

PX Poker Night

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<H1>Secrets We Were Not Meant to Know

It is 1998 and Delta Green is underground. Lacking even a pretense of legitimacy, desperate for resources and information, the conspiracy is always on the lookout for “Friendlies.” Friendlies assist its Agents in carrying out their missions. Friendlies are often non-federal law enforcement, academics, professional criminals, technical experts from a myriad of fields, anyone who can be of use in the fight against the unnatural. Most often Friendlies are recruited from the ranks of those who have had an encounter with the supernatural or paranormal and lived to talk about it. More often than not, Friendlies get the most dangerous assignments Delta Green has to offer.

“PX Poker Night” is meant for use with a small group of players. Two or three is ideal. It is designed to introduce new characters to the world of Delta Green and make them suitable for recruitment by Delta Green as a group of Friendlies.

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 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.

<H1>Personnel Roster

Give the players the **PLATTE AFB PERSONNEL** handout found on this page. The characters are listed in order of rank, top to bottom.

<HANDOUT>PLATTE AFB PERSONNEL

NAME	RANK	OCCUPATION	AGE	REPUTATION
Maj. Jones	Major	Commander	41	Disciplinarian
1st Lt. Anderson	First Lieutenant	Executive Officer	25	Hotshot
MSgt Bach	Master Sergeant	Chief of Operations	37	No bullshit
TSgt Long	Technical Sergeant	Fire Protection	33	Dependable
SrA Utecht	Senior Airman	Fire Protection	25	Bad temper
SrA Geiger	Senior Airman	Administration	23	Arrogant
SrA Young	Senior Airman	Security Forces	23	Trouble magnet
SrA Lacroix	Senior Airman	Tactical Aircraft Maintenance	21	Womanizer
A1C Sims	Airman First Class	Air Traffic Control	23	Down to Earth
A1C Cantu	Airman First Class	Vehicle Management	24	Shady
Amn Seeber	Airman	Pavements and Construction Equipment	19	Gullible
AB Herrera	Airman Basic	Fuels	19	Volatile

<H1>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 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 Major 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.

<H1>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.

All 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 Maj. Jones has his office. Jones' office connects to the weapons locker through a reinforced fire door. Lt. Anderson, Sgt. 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.

The weapons locker contains:

- Six M16A2 assault rifles with 60 magazines and 4,000 rounds of 5.56 mm ammunition
- Six Beretta M92 pistols with 18 magazines and 1,000 rounds of 9 mm ammunition

Only Maj. Jones has both the keys and the combination to open the safe. Take care not to allow access to the weapons locker during the scenario. Jones should either go mad or become a casualty before the locker can be opened.

3. NCO CLUB: The “club” is little more than a disused building that has been refurbished and outfitted with a few tables and folding chairs, a TV that gets lousy reception, dart boards, a foosball table with cracked paddles, a warped pool table, and a sweaty beer fridge.

4. MESS HALL: The mess hall is really more of a communal kitchen and dining room. Everyone cooks their own meals at Platte AFB. Kitchen cupboards hold carving knives, cutlery, dishes, and pots and pans.

5. CONTROL TOWER: The small, three-story control tower is always manned, despite the lack of traffic at Platte AFB. The radio array on the roof can send communications as far as Offut AFB in Omaha. The control tower is hooked into the radar tower through underground cables. The tower has signal flares that are color coded to warn approaching planes of hazards. The walls of the tower are made of poured concrete. There are no windows save for the very top where floor-to-ceiling windows surround the traffic control station. Falling from a control station window does 2D6 damage. Falling from the roof inflicts Lethality 10%.

6. RADAR TOWER: This building also contains the base's backup generator, which can provide power to the base for just a few hours before running out of fuel.

7. MAJ. JONES' QUARTERS: The base commander's quarters is a single-occupancy, one-story house of white-washed wood.

8. LT. ANDERSON'S QUARTERS: Identical to Maj. Jones' quarters.

9. OFFICER QUARTERS: Four other officer billets are identical to Maj. Jones'. They are unoccupied, padlocked and empty.

10. ENLISTED DORMITORIES: Looking a bit like a cheap motel, this two-story barracks building has rooms for 32 personnel. Only 10 rooms are currently occupied.

11. UNOCCUPIED DORMITORIES: These six buildings are unoccupied and padlocked.

12. DISUSED QUONSET HUTS: These are nothing more than empty metal shells over poured concrete floors.

13. STORAGE HUT: This old Quonset hut is filled with landscaping tools like axes, saws, pruning shears, shovels, machetes, gas powered edgers, and even a gas-powered chainsaw. There is also a gas-powered riding lawnmower.

14. BASE EXCHANGE: The base exchange is more like a large convenience store. It has frozen dinners, canned and dry goods, and beer in cans and glass bottles. No fresh vegetables or fruit are available due to the base's isolation. Three days a week, a pair of service workers come to open the BX and sell to base personnel. It is closed the rest of the time, including today.

15. MOTOR POOL: Several hangars have been turned into parking garages. The following vehicles are available:

- Two Chevy Blazers, 4x4 utility trucks
- Two small tractors for towing aircraft
- One snowplow mounted on a 2 1/2-ton truck with three axles

- Two fuel tankers, five-ton trucks with three axles
- Two fire trucks equipped for fighting aviation fuel fires

16. AIRCRAFT MAINTENANCE HANGAR: This rusty hangar next to the motor pool contains tools to maintain the base vehicles and to mothball decommissioned aircraft: heavy wrenches, hammers, tire irons, crowbars, an oxyacetylene welder, and gasoline in 55-gallon drums.

17. EMPTY AIRCRAFT HANGARS: There is nothing in these cavernous metal buildings except dust, dirt, and oil stains.

18. FUEL BUNKERS: These underground tanks hold fuel siphoned from decommission aircraft. Aviation fuel is highly combustible. The bunkers are shaped like flat-topped pyramids. They are set up to direct any explosion away from the base.

BONEYARD: Crowded with mothballed aircraft, a metal labyrinth of helicopters, trainers, and cargo planes. There are plenty of places to hide. None of the aircraft have weapons.

