

The Colony

David Conyers

Cthulhu
World
War II

"Despair is the price one pays
for setting oneself
an impossible aim."

Graham Greene, *Heart of the Matter*

A Delta Green Scenario for the *Call of Cthulhu* Role-Playing Game



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The Colony

Libyan Desert, May 1941

This single session tournament adventure originally appeared in the Cthulhu Conglomerate Publication *The Exquisite Cadaver* and was presented at Aracacon IX, 1991 in Melbourne, Australia. It has been revised and updated here to incorporate later developments in the lore of the Cthulhu Mythos, particularly in reference to the Karatechia from Pagan Publishing's Delta Green supplements. The session is written as a one-off adventure that can be completed in a single evening. With a little adaptation it can be incorporated into a regular *Call of Cthulhu* Campaign.

Introduction

The Second World War has raged for two years. In Africa the Axis are being forced from Egypt by the French and British troops. For the Germans stationed in North Africa their position doesn't look good. In the last push through the desert the German army discovered what seemed to be an ancient temple that had been buried for several hundred years. The remains of many artefacts from ancient times littered the interior, but being ordinary soldiers, most of the troop did not know the value of what they had unearthed, except for one. The Captain of the troop was a member of Karatechia and an expert in occult matters. He quickly identified what were potentially items of great power. Word was sent to his masters at German Command. Orders were transmitted back quickly. A small troop was to stay behind to protect the site until experts could be flown in to evaluate the site's worth while the rest of the unit moved on to more pressing matters involving battles with British and French troops in the area.

It did not take long for the soldiers left behind to realize that the German forces were being pushed back, and very soon they would find themselves in no-man's land. They sent message again to German Command advising of their situation, but still the orders came back that they must stay and protect the site. All they could do was sit tight and wait under the hot Saharan sun.

Investigator Introduction

Investigators play infantry soldiers of the Third Reich, stationed with eight other troops, their Sergeant, Frederick Hesser, and a Lieutenant, Otto Kurts. Normal rules for gener-

ating characters apply using the Soldier template in the *Call of Cthulhu* rules book. Own Language is German.

The Spitfire

The adventure begins with the soldiers waiting in the desert when an enemy plane flies overhead. Soldiers who make a **Know** roll identify it as a spitfire with British markings prominently displayed. It seems to be alone and must be shot down before it can report back the location of its enemy. The spitfire makes a pass shooting down two of their soldiers under heavy machinegun fire. The player soldiers are ordered to man the MG34 machine gun to shoot it down.

The Spitfire has **50 Hit Points** of hull structure and **5 points of armour**. The pilot is also the gunner and since the plane can only fire forwards, it can only attack every 1D4+3 rounds while it makes a pass over the German camp. Its machine-gun has a **35% chance to hit doing 1D10 damage**. For each successful hit, roll 1D6 for the number of bullets which finds its target each doing **1D10 points of damage**. Soldier's on the ground have a normal chance to hit the plane

Equipment

Each soldier is issued with the following:

- Schmeisser MP40 or Mauser 7.92mm Mar98K
- 32rd 9mm Clip (x4) or 7.92mm bullets (x50)
- Two Grenades
- Third Reich infantry uniform
- Water Bottle
- Food Rations for 7 days
- Collapsible Shovel
- Tarpaulin
- Basic First Aid Kit
- Compass
- Small Knife (1D4 damage)
- Helmet (5 points of Armour on head, protects 10% of the time)
- One or two personal items such as a letter from a loved one back home, a photograph of a wife, a pack of cards, a nice watch or a lucky charm are some examples. The choice is left to the player.



the round before, during and after it makes a swoop attack, and half chance otherwise since at these times the spitfire will be too far away.

Eventually the spitfire should be shot down, even if this requires the direct action of some of the other soldiers. Smoke pours from the plane's tail as it careens down the valley and crashes into a rocky outcrop, several hundred meters away just out of sight.

