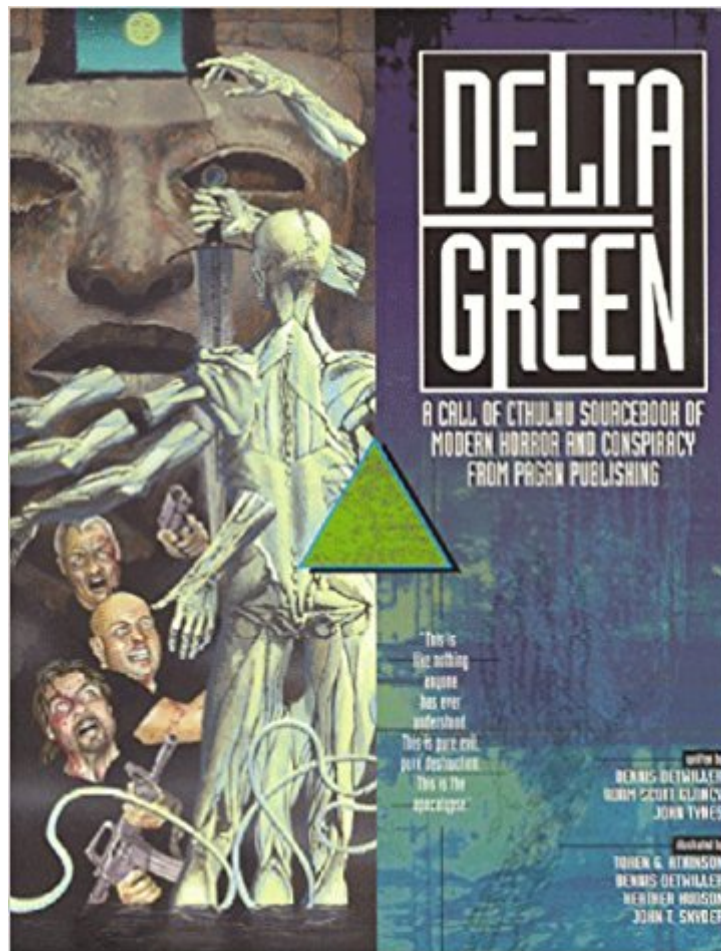




The book was found

Delta Green (Call Of Cthulhu Horror Roleplaying, Modern)



Synopsis

Delta Green is a sourcebook for the Call of Cthulhu role-playing game. Delta Green seamlessly incorporates into the Cthulhu Mythos of H.P. Lovecraft such modern horrors as UFOs and alien abductions, government conspiracies, the manipulation of society and politics by 'secret masters,' and good old fashioned paranoia.

Book Information

Paperback: 298 pages

Publisher: Armitage House (February 1, 1997)

Language: English

ISBN-10: 1887797084

ISBN-13: 978-1887797085

Product Dimensions: 10.9 x 8.5 x 0.6 inches

Shipping Weight: 1.6 pounds

Average Customer Review: 3.4 out of 5 stars 14 customer reviews

Best Sellers Rank: #1,967,143 in Books (See Top 100 in Books) #84 in Books > Science Fiction & Fantasy > Gaming > Call of Cthulhu #42702 in Books > Literature & Fiction > Genre Fiction > Horror

Customer Reviews

"Let me preface this review by saying that I am a fan of the X-files, Millennium, Lovecraft and conspiracy theories. The premise of DELTA GREEN is fully integrated into the Cthulhu world, and it is surprising how well it fits. The Player Characters take the role of government employees working in various Federal Agencies (primarily law enforcement). They use their power and influence to investigate supernatural and alien phenomena, and to battle the forces behind them. All this is done under the umbrella of the illegal DELTA GREEN conspiracy. "The concept works very well. The Player Characters are given a reason to work together, have access to powerful resources (but limited by the illegal nature of their work), and have a reason to adventure past the first encounter. These are three things Cthulhu roleplaying has been missing in the past , but no longer. "Overall and in the details, I am ecstatically happy with DELTA GREEN." (Reviewed by Jason Langlois on 03/21/97 for RPG.net) "Delta Green is Pagan Publishing's sourcebook for Call of Cthulhu in the 1990s, and it is absolutely terrific -- nothing short of an intelligent, useful, intriguing reworking of the venerable Call of Cthulhu game itself. While set in the realm of aliens and conspiracies made famous by the X-Files, it exists as a logical extension of the Call of Cthulhu 1920s setting, as well. It