<TABLE>Weapons at the Base

WEAPON	LOCATION	SKILL	DAMAGE	ARMOR PIERCING	BASE RANGE
M16A2 rifle, single shot	(2) Administration Offices	Firearms	1D12	3	100 m
M16A2 rifle, three-round burst	(2) Administration Offices	Firearms	Lethality 10% to a single target	3	100 m
M92 pistol	(2) Administration Offices	Firearms	1D10	n/a	15 m
Fire axe	(2) Administration Offices	Melee Weapons	1D10	n/a	n/a
Pool cue	(3) NCO Club	Melee Weapons	1D6	n/a	n/a
Sock of pool balls	(3) NCO Club	Melee Weapons	1D6	n/a	n/a
Kitchen knife	(4) Mess Hall	Melee Weapons	1D4	3	n/a

WEAPON	LOCATION	SKILL	DAMAGE	ARMOR PIERCING	BASE RANGE
Carving knife	(4) Mess Hall	Melee Weapons	1D6	3	n/a
Shovel	(13) Storage Hut	Melee Weapons	1D8	n/a	n/a
Machete	(13) Storage Hut	Melee Weapons	1D8	n/a	n/a
Chainsaw	(13) Storage Hut	Melee Weapons	Lethality 10%	n/a	n/a
Beer bottle	(14) Base Exchange	Melee Weapons	1D4	n/a	n/a
Bomb improvised with fuel can	(15) Motor Pool	Demolitions	Lethality 20% with a kill radius of 10 m	n/a	n/a
Molotov cocktail	(15) Motor Pool	DEX×5%	Lethality 10% with a kill radius of 2 m	n/a	10 m
Crowbar	(16) Aircraft Maintenance Hangar	Melee Weapons	1D8	n/a	n/a
Hammer	(16) Aircraft Maintenance Hangar	Melee Weapons	1D6	n/a	n/a
Screwdriver	(16) Aircraft Maintenance Hangar	Melee Weapons	1D4	1	n/a

<H1>Strange Happenings

For the past 25 years strange lights have been sighted in Platte County, dissolving, reappearing and moving at incredible speeds. The lights are known as “ghost lights.” They have never been successfully photographed nor has any physical evidence of their activity been found.

For the first few years, the lights were nothing but an oddity. Then in 1981, the mutilations began. Since then over a hundred cows and bulls have been found

dissected, with no more than a dozen taken in a given year. Many farmers have switched from livestock to crops in order to reduce their losses.

Sightings of the ghost lights have become more and more frequent over the years. By 1998, a sighting a night is not unusual. Even personnel at Platte AFB have seen them.

The strange happenings in Platte County are due to the presence of a small colony of creatures known as the mi-go, or the fungi from Yuggoth. Early in 1975, these alien creatures set up a small base in an abandoned mine in the northern part of the county so they could extract certain extradimensional materials. The “ghost lights” are mi-go flying about the countryside on one inexplicable errand or another, communicating with each other using bioluminescence.

In 1981, as part of their ongoing experiments in terrestrial genetics and psychology, the mi-go began stealing genetic material from livestock and secretly kidnapping unsuspecting humans. They found that Platte County’s isolation and lack of sophistication were useful in conducting experiments while drawing scant attention.

When it comes to having contact with humans, or performing tasks that might expose them to humans, the mi-go use biological “puppets” rather than expose themselves to scrutiny. The mi-go have also found that humans react less violently to these puppets, with their large intelligent eyes, humanoid forms, and child-like stature. These puppets are the source of the stories among of the aliens known as the “Greys.”

<H1>SONNET Arrives

Early in the afternoon before poker night, a large dark van bearing USAF markings, about the size of a UPS delivery truck, pulls up to the main gate. The driver is a nondescript man in a business suit. He flashes Air Force I.D. and a bundle of orders and coded sheets. These are quickly processed and the van is let in the front gate.

The van parks near the administration building. Two men in USAF uniforms step from the van wearing heavy body armor and carrying rifles with grenade launchers. They stand guard on each side.

The man in the suit confers with Major Jones in private and then returns to the van. The guards get back inside. The van drives out to an isolated area of the airfield near the Boneyard.

The guards emerge again and the lights come on in the van. And so it sits, unmoving.

Over loudspeakers, Major Jones announces: “The van parked in the boneyard is to be avoided by base personnel. Do not interfere with the visiting staff’s classified operations. All personnel are confined to base until the visiting staff has left. That is all.”

If asked what is the story with the truck, Major Jones says only that “It’s authorized, classified, and none of our business.”

If asked how long everyone is going to be stuck on base, he says he was assured it will only be a day at most.

If pressed further, Jones insists with all seriousness that the character drop the subject.

Anyone looking carefully (perhaps through binoculars) notices a large number of grounding strips on the bottom of the van. And they see that the guards have put on exceptionally bulky helmets, like motorcycle helmets, which are covered in a dull reflective surface.

A character who succeeds at an **Alertness** test within 100 meters of the van hears a low hum coming from it.

<H2>What’s Really Happening

The personnel in the van are not USAF personnel. They are members of an intelligence organization that has slipped so deep behind walls of secrecy and compartmentalization that they exist above and beyond the normal chain of command. They are MAJESTIC: a cabal of military, industrial and intelligence community conspirators who've cut a deal with the aliens known to them as "the Greys." Bartering U.S. sovereignty for alien technology, the conspirators of MAJESTIC increase their hold on power, while protecting their alien partners' mysterious agenda. MAJESTIC think they are in control of the situation. In truth they have been manipulated into becoming servants of the mi-go.

However, since the mi-go keep their true appearance and intentions secret, they sometimes run afoul of their unwitting servants.

One of MAJESTIC's pawns is a top-secret Department of Defense project called MOON DUST. Its "official" mission is recovering foreign aerospace technology, everything from crashed aircraft to spy satellites. In reality, MOON DUST dispatches USAF investigation and crash recovery teams, code named BLUE FLY teams, to hunt down and recover alien technology for MOON DUST's true masters, MAJESTIC. The newly arrived van is part of one such BLUE FLY team.

In the van is a device code-named SONNET which incorporates a crystal of extraterrestrial origin. Another BLUE FLY team recovered the crystal in 1995 after an outbreak of madness and violence befell the isolated West Virginia community of Kanter's Creek. MOON DUST already had an interest in Kanter's Creek due to a high number of sighting of brightly glowing aerial phenomena and unexplained radar contacts, but the main factor that brought them in was electromagnetic (EM) interference that blanketed the town. The interference disrupted all communications and electronics in an eight-km radius. Even county emergency vehicles could get no closer than three km before their engines quit.

Deciding to err on the side of caution, the BLUE FLY team wore extensive protective gear when they walked into town. All 30 of village's inhabitants had either gone mad or

died, either killed by neighbors or by trying to fly from the roof or perform other acts of delusional lunacy. Town animals had fared little better.

The brick-sized, glowing crystal in the general store suggested itself as the source of the problem. With no sane or coherent survivors, how the crystal arrived remains a mystery. Suspecting that their shielded helmets blocked some EM signal that affected both human bioelectric energy and electrical systems, the BLUE FLY team packed the crystal in a lead-lined case. MAJESTIC covered up the deaths and madness as an outbreak of mad cow disease, spongiform encephalitis.

The crystal was relayed to Project PLUTO, a MAJESTIC group that studies alien technology. Despite being unable to identify the elements that composed the crystal, Project PLUTO researchers set to work harnessing its power since it held great potential as a weapon. PLUTO combined the crystal with a Soviet-era EM pulse weapon that had never quite produced results, employing the crystal as the device's wave generator. They called this new weapon SONNET. PLUTO put SONNET on the developmental fast track. After a series of successful tests on lab monkeys and hardened electronics, they decided to field test SONNET against its intended target: the Greys.

MAJESTIC doesn't wholly trust their alien "allies." They want to be able to evict their "guests" if the Greys overstay their welcome. The trouble is that it is hard to test new weapon on your allies. So MAJESTIC has decided to engineer a fake "friendly fire" incident to test the weapon on a Grey spacecraft, making it look as if the attack was not deliberate.