Investigating the Spitfire

The player soldiers are 'volunteered' by Lieutenant Kurts to investigate the crash, and if the pilot survived, bring him back for questioning. The soldiers' march across the desert is short and hot. Closer yet still from a distance they notice that the spitfire wreckage is visible and half submerged in the earth. A lone figure emerges from the cockpit, first running from the flames and then waving his hands frantically as if attempting to shoo away flies. He screams for a second then falls to the ground. As the soldiers come closer they find the pilot is on his feet again. Disorientated he seems oblivious to the soldiers and will walk straight past them without see them if he is not stopped with force. Restraining him will not be difficult; he does not even seem to notice that he is now a prisoner of war.

Checking his possessions finds a Browning automatic (Shots per round: 2, damage: 1D10, Jam: 99-00, Ammo: 8), a parachute, a picture of a pretty girl and a dog tag, identifying him as Flight Lieutenant William B. Mallard of the British Army. A **First Aid** or **Medicine** skill roll notices that Mallard (the pilot) has a few cuts and bruises, including a nasty gash across his head, but otherwise seems unharmed. A **Spot Hidden** notices little black holes a little like rabbit warren, found around his forearms, chest and neck prompting a **Sanity loss of 0/1D3**.

The spitfire quickly begins to burn making it impossible to approach. If the player soldiers do not think of it first, Lieutenant Kurts will order them to cover the plane in sand so the flames do not alert their enemy to their position. Doing so take **2D10 minutes** before the flames are put out.

Interrogation

There is little for the soldiers to do except return to the camp with Mallard. Kurts asks the British pilot a few questions to no response. Player soldiers who make a **Psychology** or **Medicine** skill roll identify that the man is in severe shock and trying to make him talk right now will be fruitless. Kurts disagrees, but since the enemy won't talk, he has the soldier bound and left out in the heat of the sun to 'soften him up' for later interrogation.

Meanwhile Sergeant Frederick Hesser has the player soldiers dig graves for their dead compatriots while the other remaining soldiers are ordered to further investigate the plane wreck (Kurts does not believe that the players were thorough enough). Last rites are given for the dead soldiers as the afternoon begins to settle in.

German Infantry Weapons

Schmeisser Machine Pistol MP40

Shots: 2 or burst
Damage: 1D10
Range: 60 meters
Jam: 96-00
Base Chance: 15%
Ammunition: 32 round clip



Mauser Carbine 7.92mm Kar98K

Shots: 1/2
Damage: 2D6+3
Range: 160 meters
Jam: 98-00
Base Chance: 10%
Ammunition: 5



Hand Grenade

Shots: 1
Damage: 5D6 (reduces by 1D6 damage per meter from blast radius)
Range: STR x1 in meters
Jam: 99-00
Base Chance: Throw%
Ammunition: 1

.38 Automatic (Officers Only)

Shots: 2
Damage: 1D10
Range: 30 meters
Jam: 99-00
Base Chance: 30%
Ammunition: 8

7.62 MG43 Machine Gun (one for the whole troop)

Shots: Burst
Damage: 2D6+3
Range: 240 meters
Jam: 96-00
Base Chance: 10%
Ammunition: 50 round drum

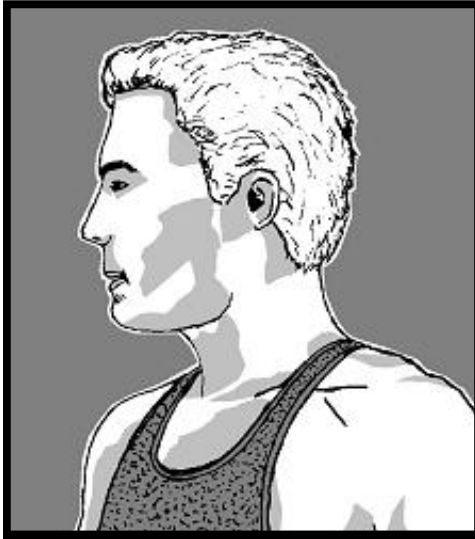


Later Lieutenant Kurts orders that Mallard be prepared for questioning. He is brought into the camp and made to sit upright. The pilot still does not look right, in fact his skin has started to bruise all over and his wounds are leaking clear fluids prompting another **Sanity loss, this time 0/1D2 points**. Kurts is quite brutal in his interrogation, resorting to cigarette burns, punches and matchsticks under the fingernails. All this proves ineffective, as Mallard just stares blankly into space, as if his mind is no longer his own. Watching the torture costs player soldiers **1 Sanity point if their roll is failed**.