is almost eerily well done -- All of this is written with a degree of thoughtfulness and effort sadly lacking in most RPG products, and the results show. The setting is consistent, logical, and eerily plausible in the same way that the best conspiracy-nut rantings are -- everything _almost_ makes sense, and the fact that it doesn't quite add up just makes it creepier. "Call of Cthulhu has always been my favorite game, but with Delta Green, it got even better." (Playtest Review by Eric Brochu on 11/23/97 for RPG.net) "This game is a truly horrifying update of the Mythos in the 90's. All of their extrapolation makes sense, and further builds a creeping sense of horror set in our time. This is to the Cthulhu game of today what "Masks of Nyarlathotep" was in the past. It gets an "A." (Capsule Review by Scott Shafer on 02/02/98 for RPG.net) "If you're not into gaming, but are into conspiracy theories, you couldn't go wrong with this book. It is a highly entertaining read all by itself. If you are not into gaming, but into the Cthulhu Mythos as a writer, and have been contemplating using some of the conspiracy theory material in your stories, you couldn't go too far wrong in utilizing this sourcebook. "Whether you are a role player, a conspiracy enthusiast, or a Mythos fan, there is something in this sourcebook for you and, as such, it is highly recommended. It is a complete package within itself, but is easily moved into other arenas of gaming (non-Mythos conspiracy RPGs), conspiracies, and the Mythos." -- Edward P. Berglund for Nightscapes #7

Welcome to America at the end of the Millennium. Do you know who is pulling the strings? Delta Green knows. Things from beyond time and space that lurk and titter in the shadows, the slow rot at the core of humanity, the dark stars that whirl madly above- these are the true masters of the world. Delta Green has been fighting them since the 1928 Raid on Innsmouth, and the fight still rages on. This book is your weapon and your guide. The largest Call of Cthulhu sourcebook ever. Inside you'll find the secret history of the 20th century, and the movers and shakers who are players in the game: Delta Green, the outlaw conspiracy working inside the U.S. government to fight the darkness; Majestic-12, the clandestine agency that cuts deals with aliens and reports to no one; Saucerwatch, a UFO study group closer to the truth than they know; the Karotechia, immortal Nazis who serve a risen Hitler; and The Fate, an occult criminal syndicate that knows where the bodies are buried. Plus: new skills, new spells, new weapons, new Mythos tomes, profiles of thirty-six real-world intelligence and law enforcement agencies, with character templates for each. A look at Mi-go biology, philosophy and operations, analysis of the Cthulhu Mythos in the modern day, a factual history of the U.S. intelligence and law-enforcement community, dozens of useful NPCs, campaign construction guidelines, two scenarios, a short campaign and more.

I've never played anything but 1920's Call of Cthulhu, and have never been too keen on the idea on modern-day CoC. But I must admit, the Delta Green campaign setting is really impressive. After having taken a look at it and purchasing it, I would recommend it to anyone who is looking for a change of pace in their CoC game. The best comparison I can think of is this: If CoC 1920's is the movie "Alien," Delta Green is the movie "Aliens." Both are cool, both have the same creatures as the adversaries, but they both have different moods and different types of protagonists. The background info in this book is so realistic, if I were a bit more mentally unbalanced :), I could easily believe every bit of it as gospel truth, not just a game setting.

Delta Green was originally spoken of years ago, when Pagan Publishing was still in its infancy. I almost gave up on it many times, but when it finally arrived, I could see that the wait was well worth it. Delta Green is one of the most well-crafted products ever to come out in the role-playing genre. It raises the standard and, since its release two years ago, we have indeed seen games and supplements become bigger, better, and more well-thought-out. I think we can attribute this in part to Pagan Publishing, which has shown the gaming public how good things can be.

I'm writing this review because the rumors that a new edition with stats for d20 play are getting harder and harder to ignore. Even though the book is old and sometimes hard to find, anyone who seeks it will probably not be disappointed. Delta Green revitalizes the Call of Cthulhu milieu in two ways. First, it plants the setting squarely within our time, developed from a backstory that starts in 1929 and gets downright spooky in 1947. Eldritch horrors still stalk humanity from beyond - only now the entities that menaced the 20's are content to scheme behind the scenes. Unfortunately for the Earth, some humans are content to betray us all for the ephemeral promises dangled before them. These men are not the frothing cultists and brute savages of Lovecraft: they are scientists, priests, and four-star generals. Plus there are new foes and surprises to keep jaded players guessing. Second, there is finally a good reason for unusual characters to find themselves allied against the dark. Will a cop balk at sharing forensic evidence with a detective, a journalist, and a Marine? Not anymore. All the PCs are members of or friendly to Delta Green, an illegal conspiracy operating within the federal government. Of course, it's not the ONLY illegal conspiracy operating within the federal government. While Delta Green has adopted the sensible tack of trying to blow away every Mythos problem they encounter, its opponents are convinced that some mysteries can be studied, contained, or even harnessed for their own use. That's just an overview. There is so much to Delta Green that any gaming group interested in conspiracy-style RPGs could find

something useful. There are sections on U.S. government agencies, modern firearms, and mind-blowing adventures that are not for the faint of heart. With Delta Green, CoC players can feel more confident with a nice gun in their hands, and the assurance that a backup team of ex-SEALs is on the way. Their characters will still die or go insane, but at least they should enjoy the ride.

