungle, and the sudden silence of the jungle. On failed rolls, describe the Agent on watch as straining their eyes looking into the darkness uneasily. The guard catches a glimpse of a smallish man with red hued skin and draped in a yellow robe in front of a tree. However, unless they have taken action to draw attention to themselves, the Agents are safe the first night.

Trip Wire

Sometime on the second day, the pointman must make an Alertness roll. A failure has them tripping a Vietnamese grenade trap (15% Lethality, 10m radius) followed by utter silence.

Fleeing Vietnamese

The pointman, on a successful Alertness roll while moving to the objective, will spot a young child running through the brush clutching a doll. With a successful Persuade roll, they can convince her that they mean no harm. If Agents speak Vietnamese, she will describe her village being routed by 4 "Miri Nigri" with guns, a word that does not translate from Vietnamese. If pushed on these, she begins to cry and will only say, "Miri Nigri like my mama used to say would get the bad kids". She can point the direction of her village out, but will not accompany them back there.

If Agents check out the village, they will find a few houses burned to the ground, and a few still standing with a single man's body in the center, its stomach torn open (SAN loss 1/1d4 from Violence). A successful investigatory skill roll can tell them it looks like his intestines have been eaten. There is still plenty of food around the village. A successful Navigate or Search roll can allow them to follow the attackers (see The Prison Camp).

NVA Attack

Agents are presented with a choice: take a well worn winding path up the side of a large, steep hill, or climb up the side with some difficulty.

Taking the easy path is a surefire way to get ambushed by 2 NVA. The ambush is initiated by a grenade thrown from uphill (a successful Alertness will hear the pin being pulled). After the battle is over, a dying NVA will warn them by shaking his head no repeatedly and with his last breath, "Leng." A successful Vietnamese roll will translate this to something like "tinkling" or "clinking."

If Agents make the climb, they must endure 3 climb checks, each one getting them to a stable plateau on the hill. If one Agent goes first and has rope or other equipment, they can assist others with a 20% boost on their checks. A fumble results in 1d4 injury from falling. Once Agents have begun to climb, a high Alertness will notice the 2 NVA running madly down the path with no regard for stealth, looking over their shoulders and saying over and over again, "Run, keep running, go!"

Cody 193

After roaming the grid square and searching for the wrecked drone, Agents will eventually find it, either through Navigate, Search, or Military Science checks. An astute Agent will notice that there are no blast marks on the plane, but something that looks more like a large animal had scraped it, something like bird talons. An Agent attempting to track it will note branches in the area are broken in a large circle around it, and there are huge scrapes in the mud around it.

Developing the film does reveals the following photos in order:

- Shots of jungle and mountainous terrain as the drone follows its flight path
- a camp among some jungle ruins, with several men tied to stakes wearing the scraps of Air Force pilot uniforms. An Agent may recognize this as one of the pilots that was presumed missing or dead from an earlier crash is alive and looking straight at the camera. (SAN loss 0/1 from Helplessness). In the next panel, he is on the ground with his captors standing over them.
- no sign of a missile launch, but rather a large black object, something living, maybe, that comes from above and that destroys the left side camera.

Agents may be motivated to find this camp in order to perform a rescue mission. If they reveal this to Command, they will be ordered to find the location, using the same triangulation math they would have used to find the AA guns. The Lightning Bug cameras take a photo every five seconds, and the angle of the cameras can be found by approximating the flight path. *"Well, they've got something there. Our best intel suggests the Russians and Chinese have been working on some sort of man-portable radar. Keep looking."*

The Prison Camp

After trekking and finding the location of the camp, the Agents will be surprised to see that what they thought were jungle ruins is actually a lavish jungle palace set in the side of the mountain, with a large pond and flowing water features and an ornate brass statue of a figure

somewhat like Buddha draped in a gold sash and wearing a white mask (SAN loss 0/1d4 from Unnatural).

Standing outside of the steps is a small man with red hued skin wearing simple clothes and clutching an AK. The man's head appears to be swollen or elongated from a distance. If Agents approach, he does not raise the weapon at them, but gestures them to join him inside (these are Tcho-Tcho that have been enjoying backing from the CIA and a rogue element of Delta Green, hence the friendly welcome).

Should they follow, they will walk into a tunnel that grows dark, not illuminated by any of the light sources they carry (SAN loss 0/1 from Unnatural). If they continue walking, they find themselves in front of a glass door that has a frost to it (see *The Glass from Leng*).