Looking through their files, MAJESTIC found that Platte AFB and the area surrounding it had long been the locus of many UFO-related incidents, including "false" and unidentified radar contacts, cattle mutilations, and the mysterious "ghost lights." Best of all, it was an area of activity that the Greys had not told them to avoid, thus giving MAJESTIC plausible deniability regarding any accidental shooting.

They even had a USAF facility to operate from, staffed by personnel who, due to their precarious military careers, could be encouraged to keep their mouths shut.

<H2>The Best Laid Plans

The SONNET device is in the black van. It is operated by two scientists from PLUTO who regulate the emanations of the crystal. The other MAJESTIC personnel at Platte AFB are a plainclothes security officer and two armored goons. The van and the staff who came with it are shielded from the strange effects of the device by special gear, particularly by those bulky helmets. Obviously this leaves everyone else on the base vulnerable. The scientists' job is to keep the device functioning within the right parameters, a tricky proposition. Their equipment is really there to focus the emanations and keep them under control.

If the SONNET device brings down an alien craft, the scientists plan to turn the device off by throwing a lever that drops the crystal into a lead-lined safe, like dropping control rods into a nuclear fuel pile. Then a task force of BLUE FLY teams with helicopters and a transport plane will be called from a staging area 150 km away in just over half an hour. (Why so far away? They are trying to sneak up on aliens. Better safe than sorry.) The commandos will secure the crash site and recover any wreckage. Base personnel will be read the riot act and warned to forget everything they saw or think they saw.

No plan survives contact with the enemy.

The big problem is that the crystal is not merely a source of EM waves. It is a fragment of a mi-go "gate ship" that broke loose after it was struck by lightning over the Appalachians. A gate ship is a mobile terminus for a gate through which the mi-go can travel vast distances without having to risk the hazards of a voyage. A gate ship makes the journey instead and then serves as a conduit between launch point and destination.

What Project PLUTO never realized is that the strange EM pulses given off by the crystal are byproducts of the gate ship's propulsion system. The SONNET crystal's

flawed emanations will react with any nearby mi-go gate ship and cause its propulsion system to fail and crash. While this would seem to be exactly the desired result, there are going to be unexpected and lethal side effects. The reaction between the ship and the crystal will also cause a discharge of alien energy that will kill everyone wearing the insulation technology designed to keep the EM wave from cooking their brains. So you cannot run the device without protection, but once the weapon takes out a ship that protection kills you. Once the SONNET crew is dead, the crystal will continue emanating its unregulated wave, dampening all electrical power sources within three km.

<H2>The Effects of SONNET

The SONNET device has not been perfected and although it can be deadly, it has some faults. Its basic effects are as follows.

EFFECT RADIUS: Three km.

DETERIORATION: When initially activated, the EM waves cost everyone within its effect radius 0/1 **SAN** every 30 minutes. This level of exposure begins around 3:00 P.M. and continues until 9:00 P.M. At 9:00 P.M. the device will be turned up to full power, costing 0/1D6 **SAN** every minute.

HALLUCINATIONS: When a character fails a **Sanity** check caused by the emanations, make a secret **Luck** roll for them. If it fails, the character experiences a visual hallucination. These hallucinations are obviously illusory: bubbles float in the air, walls ripple, floors undulate, objects moving leave trails of scintillating light. These illusions are still distracting. During the hallucinations, apply -20% to all skill checks. The hallucinations last 1D10 combat turns.

PROTECTION: Any character inside a metal-walled building (like a quonset hut), blocked by a large metal object (such as standing behind a fuel tank or vehicle), or wearing any type of metal over their head (such as an old steel infantry helmet or even

a stewpot) receives a +20% bonus to **Sanity** rolls to resist the effects of the device. These bonuses are cumulative.

AFTER THE CRASH: After the SONNET team has been killed (see **THE VAN** on page XX), the device pulses at a lower frequency. It costs 0/1D4 **SAN** every five minutes and prevent electrical devices from functioning within its effect radius.

<H1>Suggested Timeline

Events at Platte AFB take place over little more than ten hours, with the real meat of the action in the last hour or two.

TIME	EVENT
1:00 P.M.	The van from Project MOON DUST arrives at the front gate.
3:00 P.M.	The SONNET device is activated at low levels. Base personnel feel the first effects of the SONNET device.
9:00 P.M.	The SONNET device is turned up to full strength. Base personnel begin suffering catastrophic SAN losses, 0/1D6 SAN every minute.
9:05 P.M.	The mi-go gate ship appears, violently reacts with the SONNET device, and crashes. See THE CRASH on page XX.
9:15 P.M.	Two Greys emerge from the gate ship. See FIRST CONTACT on page XX.
9:20 P.M.	The two Greys cross the airfield and approach base personnel.
9:40 P.M.	The first BLUE FLY helicopter arrives to scout out the base and the crash site. It crashes if SONNET is not deactivated. See WE'RE HERE TO HELP on page XX. (This may happen earlier. BLUE FLY commandos arrive 30 minutes after base personnel succeed in making a radio or telephone call for help.)
9:45 P.M.	If base personnel deactivated SONNET, the BLUE FLY commandos arrive by helicopter to secure the base.
11:00 P.M.	If SONNET was not deactivated by base personnel, BLUE FLY commandos arrive by foot to secure the base.

<H1>A Long Afternoon

Over the course of several hours, the SONNET device affects the personnel at the base. See **THE EFFECTS OF SONNET** on page XX for details.

<H2>1 P.M. to 4 P.M.

Ask the players what the characters do in the afternoon. They have no prescribed duties today. You could move from character to character, player to player. Play out an introductory scene with each player and one or two other characters (players or NPCs) to establish their personalities and how they get along under normal circumstances. Let them speculate on the van and its guards in their weird helmets.

<H2>4 P.M. to 6 P.M.

Apply the effects of the device to the player characters when you like. Describe how tensions all over the base run high. A couple of fights break out. A player character who loses SAN might be involved in one of these altercations. Jones puts those involved on guard duty during the poker game, the one thing everybody can look forward to each week.

<H2>6 P.M. to 8 P.M.

As the device erodes the sanity of base personnel, those receiving the worst effects are those outside. Meaning those on guard duty. The only people with immediate access to firearms.

As it gets later, describe an inexplicable feeling of unease (SAN loss). A loud argument. A brief, confusing hallucination. A screaming match with one of the two armed personnel on guard duty.

Do not try to make every die roll resulting from the device's operation over the course of six hours. Refer to the **SANITY PROGRESSION** table on page XX for when each character's SAN drops, when they experience hallucinations, and when they hit the Breaking Point.

See the **EFFECTS OF SAN LOSS** table on page XX for likely symptoms. When a player's character suffers symptoms of SAN loss, suffers temporary insanity, or suffers permanent insanity, give the player the appropriate **SANITY LOSS** handout from page XX.

The players' characters do not project SAN losses onto Bonds before 9:00 P.M.