A Missing Soldier

During the interrogation, from the wreckage is heard scream-

ing. The Sergeant orders the player soldiers to come with him as they investigate the disturbance. It takes a couple of minutes to get there across the sands. When they arrive at the wreckage, they see two of the soldiers disappearing into the sand as it sucks them down. The other remaining four soldiers watch in horror saying that Boris is already lost. They know now that if they step too close, they too will be pulled under the collapsing sand. Player characters might try to rescue the soldiers. If they do they will need to form some kind of human rope. They have **1D4 rounds** to do so before the soldiers disappear forever. Pulling out a soldier requires a **STR versus the STR 20** of the sand.



William B. Mallard

The screaming soldiers don't stop calling for help until they disappear to die of asphyxiation. **Sanity loss for seeing this horrible death is 0/1D4**. Player soldiers will also notice that the spitfire has also sunk much further into the ground than when they last investigated. Once the unfortunate soldiers are dead or rescued, the Sergeant quickly determines that the wreckage is too dangerous for further investigation, so they return to camp before darkness sets in for the night.

Through the Night

Each soldier has a three-hour shift in pairs during the night to keep watch. The player soldiers will get two shifts between the hours between midnight and six in the morning. Before settling in, some of the soldiers complain that the site of the wreckage and the uncovered ruins must be haunted, and that they've woken some kind of evil spirit. Others are more concerned that the British will find them and they will be shot, interrogated or worse. They will be lucky to live through this, ghosts or no ghosts. To make matters worse, Mallard makes gurgling noises through the night and can't be made to be quiet.

Later in the night, at around 2:30 am, the player soldiers on watch will notice a strange light buzzing through the air, hovering and zigzagging in a manner impossible for conventional aircraft. An **Idea** roll suggests that what they are seeing is similar to a firefly, only much, much larger. The creature is a Mi-Go holding some kind of device to 'record' the activities of the camp. Seeing the creature costs **0/1D6 points of Sanity**. Noise or movement on the behalf of the soldiers will be seen by the Mi-Go, and it will quickly retreat back towards the wreckage of the spitfire. Player soldiers may attempt to shoot it down. If they do, they will find that

its body has dissolved by morning light.

Exploring the Ruins

Player soldiers might decide to explore the unearthed ruins for clues. If they do and can make an **Archaeology**, **Anthropology** or **Occult** skill roll, they translate some of the ruins, learning the following for each hour spent studying:

- The temple was home to a race of humans that lived on the edge of an oasis.
- They worshipped huge insects that offered them the gifts of immortality and knowledge of the universe.
- The humans through their insect masters could change bodies, or their bodies could be altered and improved.

Changes in the Prisoner

In the early morning, an hour before dawn, changes seem to be developing with Mallard. Player soldiers on watch will notice with a **Spot Hidden** that there are soft lights darting around the prisoner. Closer investigation will lead to a nasty

Alien Artefact: Mi-Go Recorder

This is a Mi-Go equivalent of a camera. Organic in shape, one end has a large, compound eye like appendage and the other end as some kind of proboscis. Large handles are designed for Mi-go claws that make it difficult for humans to wield. If the proboscis is placed near the face of a person, it quickly attaches itself to the person's eyes costing **0/1 Sanity point** for viewers who see this happen and **1/1D3 for the person to whom it happens**. The proboscis can be removed easily, but its sucker like nature pulls away flesh scaring a human's face costing **1 hit point and 1 APP** each time it is removed. Because of the different molecular structure of Mi-Go, they are not affected in this way.

Once the proboscis is attached to a human's eye, they find that they can see the world around them, but from every direction all at once as if seen in daylight. The vision costs **1D6 Sanity points if they roll is failed**, but does increase the user's **Spot Hidden to 100%**. The recorder also allows the user to see creatures or items that would otherwise be invisible.