If they choose to attack the Tcho-Tcho, a Winged Servitor flies over the temple, and in its shadow the temple disappears and reveals ruins instead.

The Glass from Leng

This piece of Unnatural magic has the power to show an Agent anywhere that they desire. Upon touching the door, the glass becomes unfrosted and reveals a real time view of their unique "happy place." (SAN loss 0/1d4 from Unnatural). However, opening the door does not transport them there (SAN loss 0/1 from Helplessness).

Carcosa

It instead opens up to a hardwood court of a dozen small, red skinned monks chanting and singing as they perform a dance of martial arts with one another, each inflicting vigorous injury on the other (SAN loss 0/1 from violence to watch the mindless fighting and bloodshed). Agents may attempt to dance along with them, with a successful Unarmed Combat roll they fit right in. If this happens, they are invited to a dinner, a feast with their king. If not, the last man standing comes to engage them with his fists before him. The table is set, and they sit patiently waiting. Finally, their king emerges, and they all bow.

Hastur appears before them as a four armed man, a yellow sash draped across his body and a white mask covering his face. Gazing upon Hastur (SAN loss 1d6/1d20), he speaks to them in a language they do not know, but understand. They are given the impression that violence is art, and that they themselves must become mighty warriors to attain enlightenment. The monks stand from the table and attack Hastur, who artfully dances but pummels them to a bloody mist at the slightest touch (0/1d4 SAN loss to Violence). At this, he vanishes, revealing the ruins of the temple the Agents now stand in.

Temple of Hastur

The temple lies in ruins, with fallen pillars and walls making this a fantastic place for a firefight. Where Hastur once stood is now a podium with a weathered book (*The King in Yellow, La Roi en Jaune*, in French). Removing this book from the temple angers the Tcho-Tcho.

The Agents are now surrounded by a tribe of a dozen Tcho-Tchos in the ruins, some of them crudely eating the remains of a villager (0/1d4 from Helplessness). They abandon these tasks and now bow their heads in prayer.

Meanwhile, two American pilots are held in a bamboo cage. The majority of the Tcho-Tcho are unarmed, but three of them have AK-47s. If the Agents had reacted with hostility to the Tcho-Tcho outside, they will automatically attack the Agents. While small, they are fierce.

If the Agents are hostile to the Tcho-Tcho, a Winged Servitor attacks. If the Agents gain the upper hand, it disappears.

After dispatching the Winged Servitor, the Agents may now locate the POWs, two American pilots being held at this camp. They will profusely thank the Agents, and request a sidearm, ready to fight and make it back to safety.

If Agents call and request helicopter evac, it is granted. However, after climbing aboard the chopper, the Winged Servitor attacks again. Luckily, the chopper is equipped with a mounted M60 (and a pilot with Delta Green clearance).

The Offer

Upon making it back to Con Thien, Agents meet Adolf Lepus, who admonishes them for eliminating his guerilla force but offers them a chance to join his outfit, a top secret team of commandos that operates with an unlimited budget and little to no oversight. They fight “that weird shit, like you’ve no doubt seen up in these hills here.”

NVA Soldier

STR 10 CON 14 DEX 14 INT 10 POW 13 CHA 10 HP 12

Skills Alertness 40, Artillery 40, Athletics 50, Demolitions 40, Firearms 50, Heavy Weapons 50, Melee Weapons 50, Navigate 50, Search 50, Unarmed Combat 50

Attacks

AK-47 50% 10% Lethality (bayonet 50 1d4 damage)

SKS 45 carbine 50%, 1d12 (bayonet 50 1d4 damage)

Grenade 10% lethality, 10m range

Regular North Vietnamese soldiers, these troops wear uniforms (most of the time), and receive support in the form of logistics and training from the Chinese government. Their country has been under turmoil in one form or another for over 30 years and they want the Americans out.

Vietcong

STR 10 CON 14 DEX 14 INT 11 POW 14 CHA 11 HP 12

Skills Alertness 50, Athletics 60, Demolitions 50, Disguise 40, Firearms 50, Melee Weapons 60, Navigate 60, Search 50, Stealth 60, Survival 50, Swim 50

Attacks

AK-47 50% 10% Lethality (bayonet 60 1d4 damage)

SKS 45 carbine 50%, 1d12 (bayonet 60 1d4 damage)

Grenade 10% lethality, 10m range

The Vietcong are irregular guerilla fighters. Often, they are defending the rural lands that they live in, and have the advantage of knowing the terrain. Given enough time to prepare, they will set up traps and tunnel networks to navigate stealthily, and blend in with the civilian populations.