<TABLE>SANITY PROGRESSION

CHARACTER	4:00	5:00	6:00	7:00	8:00	9:00
Anderson	59	<i>58</i>	58	57	57	55
Bach	80	80	79	<i>79</i>	78	<i>78</i>
Cantu	49	<i>48</i>	47	<i>45</i>	45	<i>43</i>
Geiger	90	90	90	90	89	89
Herrera	<i>23</i>	22	<i>21</i>	<i>19</i>	<i>17</i>	<i>15</i>
Jones	55	53	<i>52</i>	52	<i>50</i>	49
Lacroix	<i>44</i>	43	<i>41</i>	40	<i>38</i>	38
Long	65	64	64	63	<i>63</i>	62
Seeber	<i>33</i>	<i>31</i>	<i>29</i>	27	<i>25</i>	<i>24</i>
Sims	60	59	<i>57</i>	57	<i>55</i>	54
Utecht	39	<i>37</i>	<i>36</i>	35	<i>33</i>	32
Young	65	63	62	62	60	59

Red Italicized entries indicate a hallucination. See **THE EFFECTS OF SONNET** on page 13.

<TABLE>EFFECTS OF SAN LOSS

CHARACTER	SAN LOSS SYMPTOMS	TEMPORARY INSANITY	PERMANENT INSANITY
Anderson	Restlessness. You have no idea what the problem is but you can't keep still. You fidget non-stop.	Babble incoherently with terror.	Suicide at the highest possible velocity. Crash a car or throw yourself off the control tower.

CHARACTER	SAN LOSS SYMPTOMS	TEMPORARY INSANITY	PERMANENT INSANITY
Bach	Irritability. Reserve your ire for the officers. Officers ruined your career. They are incompetent, dishonest and lazy.	Hysterical outbursts of anger directed at the officers. If they don't accept it, kill them.	Murder every officer you see. When you run out of officers, everyone starts to look like an officer.
Cantu	You become paranoid about some of the missing items around the base. The men in the van must be with OSI, here to investigate you!	Everyone around you is part of the threat. Attack them if they don't let you get away. Burn the PX down to destroy evidence of your stealing cigarettes.	The other base personnel are here to rub you out. You have to kill them first.
Geiger	Increasing arrogance. You become more prone to open insubordination of superiors and condescension to peers.	Rage against everyone else's stupidity and incompetence and accuse everyone else of getting you into this mess.	Sink into catatonia, curled up like a fetus and unresponsive.
Herrera	Aggression and a short temper. As soon as someone needs a fight, you're ready.	Shriek and faint dead away.	Strip naked. Stalk and kill anyone you encounter.
Jones	Paranoia about his authority being undermined. Anger at any questioning of decisions. Even more a martinet than usual.	He denies anything unusual is going on. Contradictions are met with hysterical accusations of insubordination.	Mutiny! Jones arms himself and tries to kill every one of the base personnel.
Lacroix	You become preoccupied with your appearance and convinced you look sick. Keep checking your eyes, gums, complexion, etc.	Panicked flight.	You believe you have withered away like a corpse. You cannot let people see you. Hide your face and flee scrutiny.
Long	Inability to focus. You are especially distracted by anyone who is smoking. An open flame leaves you stupefied until it is extinguished.	Fire is the only way to deal with these problems. You can find fuel in the maintenance hangar and glass bottles for Molotov cocktails in the PX.	Suicide by immolation.
Seeber	You feel afraid for no explainable reason. You become more and more jumpy, particularly in the dark.	Hallucinations provoke thoughtless panic. If you have a gun, shoot someone. Anyone.	You grow catatonic with fear and become prone to shrieking when it is dark.

CHARACTER	SAN LOSS SYMPTOMS	TEMPORARY INSANITY	PERMANENT INSANITY
Sims	You must provide leadership. If people don't recognize it and do things your way, do what it takes to assert it.	Flee in panic and find a place to hide.	Any physical contact is a source of horror: people, clothes, the floor, water, even your own skin.
Utecht	You feel uncomfortable and irritated for no explainable reason, prone to starting shouting matches and fights.	Collapse into a ball, trying to tune everything out. Never admit it happened.	Retreat into a near-catatonic stupor and engage in acts of self-mutilation unless restrained.
Young	Anger over the slightest confrontation. You snap and curse, even at an officer. You get even angrier if put on report.	Single-mindedly attack the cause of the SAN loss, ignoring the safety of others.	You are like a rabid dog, uncommunicative and homicidal.

<H1>Things Fall Apart

The poker game begins at 8:00 P.M. It has been a tough afternoon and everyone is tense and distressed. Play out a conversation or two as the poker game begins. Play an actual poker hand or two with the players at the table if you like. Or let them make **Luck** rolls to see how well each does over the first hour.

At 9:00 P.M., stage a hallucination or violent outburst with an NPC who barges into the game from guard duty and flips out. It's most likely Herrera, Cantu or Seeber. The violence focuses on Major Jones as the source of all their misery.

As the players deal with this tense situation, there are a number of ways the situation can spiral out of control. The players can control the action if they take the initiative. Otherwise it's up to you to direct the action. Keep the tension high and make sure the pace of disturbing developments only accelerates.

<H2>Escape

The players are likely to realize that what's happening has some connection to the strange van. Losing SAN every single minute, their characters may want to escape. Major Jones attempts to prevent anyone from leaving. He could grow violent if his Sanity Points are low. Whoever is on guard at the gate probably also has shaky SAN by this point and may fire on anyone making a break for it.

Vehicles from the motor pool function until the SONNET team is dead and the emanations become uncontrolled: See **VISITORS** on page XX. Unless the fleeing characters get three km away before that happens, their vehicle dies and they are stranded. Characters trying to walk out are ultimately picked up by helicopter-borne BLUE FLY commandos, if they don't go mad from the SONNET emanations first.

<H2>Mutiny

Base personnel may take action against the men in the truck. The men guarding SONNET are watching how the base personnel react and are ready for trouble.

They do not interfere with violence so long as it's just the base personnel being attacked. They shoot any insane base personnel who look like they are going to fire on the SONNET device. They issue a verbal warning to stay back to anyone who approaches closer than forty meters and shoot if they do not comply.

If the resistance against the "visiting staff" turns into a full-blown armed uprising, the SONNET crew turn off the device, call for help from the security team at the staging area, and then turn the device up to full power to try and disrupt the mutineers by driving them insane. The helmet-protected MAJESTIC guards work as a team and do not allow themselves to be split up. They return fire on any who shoot at them.

It takes the BLUE FLY helicopters half an hour to show up: See **WE'RE HERE TO HELP** on page XX. Whatever happens, they arrive after the crash of the mi-go ship described in **VISITORS** on page XX.

<H1>The Crash

At the moment things seems most desperate for the player characters, they hear a horrible whine and an electrical sizzle from all around. Above the van, outlined in an arcing blue-white aura, is a large crystalline craft. Pulses of energy shoot between it and the van.

A stray bolt hits a transformer and all the lights on the base go out.

Everyone wearing one of the protective helmets is struck by bolts of energy and instantly killed. That means the MAJESTIC security guards and technicians.