To call DELTA GREEN a supplement for Call of Cthulhu is to do it a great injustice. Even if you don't play the game, but are a Lovecraft aficionado, you owe it to yourself to pick this up and see what Tynes and company have done. This is not your father's Cthulhu Mythos. This is something much, much nastier. Gone are the days where monsters lurked in dark places, and could be banished with the right spells. The stars are right - right here, right now, and the Mythos has kept pace with modernity, corrupting openly, though humanity is still too blind to see. Delta Green has been fighting them ever since Innsmouth and 1927, a hidden conspiracy within the government dedicated to seeking out and destroying that which threatens humanity. Only trouble is, even the government has disavowed Delta Green, in favour of collusion with the enemy. But the menace is so great that Delta Green continues, an illegal conspiracy hidden in the bowels of that which wants too destroy it. Delta Green isn't Mulder or Scully, seeking the truth that nobody else knows. Delta Green **knows** the truth, and is making sure nobody else suffers from knowing that either. DELTA GREEN takes everything we know about modern day conspiracy theory - Roswell, Area 51, Majestic-12, UFOs, and merges it seamlessly with the battle against the forces of the Cthulhu Mythos. The secret history it reveals is frighteningly plausible, and like Lovecraft's fiction, nags at you and makes you doubt its fictional qualities. As a way of bringing a moribund CoC campaign from the gothic horror of the 1920s to the survivalist horror of the 1990s, it is second to none. Think you could have dealt with those creepy crawlies if you only had an AK-47 instead of a revolver? Think again. The psychological cost of fighting terrors from beyond is not forgotten either, with Delta Green agents wandering shell-shocked from encounter to encounter. And as I said, as a means of stimulating your imagination to bring Lovecraft up to date, it is also superb. Anyone who thinks Lovecraft's themes are hackneyed and old only needs to read this to see how horrifyingly relevant they still are. Buy this book, and its companion DELTA GREEN: COUNTDOWN, which describes the UK and Russian counterparts to Delta Green. The truth is here. And it's hungry.

I have heard a whole lot of good reviews of this product, hell it won the Origins award for best accessory of the year. So I went down to the local game shop and started reading it. Then I bought the damn thing without even knowing or owning the "Call of Cthulhu" rules that go along with it. I

was hooked, this book is a very intelligent updating of Lovecrafts Cthulhu mythos, bringing the Mythos into 90's UFO culture. If you like the X-Files, check this book out. If you like "Call of Cthulhu" check this book out. If you like both the X-Files and "Call of Cthulhu" you will be in hog heaven.

[Download to continue reading...](#)

Cthulhu by Gaslight: Horror Roleplaying in 1890s England (Call of Cthulhu Horror Roleplaying, 1890s Era, #3303) Call of Cthulhu Rpg Keeper Rulebook: Horror Roleplaying in the Worlds of H.p. Lovecraft (Call of Cthulhu Roleplaying) Malleus Monstrorum: Creatures, Gods, & Forbidden Knowledge (Call of Cthulhu Horror Roleplaying) (Call of Cthulhu Roleplaying) Delta Green (Call of Cthulhu Horror Roleplaying, Modern) Cthulhu Rising: Call of Cthulhu Roleplaying in the 23rd Century (M.U. Library Assn. monograph, Call of Cthulhu #0311) Cthulhu By Gaslight: Horror Roleplaying in 1890s England (Call of Cthulhu roleplaying) Return of the Ripper: An 1890s Scenario for Call of Cthulhu and Cthulhu By Gaslight (M.U. Library Assn. monograph, Call of Cthulhu #0339) Cthulhu Dark Ages (Call of Cthulhu Horror Roleplaying, Chaosium #2398) Call of Cthulhu Investigators Handbook (Call of Cthulhu Roleplaying) Call of Cthulhu Keeper Screen (Call of Cthulhu Roleplaying) Alone Against the Flames: A Solo Adventure for the Call of Cthulhu 7th Ed. Quick-Start Rules (Call of Cthulhu Roleplaying) Nameless Horrors: Six Dreadful Adventures for Call of Cthulhu (Call of Cthulhu Roleplaying) At Your Door (Call of Cthulhu Horror Roleplaying, Modern Era, #2326) Secrets of Japan (Call of Cthulhu Horror Roleplaying, Modern Era) Cthulhu Through the Ages (Call of Cthulhu roleplaying) Pulp Cthulhu (Call of Cthulhu Roleplaying) Cthulhu Invictus: A Sourcebook for Ancient Rome (Call of Cthulhu roleplaying) Cthulhu Britannica Folklore (Call of Cthulhu Roleplaying) Cthulhu Invictus Companion: The Mythos Threatens Ancient Rome (Call of Cthulhu roleplaying) Shadows of Yog-Sothoth: A Global Campaign to Save Mankind (Call of Cthulhu Horror Roleplaying)

[Contact Us](#)

[DMCA](#)

[Privacy](#)

[FAQ & Help](#)