The device has sockets allowing it to be attached to a Mi-Go brain chamber, but otherwise there seems to be no means of removing images onto other recording devices or replaying images already stored in its memory, at least not in the context of this adventure.



shock. Little black worms (Mi-go larva) crawl in and out of Mallard's warren-like holes and other orifices such as his ears and mouth. Around his head buzz two baby Mi-go, the size of small birds. These creatures have just undergone a metamorphosis into their crustacean form. When the player soldiers get close, the baby Mi-go fly off into the night. Seeing this costs **1/1D6 Sanity points**. Anyone who loses more than **5 points of Sanity** starts screaming, waking the rest of the camp.

Underground

In the morning, Kurst orders the player soldiers to investigate the wreckage to see if anything has changed. If they can and it is safe to do so, they should investigate the cockpit of the spitfire in an attempt to work out what happened to Mallard. He does not listen to player soldiers protests.

Returning to the Spitfire they find that it has almost disappeared into a huge hole has opened up in the sand. Through the gap they can see the remains of Boris and the other soldiers who were sucked through. Player soldiers could use the spitfire to clamber down requiring a **Climb** roll or they will fall for **1D6 damage**. A successful **Jump** roll reduces this damage to nothing. Alternatively they can return to the camp to obtain ropes, torches and other basic equipment they might need.

Inside the soldiers find themselves in a large, triangular shaped room with an exit leading out to a central room of four more doors to other locations. The five rooms form a pentagram.

First Room – Fungus: The floor is smooth, black obsidian rock where the wrecked plane has not caused structural collapse to the roof. Strange fungus growths grow everywhere, as if out of control. To avoid touching or brushing any fungus requires a **Luck** roll while exploring the cavern. If failed, spores fill the air causing coughing and teary eyes **reducing all physical skills by 20% for 1D10 rounds** until the spores settle again.

Boris and the other soldiers are dead. Touching them, their skins collapse away into nothing releasing more spores. Their insides have been eaten out by some kind of rotting matter leaving only skin behind costing **0/1D3 Sanity**. (This special fungus is designed by the Mi-go to create skins of humans use when impersonating them. This fungus however grows here of its own accord.)

There are four more triangular rooms to be explored.

Second Room – Nursery: This room opens up to a same-sized room emitting loud buzzing and clicking noises like a swarm of wasps. Inside are more of the baby Mi-go, clambering around eating spores and growths from massive toadstools and other fungal growths that fill the chamber, while little black worm larva crawl everywhere else costing **0/1D4 sanity points** to see. An organic, transparent membrane stops the baby Mi-go from escaping their pen. The membrane requires ten points of damage all at once to rupture it.

Because of its nature, it heals **1 point of damage per**

round, but for every point of **damage over 10** done leaves the membrane open for that number of rounds allowing 1D3 baby Mi-go to escape and attack the player soldiers.

Third Room – Brain Cylinders: Metal shelves on the walls hold various Mi-go brain cylinders, some occupied and others empty. Strange appendages similar to the Mi-go Recorder are also on the shelves. Attaching these to the Brain Cylinders allows the brains inside to communicate. Most brains are either alien entities that howl and pitch in unhuman voices, making no sense what so ever. Hearing them costs **1 Sanity point** if a roll is failed. Other cylinders hold soldiers and Arab nomads, all quite insane babbling on in English, Arabic, German, Italian and French. One box has recently been opened for repairs and left unfinished. Inside is a decaying human brain costing **1/1D4 Sanity points** to see, now long dead.

Fourth Room – Surgery: This room contains strange alien tables created in human shape where the Mi-go conducts surgery on their captives. Next to the beds are translucent egg shaped vessels with pipes pumping liquid into them from valves in the ceiling. A **Spot Hidden** is required to see what is inside each vessel, and player soldiers may be unnerved to discover human organs and body parts such as lungs, hearts, eyes, legs muscles and intestines kept alive and functioning by the strange fluids.

Fifth Room – Gate: The room is bare except for the back wall covered in strange runes, which if the player soldiers had the appropriate skills such as **Cthulhu Mythos** or **Other Language: Mi-go** they could determine see them for what they are, runes for a gate to other Mi-go outposts. The gateway is currently sealed unless the Keeper wishes his players to investigate the world of the Mi-go further.