The crystal craft suddenly plummets, sporadically glowing, crashing into the mothballed aircraft on the north end of the base. The crystal's lights pulse brightly once and then fade to a dull glow.

Each witness loses 0/1 **SAN** from the unnatural.

A player character who makes an **Alertness** test notices that the strange light within the van still shines. It remains lit by the fragment of crystal inside the SONNET device.

<H2>Light and Darkness

After the chaos leading up to the crash, the characters may be saddled with several wounded or insane base personnel. They need help to deal with casualties, but as long as the crystal is pulsing no electrical device on the base functions. That includes the phone lines, the base radio, cell phones, digital watches and even the batteries in base vehicles and in flashlights.

None of the BLUE FLY helicopters or aircraft can get within three km of the base without suffering system failures and crashing.

Of course, as long as the crystal pulses, base personnel continue to lose SAN. There may still be violently insane personnel stalking the base. As time goes by, more and more personnel will join their crazed ranks. Shutting off SONNET is the only real hope.

<H2>The Van

After the crash, the guards outside the SONNET van are dead in their weird, bulky helmets. Their eyes have exploded and they appear to have suffered from massive internal bleeding. Seeing the carnage costs 0/1 **SAN** from violence.

The van is locked and its windows are bulletproof glass, so the doors will have to be forced. A crowbar would allow a character to pry a door open by making a **STR×5%** test at -20%. Each attempt takes five minutes.

Inside the van are the two corpses of the scientists. They wear the same bulky helmets as the guards and have suffered the same fate.

A large electronic device fills the back half of the van. The side facing front is a metal sheet as thick as a safe door with an equally thick glass window. Inside it mounted a glowing crystal. Characters who've seen the crashed alien ship recognize the similarity of the glow both emit.

A digital counter on the machine ticks. It gets faster and faster, cresting for awhile, and then gets slower and slower. It operates on a five-minute cycle. The device pulses once at the crest of each cycle.

A mechanical lever is clearly labeled "EMERGENCY SHUTDOWN." It drops the crystal into a lead-lined safe, shutting down the SONNET device. The characters also turn off the device if they blast the van with weapons fire or burn it with Molotov cocktails. Once the device's self-monitoring systems detect a malfunction, an automatic shutdown protocol drops the crystal into its lead-lined coffin.

Once the device is off, the characters may radio for help or get in a vehicle and leave the base. Calling for help brings the BLUE FLY teams running. They arrive 30 minutes later. See **WE'RE HERE TO HELP** on page XX.

On top of a stack of papers is a sheet stamped "TOP SECRET/ORCON/SONNET." The documents describe the EM pulse device in technical terms. A summary paragraph begins the document. See the **DEVICE #5491** on page XX for details.

<HANDOUT>Device #5491

Device #5491, Project SONNET test model, High-Yield EM Screen

Approved for field test against UAC 08/24/01.

Reclamation operations are to follow any successful test.

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

PLUTO authorization P. Bimmel, A. Dempsey

68554271/68564372/78674383

</HANDOUT>

<H1>The Thing in the Craft

The mi-go in the region were unaware of the SONNET device. When they detected the emanations of the crystal they decided to perform a quiet fly-by of the base, in case it was one of their ships in trouble.

The gate ship entered the range of the EM field and malfunctioned in a horrible explosion. A feedback of energy electrocuted the two scientists in the van and the three guards. The gate was destroyed, cutting off the lone mi-go in the ship from its brethren back at the mine. The pilot brought the ship down as well as it could. The mi-go was pinned within the ship during the crash and is unable to free itself.

The mi-go had six Grey automatons on board, but only two survived the crash. The Greys are far too weak to free the trapped mi-go. The mi-go is badly hurt and cannot contact its brethren due to the condition of the ship. Instead it sends the Greys to the nearby humans.

The mi-go's goal is to get a couple of humans to follow the Greys back to the ship and free it so it can escape. It sees its predicament as an opportunity to learn. Can it manipulate human emotions enough to overcome their natural fear of the unknown?

<H2>First Contact

The crystalline ship lies among the wreckage of the aircraft on the north side of the base, about one km from the barracks and NCO club. It is clearly visible from the NCO club and is still within range of the SONNET device.

About 10 minutes after the crash, two beings walk away from the crash site, followed by a glowing ball of light at about waist level. Carefully, the two of them make their way towards the nearest base personnel. These are the Greys moving under the direction of the trapped mi-go, and viewing them costs 0/1 **SAN**. The ball of light behind them makes no movements except to follow the Greys.

The Greys are unarmed and approach the camp in an exaggerated gesture of surrender: arms up, far away from each other. They are naked. One balances a piece of crystal atop its head, picking it up and replacing it when it falls to the ground. This Grey says in a deep voice, with no nasal quality to it at all:

“Us require assistance. Our Dog are injured and must be freed. It ceases. Us are weak and the door are beyond our capacities. Us require assistance.”

Just hearing this comment costs another 0/1 **SAN**.

Speaking with the Greys is difficult but several things are obvious:

- They do not understand plurals very well.
- Whatever one hears, sees, or learns, all the others know as well.
- They have little understanding of human culture. The apparent leader's wearing a crystal atop its head is a ham-fisted attempt to approximate the human custom of wearing insignia to demonstrate rank.

What can be understood through the conversation, limited as it is, is that their fragile bodies are unable to move the wreckage enough to free a pet or servant animal trapped in the nearby ship. They have come searching for help.

The Greys answer simple questions very literally:

- **Who are you?** "We are."
- **Where do you came from?** "A far place."
- **Why are you here?** "To understand."
- **What is the glowing ball of light?** "A mind."
- **Whose mind?** "Itself."
- **What do you want with humans?** "Mutual benefit."
- **Why do you mutilate cattle?** "To understand."
- **Do you take people?** "Yes."
- **Why?** "To understand."

And so on.

If the characters demand a deeper explanation before they help, the leader explains the following in its own strange cadence. It is in fact a prepared statement, one the mi-go have been using since their first involvement with the U.S. government through MAJESTIC. It is a total fabrication.

The Greys say they are a species similar to ours from a planet in the M-31 star cluster. They travel through space because a catastrophe destroyed their homeworld and their parent species. They desperately need genetic material to propagate because they

were bred as a sterile species, cloned only for space travel and exploration. They want only peace and free trade with all species. They will put humans in contact with other species in the galaxy...when humans are ready.

The Greys wait peacefully for one or more humans to accompany them back to their ship. If it appears that no one will come, the second Grey grabs its side and collapses. The first mills sadly about and points towards the ship and repeats: "We cease."

If the investigators go with the Greys to the ship, the ill one will seem to revive. It's a terribly obvious ploy. Its poor execution may give the characters hope that the Greys are harmless.

<H2>The Ship

The ship is an eight-sided crystal, shaped much like an eight-sided die about ten meters long. Despite the rough impact its surface appears unmarked. The runway is pitted from the impact. The craft glows dimly and is surrounded by debris from its interior, including three inanimate Grey bodies which are badly burned.