Tcho-Tcho Aesthetes

STR 13 CON 13 DEX 13 INT 10 POW 14 CHA 8 HP 13

Skills Alertness 60, Athletics 60, Firearms 30, Melee Weapons 60, Unarmed Combat 70

Attacks

Kiem (sword) 60 1d6

Unarmed 70, 1d4+1

AK-47 30 10% lethality

Winged Servitor

STR 25 CON 25 DEX 12 INT 1 POW 8 HP 25 WP 8

ARMOR: 3 points of furry chitin.

SKILLS: Alertness 50%, Flight 40%.

ATTACKS: Claw 40%, damage 2D6 /// Bite 40%, Lethality 15%.

NON-TERRENE: The servitor is at home in nearly any environment. Radiation, pressure, cold, vacuum, and more have no negative effects on it. It can move on the surface of Saturn, the depths of the ocean or in open space with equal ease.

OTHERWORLDLY FLIGHT: The servitor can “fly” in any environment, flapping its membranous wings as if against some unseen current—even underwater or in space. In flight, the servitor seems slow and clumsy, certainly more sluggish than most avians. Yet, while in flight, it may suddenly vanish as if launching away at terrific speed, passing out of everyday dimensions and through unthinkable realities.

UNNATURAL BIOLOGY: The servitor’s physiology would baffle any biologist. Making a called shot for “vitals” or another apparently vulnerable area inflicts normal damage, with no special game effect.

SAN LOSS: 1/1D6.

“There flopped rhythmically a horde of tame, trained, hybrid winged things that no sound eye could ever wholly grasp, or sound brain ever wholly remember. They were not altogether crows, nor moles, nor buzzards, nor ants, nor vampire bats, nor decomposed human beings; but something I cannot and must not recall. They flopped limply along, half with their webbed feet and half with their membraneous wings; and as they reached the throng of celebrants the cowled figures seized and mounted them, and rode off one by one along the reaches of that unlighted river, into pits and galleries of panic where poison springs feed frightful and undiscoverable cataracts.”

La Roi en Jaune

Tome. *In French*. Study time: *hours*. *Unarmed Combat and Melee Weapons +5%, Unnatural +5%, SAN loss 1D6+2.*

This book tells the story of the Yellow Monk, who travels from town to town leaving bloodshed in his wake in search for his lost kingdom of Carcosa. He achieves nirvana via the deaths of his enemy and takes their kingdom for his own.

1LT Joshua Stephens

STR 10 CON 11 DEX 13 INT 13 POW 14 CHA 13 HP 11 WP 14

Skills Alertness 50, Athletics 50, Bureaucracy 50, Drive 40, Firearms 60, Foreign Language (Vietnamese) 40, First Aid 40, Heavy Weapons 40, History 40, Military Science Land 60, Navigate 60, Persuade 50, SIGINT 60, Unarmed Combat 70
Special Training: Parachuting (DEX), Air Strikes (INT)

Attacks

M16A1 60, 10% Lethality
Colt M1911 60, 1d10
Grenade 70, 15% lethality

Equipment

Dog tags, Rucksack, Smoke Grenades (white, green, and red), 2 Frags, wet weather bag, flare gun, binoculars

Bonds

Fiance, Betty Meredith 13
Father, Samuel Stephens, 13
Mother, Veronica Stephens, 13
Younger Brother, Jacob Stephens, 13

Motivations

Patriotism
Gallantry
Heroism
Leadership
World Peace

An Army Green Beret prior to this operation, Stephens was tasked with meeting and greeting local populations to win hearts and minds. Their mission has been less than successful, and Stephens signed up for Spock Team hoping to get a break from the failures of his assignments.

Special Rules

Requesting an air strike, artillery bombardment, or other large firepower must be requested with Bureaucracy if not in the middle of a large scale operation.

For howitzers and other large gunnery, an artillery roll will suffice.

For airstrikes, special training may be needed. Per Handler's ruling, it could be a Military Science (Air or Land), or a special training governed by DEX.

Alternately, for more modern games an appropriate piece of equipment can be used to signal the target, such as a colored smoke grenade (Athletics), a laser designator (INT or DEX), remote computer targeting system (computer science).