Arrival of the Mi-go

Sooner or later, the Fungi from Yuggoth, otherwise known as Mi-go arrive to investigate the disturbances in their Libyan outpost. At first a few Mi-go will appear, attempting to talk to investigators in their artificial, clipped and emotionless voices demanding to know what they are doing here. They will ask questions such as:

<What is your purpose/intention here?>

<How long/duration/time has elapsed/passed since your entered the first/primary chamber?> or

<Who is responsible/punishable for the damage/destruction/puncture?>

Questions will only last a few minutes. Then they will attempt to subdue the player soldiers with their bio-guns. If the first group of Mi-go are unsuccessful, more will quickly arrive. It is important in the context of this adventure that the player soldiers are captured.

Captive and Surgery

Once captive, the player soldiers will wake to find themselves strapped to the beds, really surgical tables in the Surgery room. The manacles are incredibly strong, resisting against **STR 35** to break free. If the player soldiers destroyed these beds earlier, they have now been replaced. Around the room are new translucent cylinders, and a **Spot Hidden** identifies what appears to be the complete intestinal track of a human being inside costing **0/1D4 Sanity**. The player soldiers have been stripped of their clothing and equipment. If they look down, they will see that their lower bodies below the ribs and waist above the legs are missing, and that pipes and tubes connected to their remaining dismembered body parts are pumping blood, fluids and other strange liquids in and out of their separate parts. This sight costs **1D4/1D12 Sanity loss**. Those that don't look down are spared this loss.

The new cylinders of course hold the investigator's organs. If a player soldier goes insane at this point, the Mi-go rush in, do emergency brain surgery and do something to the babbling human's head. Suddenly they find that they can no longer scream, that ability has been taken away from them forever, but they still feel the utmost terror in their mind, even though they can act rationally, for the short term. This costs another **1/1D6 Sanity points** for the player soldier who had the surgery and **1/1D3** for anyone who witnesses this operation.

Once the situation is settled down, the Mi-go ask more questions:

<How many sentient/sub-species/humans remain/occupy the camp?>

<What is the purpose of the weapon/destructive-tools/entropy devices in their possession/care/proximity?> and

<How long/time/duration have they known/suspected/inferred Mi-go/superspecies/Yuggoth involvement?>

They buzz to each other at each response, then ask the next question, often unrelated to the previous question. Eventually they get around to what they really want to know.

<Where/how/can/found the vessel/organism/entity containing/incubating/food-stock the spawn/seedlings?> and

<Why explosion/shelling/destruction from fixed-wing/lifters/aerial-tools are attacking/fighting your outpost/camp?>

The Mi-go are looking for Mallard, who has become a half-vessel, half-food source for the growing baby Mi-go and their pre-larva stages that escaped their outpost. The player soldiers should start negotiating at this point. The Mi-go want Mallard, or more particularly the larva and young Mi-go which lives inside him. They are fearful to go after Mallard themselves because they know German and British military planes, tanks and trucks patrol the area and they are not invincible. Better that human agents do the dirty work for them. If the Mi-go become convinced that the player soldiers will act as their agents, they will again knock them unconscious with their bio-guns. If they aren't convinced they are going to be helpful, they do the same thing, but those soldiers never wake up again, at least not this side of a brain cylinder.

Mi-go Agents

The player soldiers come round a short time later, back on the surgical tables, complete once more and cured of any injuries that might have sustained earlier. They find that they are also free of their bonds. Stacked in piles at the end of their beds are their clothes and equipment. Studying these items reveal that they all seem to have been recently pulled apart and then reassembled. Some items behave strangely, such as a watch running backwards, or a grenade making a high-pitched whistling noise when the pin is pulled, but otherwise function as normal.

One Mi-go remains in the room preparing pieces of more strange equipment consisting of a small transparent cylinder containing a baby Mi-go. It gives each player soldier a long staff with a small egg-shaped cylinder on the end, plus a large (**SIZ 8**) metallic cylinder similar to the brain cases. It demonstrates how to use the staff by holding the egg shape away from him and pointing a baby Mi-go that it releases from a cage. The egg shape opens and then sucks in the baby unharmed. The Mi-go then pushes the staff into the top of the cylinder releasing the baby into the cylinder.