ENTRANCE: The entrance to the ship appears as if by magic. The apparently solid hull opens, beginning with a pinpoint hole and silently widening to a diameter of two meters. The opening reveals a strange interior with a floor like packed dirt, like an underground tunnel. A character who makes an **Alertness** test realizes that the interior seems much larger than the exterior of the craft would allow. That costs 0/1 **SAN**. The tunnel is littered with debris and strange objects. The door stays open behind the characters as they enter.

INTERSECTION: At an intersection of branching tunnels lies a smashed Grey body, its arms broken at the forearms and shoulders. Straight ahead is the gate room where the "dog" is trapped. To the right is a glowing examination room. To the left is a storage room.

GATE ROOM: This the room contained a transdimensional gate back to the nearby underground mi-go base. The room is spherical and all the surfaces seem to be made of clay. A very large chunk, what used to be the gate, has peeled off in a thick strip and pinned a hideous creature to the ground. The creature is about two meters long, not much bigger than a human being but built more like a crab. It is composed of a sponge-like material covered in irregularly spaced bits of chitinous exoskeleton. What appears to be the head changes colors from red to blue and back again. It has no apparent teeth or claws. If the players move the rubble, the mi-go produces an exceptionally emulated whimper. It sounds almost eerily like a recording of a dog. Encountering the weakened mi-go costs 1/1D4 **SAN**. The pile of rubble requires the characters and the Greys working together to move it. See **THE MI-GO FREED** on page XX for what happens then.

EXAMINATION ROOM: This room is to the right of the intersection down a small corridor. It is the typical abduction room from UFO folklore, including bizarre medical tools and a human-scale examination chair with restraints. Its strange clay walls glow with a luminous white fungus that clings to every surface.

STORAGE ROOM: The last room is cream-colored with six drawers set in the wall. Piled on the floor are human artifacts, personal items like watches, wallets, and glasses, some dating back almost 50 years. A random example would be an old watch, still running, with an engraving on the back that reads "For Jenny, 10-5-55." Each drawer contains a cavity shaped like a Grey. The interior of each drawer is made of a plastic-like material that smells like burning cardboard and is wet to the touch.

<H2>**The Mi-Go Freed**

Once the mi-go is freed, the lights in the craft go out. The Greys grab the characters with astonishing speed, pinning two with surprise attacks. The mi-go scuttles swiftly out the tunnel. If the characters manage to block the mi-go, the Greys produce mi-go tools and use them to kill or paralyze. See **GREYS** on page XX for details. Once the mi-go is gone, the Greys collapse, inert and lifeless.

The ball of light shoots out of the ship before the mi-go, attempting to distract anyone that might try to stop the mi-go. Then it flies away and disappears.

Anyone waiting outside first sees the glow of the gate-ship wink off. The glowing sphere shoots out, directly at them to force them to duck away. A dark shape, the mi-go, scurries out of the ship and into the maze of twisted aircraft wreckage.

Each character who makes an **Alertness** test sees it and loses 0/1D6 **SAN**. Non-player characters have no interest in following the “horrible thing” into the dark maze of wreckage and dusty aircraft hulls.

After taking two or three turns to recover, the mi-go unfolds its wings and flies away into the night.

<H1>We're Here to Help

Once the characters have freed the mi-go and turned off the SONNET device, there is still one last problem: the BLUE FLY team.

An Apache AH-64 attack helicopter scouts the area 40 minutes after the crash. If the characters have not deactivated the SONNET crystal, they are treated to a fireworks display as the EM pulse of the crystal causes the helicopter to crash outside the base perimeter. Following this the BLUE FLY team does not attempt to approach by helicopter but lands about six km away. A team of 11 commandos fast-marches to the base. They get there two hours after the crash and wear protective gear that protects them from SONNET. Once they reach the base they deactivate SONNET, secure the crash site, round up the base personnel, and kill any who attack them. They treat survivors' injuries and take them away for debriefing.

If SONNET is deactivated, the AH-64 circles the base and relays observations back to the rest of the team. Five minutes later a Black Hawk arrives and disgorges a team of commandos who proceed as described above.

If the characters flee in a base vehicle, they are quickly tracked down and intercepted by the BLUE FLY helicopters. Sharpshooters disable the vehicle with gunfire if the characters refuse to stop. Fleeing base personnel are taken into “protective custody” for debriefing. Characters picked up on the open road are advanced to the end of the scenario.

<H1>Debriefing

Once the BLUE FLY commandos take the characters into custody, the scenario is at an end. Describe what follows briefly for the players. The characters are flown to Offutt Air Force Base in Omaha. They receive excellent medical care, which may seem a bit too good. Are the doctors examining them like lab rats?

Then a team of plainclothes agents from the Air Force Office of Special Investigations debriefs them at length and warns them not to speak to the press or public about the incident. The characters learn that every detail of their time at Platte AFB has been classified Top Secret all along. At least, that’s what paperwork says when the agents give their warnings.

The agents tell the characters that an experimental device was being temporarily stored at Platte AFB. It malfunctioned and caused hallucinations among the personnel. There were no aliens, no documents referring to “expendable” personnel, no monsters, nothing alien or unnatural. It was all in the characters’ minds. If they ever tell anyone differently, they’ll find themselves arrested for espionage and all their families’ lives turned upside down. And that will just be the beginning. The Air Force offers surviving base personnel immediate honorable discharges with full benefits and a compensation bonus of \$25,000.

If “PX Poker Night” is a one-shot, the scenario ends here. If it is being run as an introduction to a Delta Green campaign, proceed to **RECRUITMENT PASS**.

<H1>Recruitment Pass

Weeks after the incident, while performing some everyday task like shopping or eating in a restaurant, each character is approached individually by a stylishly dressed black woman with a head full of long braids and sporting a tiny set of blue-tinted sunglasses. She introduces herself as “Ms. Green.” She offers her condolences over the loss of their “friend” and hands the character an obituary. The obituary chronicles the death by natural causes of one of the other surviving base personnel. Improvise something to fit the survivors’ situations. Insane survivors could appear to commit suicide in a mental institution. Another could suffer a fatal car crash or reportedly die of an infection related to their injuries. Ms. Green tells the characters that they are in danger.

The characters probably have a few questions.

Why are we in danger? “Because you saw things not meant to be seen. Someone has decided that bribes and threats are not enough to ensure your silence. More permanent solutions are being arranged.”

Who were those guys at Platte? “They’re a faction in the intelligence community who’ve got more ambition than good sense.”

What are they up to? “Selling out this country to invaders.”

What invaders? “You’ve already seen them.”

If this faction and the invaders are working together, then what was happening at Platte AFB? “Some of the worst fights happen in the best families, y’know?”

Who are you? “I’m with another faction. One that doesn’t want to kill you.”

What is the name of your faction? “If the intelligence community were a family, we’d be the uncle nobody talks about.”

What does your faction do? “What we do is more like pest control than law enforcement. What you saw in Nebraska is just the tip of the iceberg. There are things out there that need putting down. Things nobody believes in.”

Can you protect us from the other faction? “The best we can do is hide you and help you start over. Stay where you are and the President of the United States couldn’t protect you. He couldn’t protect himself if these guys wanted him dead.”