<Go/capture/collect and return/report for your stomachs/tract/acid-sacks?>

Alien Artefact: Mi-Go Bio-Gun

These weapons are used by the Mi-go to subdue rather than to kill terrestrial life. They fire a slow moving beam of green light that can be avoided by a successful Dodge roll. If a human or creatures native to this earth (including Ghouls, Serpent People or Deep Ones who share similar biology as humans) are struck by this weapon, they must roll **CON xl under D100** or fall unconscious, as if under anaesthetic for 1D4 hours. Those that succeed their **CON roll** find that they become sluggish finding that their skills are at half chance and that actions take twice as long. A second attack resisted reduces skills by a quarter and actions take four times as long, and so on.

If humans attempt to use this weapon, it requires a **Mechanical Repair** or **Cthulhu Mythos** skill roll to work out how to use it. There is a **10% base chance** for firing the weapon. Due to the strange discharge exhausted from the weapon while firing, a human user is hit for **1D3 points of burns** each attack, armour protects. Each gun has **1D10+20 shots** before falling dormant and cannot be recharged.



If investigators are confused, it will say *<Stomachs held/deposited/ransomed until return/success?>*

A quick translation is that if the soldiers are not successful, they won't get their stomachs back. Those that look closely notice that while their bodies now appear intact, they have seams running across their bellies and half way around their backs. Where their stomachs should be, it feels quite empty, prompting a **Sanity loss of 1/1D6 points**. Without stomachs they cannot eat or drink, and will lose **1D4 CON** per day after the first day until dead. Anything they do consume will be thrown up immediately. The Mi-go refuses to answer too many questions, rather prompting them to *<Act with haste/speed/priority before dispersion/destruction>*. The player soldiers will be led outside and back to their camp and told that they will be made complete after successfully finishing their assignment.

Death Camp

Returning outside the player soldiers find that it is nighttime and that the camp is very quiet. There are signs of a recent battle, tell-tale signs of shelling and the dead bodies of their fellow Germans, blown to pieces by shrapnel. No-one has survived. It seems the British or French air force found them after all and shelled the camp.

A quick examination of the camp reveals that every one is dead and accountable, except for Mallard who has disappeared. A **Spot Hidden** skill roll shows that some kind of acidic fungus – causing **1D3 points of damage** to touch – ate through his ropes. A track shows a trail of spores leading out into the desert.

Finding Mallard in the desert is easy. Multicoloured flashing lights plus clicking and buzzing noises surround him; these are the growing baby Mi-go. If approached, he attacks, as do the baby Mi-go. Mallard, now covered in spores and fungus that grow everywhere from his body is barely, if at all human and attacks everything, even the Mi-go that feed off him. Seeing him this way costs **1/1D6 Sanity points**. Three older Mi-go have taken the risk to venture out into the human's war zone and are watching from a safe distance, so if the player soldiers start to kill any of the babies, they will attack the soldiers with their bio-guns. If the older



Alien Artefact: Collection Rods

These devices are used by Mi-go to collect small live specimens. They open automatically next to any independent mobile life form of **SIZ 3** or less (for example, not plants) and attempt to suck them into the translucent egg-shaped ends. Base chance to use such a device is 30%.

Mi-go are driven away, the soldiers shot down wake up 1D4 hours later, otherwise those that are captured find themselves inside a Mi-go brain case on the moon, Yuggoth or anywhere else inaccessible in the solar system. Mi-go are not perturbed if Mallard is killed. Investigators need to collect at least twenty of their young for the Mi-go to be satisfied.

Conclusion

Once the player soldiers have collected a sizable proportion of the baby Mi-go and return to the hole in the ground leading to the colony, they find three Mi-go waiting for them. If they hand over the cylinder containing the baby Mi-go plus all the other alien artefacts they might have recovered, the player soldiers are given back their stomachs that now seem to be covered in some kind of transparent film and complete with two valves on both ends prompting a **Sanity loss of 1/1D3 points**. The Mi-go won't explain unless asked what to do with them, and then they say only:

<Detach/disassemble/reassemble at will. Pressure/release on left/outward/midsection wall>.