What do you want from us? “Information. Your official report to the Air Force has been censored. We want to know what really happened at Platte AFB. You help us and we’ll help you stay alive. We may even be able to give you a job.”

Ms. Green is of course a member of Delta Green. Delta Green is opposed to MAJESTIC and its unholy alliance with the Greys, and suspects that the Greys are a front for a much darker, even more alien force. If the characters balk at joining the conspiracy, feel free to have Ms. Green mail them a few more obituaries over the next couple of weeks showing that the survivors of Platte AFB are dying of supposedly natural causes at an alarming rate. If there were no other survivors, you may want to have the brakes on a character’s car mysteriously fail.

Just about the time they’re thinking about running for it, Ms. Green makes another recruitment pass. She offers them new identities and a safe house in rural Oregon. She suggests that in their new identities they might prove useful to her organization performing “deniable” operations. If the characters agree to Ms. Green’s proposition, they have just been recruited by Delta Green.

Now their real problems are about to begin.

<H1>Sanity Rewards

- Killing the mi-go earns 1D6 SAN.

- If all base personnel survive, each earns 1D8 SAN.
- Being recruited by Delta Green earns 1D4 SAN.

<H1>Base Personnel

The player-ready characters have their own character sheets beginning on page XX.

<H2>Master Sergeant Roberto Bach

MSgt Bach is doing someone else's penance. Until last year he worked for the Air Force Office of Special Investigations, AFOSI. His team was involved in a massive counterintelligence failure. A laptop computer full of classified data was lost and (as far as Bach can tell) records were altered to make it look like he was the last person to use it. He was transferred out of AFOSI and dumped at Platte AFB to finish his 20-year career. Bach is bitterly disappointed that this has ruined his chances of doing work for any other government agency. He expects to just get through this year and start looking for work in the private sector.

Bach is an Hispanic man with graying hair, tall and well-built but nondescript. Among the lesser enlisted personnel he is notorious for being able to see through bullshit.

<H3>MSgt Bach

Chief of Operations, Platte AFB, age 37

STR 15 CON 15 DEX 15 INT 12 POW 16 CHA 13

HP 15 WP 16 SAN 80 BREAKING POINT 64

SKILLS: Alertness 65%, Bureaucracy 40%, Craft (Electronics) 40%, Drive 50%, Firearms 40%, Forensics 40%, HUMINT 65%, Law 35%, Persuade 65%, Search 40%, Stealth 35%, Unarmed Combat 55%.

ATTACKS: *Unarmed* 55%, damage 1D4.

<H2>Senior Airman Ted Lacroix

SrA Ted Lacroix once bragged he could get any woman he wanted. When he found out there was a betting pool worth \$3,400 for the man who could bring back proof that they had seduced the base commander's daughter, Lacroix accepted the challenge. The good news was Lacroix brought back proof, a videotape. The bad news was that videotapes tend to get copied and passed around. While this isn't exactly a violation of the Uniform Code of Military Justice, it is a career ender when it gets back to the girl's father. The general made sure Lacroix would have lots of time without distractions to contemplate the error of his ways at Platte AFB. Lacroix has done so. As soon as he's out of the Air Force he's going to try modeling or maybe acting.

Lacroix is a young-looking white man with dark hair. He is a little too good looking to be believed, with fetching, soulful blue eyes, dimples, and white teeth. Like most folks with an honest face, he isn't.

<H3>SrA Lacroix

Tactical Aircraft Maintenance, Platte AFB, age 21

STR 12 CON 14 DEX 12 INT 9 POW 9 CHA 16

HP 13 WP 9 SAN 45 BREAKING POINT 36

SKILLS: Alertness 40%, Athletics 40%, Craft (Electrician) 50%, Craft (Electronics) 40%, Craft (Mechanic) 50%, Drive 30%, Firearms 40%, Heavy Machinery 50%, HUMINT 45%, Persuade 75%.

ATTACKS: Unarmed 40%, damage 1D4-1.

<H2>Technical Sergeant Byron Long

TSgt Long has a gambling problem. Gambling losses cost him his house and his marriage, and now his career. In order to pay off his debts, he hired his talents as a fire fighter out as an arsonist. He did these jobs off base to assist insurance defrauders to get past the arson investigators. He succeeded for months, but eventually the suspicions of arson investigators began to close in. He was transferred to Platte AFB when the Air Force Office of Special Investigations failed to turn up any direct evidence, but the suspicions about his involvement were not dispelled. Now Long lives in perpetual fear that the insurance scammers he worked with will roll on him and rat him out to the authorities.

Long is a Black man in his early 30s. He has a competent demeanor and always seems to know what to do in an emergency. To everyone else, this seems like the last place he ought to be. He is tall and athletic. He shaves his head daily.

<H3>TSgt Long

Fire Protection, Platte AFB, age 33

STR 14 CON 11 DEX 11 INT 13 POW 13 CHA 12

HP 13 WP 13 BREAKING POINT 52

SKILLS: Alertness 45%, Athletics 70%, Demolitions 40%, Drive 40%, Firearms 30%, First Aid 80%, Heavy Machinery 30%, Pharmacy 35%, Science (Chemistry) 50%, Surgery 35%.

ATTACKS: *Unarmed* 40%, damage 1D4.

<H2>Airman Brian Seeber

Airman (Amn) Seeber is a screwup with a long string of poor performance reviews dating back to basic training. The Air Force has wisely assigned him to the place he can do the least damage. Fortunately, Seeber hasn't quite tumbled to the fact that Platte is a punishment detail. He still thinks he's being all he can be and is looking forward to putting the fact that he was "head groundskeeper" on his resume. He is often assigned

to guard duty since he actually enjoys it and thinks it is a way to distinguish himself...not that he's really any good at it.

Seeber is a 19-year-old white kid, fresh-faced and blonde with vapid blue eyes. He is perpetually cheerful and famously gullible.

<H3>Amn Seeber

Pavements and Construction Equipment, Platte AFB, age 19

STR 13 CON 12 DEX 14 INT 6 POW 7 CHA 10

HP 13 WP 7 SAN 35 BREAKING POINT 28

SKILLS: Alertness 60%, Athletics 65%, Craft (Mechanic) 45%, Drive 45%, Firearms 40%, Melee Weapons 40%, Search 60%, Stealth 50%, Swim 40%.

ATTACKS: *Unarmed* 40%, damage 1D4.

<H2>First Lieutenant Michael Anderson

1st Lt Anderson is at Platte AFB to disabuse him of the delusion that he can travel at Mach 3 when he's not in an F-16. Anderson is an adrenaline junkie. He's all about the speed. He had his driver's license revoked for street racing and other moving violations. Then he violated his commander's order not to drive without a license. Rather than prosecute him for a violation of the Uniform Code of Military Justice, the Air Force sent Anderson to Platte AFB to cool his heels. Anderson didn't have to spend a day at Platte before he realized that this was not where he wanted to end up. Now he's desperate to be rotated out of Platte so he can get his career back on track, if he can.

Anderson is a young-looking white man, trim and wiry, with red hair and freckles.

<H3>1st Lt Anderson

Executive Officer, Platte AFB, age 25

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

HP 12 WP 12 SAN 60 BREAKING POINT 48

SKILLS: Alertness 65%, Bureaucracy 30%, Craft (Electrician) 30%, Craft (Mechanic 35%), Drive 70%, Firearms 50%, Heavy Weapons 50%, HUMINT 35%, Military Science (Air) 25%, Navigate 35%, Persuade 25%, Pilot (Airplane) 70%, Stealth 40%, Swim 45%.

ATTACKS: *Unarmed* 40%, damage 1D4-1.

<H2>Major Louis Jones

Major Jones is an alcoholic. That's what landed him this plum assignment. It has also seriously eroded his health. At his best, Jones is not terribly imaginative or flexible in his thinking. He brooks no talk about "ghost lights" or UFOs. He does not permit any deviation from his orders. He never fails to remind subordinates that staying in his good graces is all that stands between them and a court marshal or dishonorable discharge. When things get dangerous, Jones gets drunk, fast, but that only tightens his need for authority. He issues more and more disastrous orders as the crisis escalates.

Jones is a white man with steel grey hair cut to regulation and bloodshot grey eyes. Big, strong, and imposing, he played football in high school and he works out often. But his face is florid and his thick nose heavily veined, showing the signs of long-term alcohol abuse.

<H3>Maj Jones

Commander, Platte AFB, age 41

STR 15 CON 9 DEX 8 INT 12 POW 11 CHA 13

HP 12 WP 11 SAN 55 BREAKING POINT 44

SKILLS: Accounting 30%, Alertness 40%, Athletics 65%, Bureaucracy 30%, Craft (Electrician) 40%, Craft (Electronics) 40%, Dodge 36%, Drive 35%, Firearms 40%,

Military Science (Air) 50%, Navigation 30%, Persuade 40%, Search 50%, Unarmed Combat 50%.

ATTACKS: *Unarmed* 50%, Damage 1D4.

<H1>Other Characters

<H2>MAJESTIC Scientists

If the characters somehow manage to get into a fight with the two scientists in the van, they are easy prey, with below-average physical stats and no combat skills.

<H2>MAJESTIC Security Officers

The plainclothes officer remains in the van with the scientists. He is unarmored and carries a pistol but not heavier weapons. The other two wear tactical armor with large, weird-looking helmets. All three are expert marksmen who kill without compunction and are adapted to violence. Each suffers from some long-term disorder but those do not come up in the scenario.

<H3>MAJESTIC Guard

Ruthless killer

STR 13 CON 13 DEX 14 INT 12 POW 11 CHA 7

HP 13 WP 11 SAN 40 BREAKING POINT 33

ARMOR: Tactical armor (Armor Rating 6) with EM-shielded helmet.

SKILLS: Alertness 46%, Dodge 38%, Drive 61%, Firearms 82%, Heavy Weapons 72%, HUMINT 53%, Search 47%, Stealth 52%, Unarmed Combat 65%.

ATTACKS: *M16A2 assault rifle* 82%, Damage 1D12, Armor Piercing 3.

M203 grenade launcher 72% Lethality 15%.

.45 SOCOM pistol 82%, Damage 1D10.

Unarmed 65%, Damage 1D4.

<H2>Greys

These mi-go constructs appear as child-sized, slender, humanoids with large heads, long limbs and fingers, and liquid black, almond-shaped eyes. As their name indicates, they are grayish in color, ranging from pale gray through brownish-gray.

<H3>Typical Grey

Mindless puppet

STR 8 CON 8 DEX 10 INT n/a POW13

HP 8 WP 13

SKILLS: Alertness 40%, Dodge 25%; otherwise, a Grey has all the skills of the mi-go controlling it.

ATTACKS: *Mi-go tool* 50%; see **TOOLS**.

Pinch 25%, damage 1D4–1 or pin.

TOOLS: Each of the two Greys has a tool crafted by the mi-go that control them. One has an electric wand and the other a paralysis ball. Humans attempting to commandeer such weapons must make a **Luck** roll each time one is “used.” Failure indicates that due to the bizarre nature of the weapon, the human injures himself or herself.

- *Electric Wand:* This eighteen-inch wand-like object is made of a black, non-reflective metal not found on Earth. It emits an electrical jolt with Lethality attack of 2%, 15% or 25%. The Grey may change the setting at any time.

· *Paralysis Ball*: This silvery sphere increases the local inertia of all particles surrounding the target, creating a “bubble prison” in which time seems to stop for up to an hour. It takes an **Alertness** test to not be where the bubble focuses. Coming out of a bubble costs 0/1D6 **SAN**.

RITUALS: The controlling mi-go can use Greys to perform any ritual it knows.

SAN LOSS: 0/1D4 from the unnatural.

<H2>Mi-Go

Resembling huge, spongy crabs topped by glowing fungus, the mi-go are unlike any life native to Earth. They can shape and reform their strange forms at will. They exist in dimensions above and below those observable by humanity. Even their movement and modes of thought are macrodimensional, allowing mi-go to see short stints of the future, or to cross otherwise impassable barriers by taking dimensional shortcuts. The mi-go that crashes at Platte is smaller than most encountered by humanity and is injured when it emerges.

<H3>The Mi-Go

Fungus from Yuggoth

STR 10 **CON** 11 **DEX** 15 **INT** 25 **POW** 14

HP 11 (currently 6) **WP** 14

ARMOR: See **MACRODIMENSIONAL**.

SKILLS: Alertness 30%, Flight 55%, Pilot (Gate Ship) 55%, Science (Genetics) 95%, Science (Macrodimensional Physics) 50%, Science (Human Anthropology) 11%, Tool Use 55%, Unnatural 60%.

ATTACKS: *Nippers* 30%, 1D6 or pin.

AETHERIC FLIGHT: The mi-go can “fly” in any environment, moving as if being swept away on some unseen current—even underwater or in space. In flight, the mi-go can move at great speeds, equivalent (at top speed) to a jet aircraft. They can hover, invert, and hold in place as well. This allows them to “walk up” walls in a fashion similar to a giant spider.

MULTIFORM: The mi-go can move, change, extrude, extend, and alter their bodies as needed. Each change takes one turn, and costs nothing. A mi-go could extrude four more limbs to hold a pinned target, for example, or open a cavity to hold an item.

MACRODIMENSIONAL: The mi-go exist in a multitude of dimensions, only a fraction of which are visible to us. They sometimes appear to move in stuttering frames, as if blinking in and out of reality from second to second. A successful Lethality roll destroys a mi-go, but other attacks are unpredictable. If an attack rolls an odd amount of damage, the mi-go has shifted out of phase with our dimension and is immune to the attack.

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

UNNATURAL BIOLOGY: The mi-go’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.

THE VOICE: The mi-go can emit a buzzing imitation of human speech and can hold rudimentary conversations with humans. Each attempt to impart or understand information by the mi-go requires them to roll their Science (Human Anthropology) skill. Failure indicates a confusing exchange, usually involving a poor understanding of causality in four-dimensional spacetime.

SAN LOSS: 1/1D6 from the unnatural.