They then fly back into their tunnel without another word. Player investigators should have a look at the seams around their bodies once more. Anyone pressing their left side and makes a **DEX x3** or an **INT x3 under D100** works a release that painlessly and without bleeding peels away a cavity at the front of their body. A similar transparent film holds the rest of the visible, internal organs in place. There are also two valves that connect up to their now detachable stomachs. Seeing this costs **1/1D6 Sanity loss**. Fitting their stomachs otherwise is an easy task.

Back in the tunnel, the Mi-go are busy covering their tracks by destroying all evidence that they were here. In the first couple of rounds the ground begins to shake, then the tunnel collapses further. Anyone standing too close must make a **DEX x3 roll under D100** or fall in for **2D6 damage** with a **Jump skill** roll reducing this to **1D6**.

Fallen victims then must make a **Climb** roll within 3 rounds to get out before the whole area explodes. Anyone standing too close or in the hole takes **10D6 damage**. Those more than 50 metres distant by the time the complex is destroyed must make a Luck roll to avoid being hit by flying rubble for **1D6 points of damage**. Anyone who survives all this, well they will now just have to wait in the desert and see which army finds them first.

Statistics

The Major Protagonists

WILLIAM B. MALLARD

Incubator

STR 14	DEX 14	INT 03	Idea 15%
CON 14	APP 01	POW 02	Luck 10%
SIZ 13	SAN 0	EDU 0	Know 0%

Hit Points: 14

Magic Points: 02

Damage Bonus: +1D4

Armour: none, but all non-magical weapons do minimal damage

Weapons: Brawl 50%, damage 1D6+1D4
Spore Cloud 40%, damage POT 15 versus victim's CON for they vomit uncontrollably for 1D4 rounds and take 1D3 damage

Spells: None

Sanity Loss: 0/1D6

MI-GO

The Fungi from Yuggoth

STR 15	DEX 17	INT 17	Idea 85%
CON 13	APP n/a	POW 14	Luck 70%
SIZ 12	SAN n/a	EDU 30	Know 100%

Hit Points: 13

Magic Points: 14

Move: 7/9 flying

Damage Bonus: +1D4

Armour: none, but all non-magical weapons do minimal damage

Weapons: Nippers 30%, damage 1D6+grapple
Bio-guns 45%, damage special, victim rolls CON x1% or less or falls unconscious for 1D4 hours, otherwise all physical skills and actions halved. Effect is cumulative

Spells: Each Mi-go has a INTx2% chance of knowing 1D4 spells at Keeper's discretion

Sanity Loss: 0/1D6

BABY MI-GO

The Young Fungi from Yuggoth

STR 05	DEX 17	INT 03	Idea 15%
CON 10	APP n/a	POW 05	Luck 25%
SIZ 01	SAN n/a	EDU 01	Know 05%

Hit Points: 06

Magic Points: 05

Move: 9 flying

Damage Bonus: +1D4

Armour: none, but all non-magical weapons do minimal damage. Because of their size, all attack chances against them are halved.

Weapons: Nippers 30%, damage 1D2

Spells: none

Sanity Loss: 0/1D4



The Colony

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Cthulhu
World
War II

"Despair is the price one pays
for setting oneself
an impossible aim."
Graham Greene, Heart of the Matter



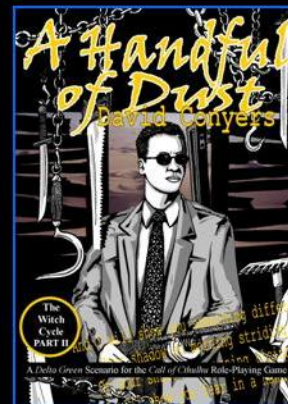
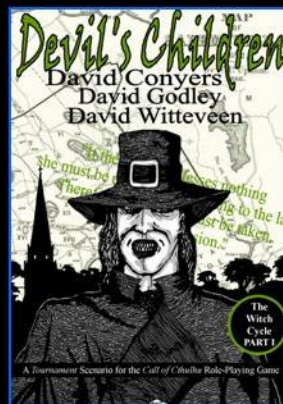
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From the Same Author
THE WITCH CYCLE



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