

# Delta Green: The Lost Cell

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## Keeper's Background

Nyarlathotep has instructed some Mi-go to construct some large rocket parts to be constructed and delivered to another place in space-time for some nefarious purpose. To assist in this task, the Mi-go have used the Greys to contact MAJESTIC, who have in turn made a military research front company available to them, Dimensional Science Laboratories (DSLabs) in Phoenix, Arizona. DSLabs run special projects, including the provision of contractors for MJ-6 in Dreamland.

The project at DSLabs is classified MAJESTIC and is designated PROJECT NIMROD. Through contact with Nyarlathotep, the Greys have constructed a huge time gate, codename HADES, in a hangar at DSLabs with the direct intervention of Nyarlathotep. The first of the rocket parts have already been delivered to DSLabs, and passed through HADES.

The rocket parts are manufactured using alien metals, at a plant nearby, Gibson Industries, then transported by a huge flat-bed lorry, under tarpaulins, accompanied by works 4x4 vehicles. However, at a stop along the way part of the tarp came away, revealing a circular construct, clearly made from some alien metal, with oily colors phasing across it. Several drivers at a nearby gas station saw the cargo before it could be covered up, and assumed it was a flying saucer. This quickly made local news despite a cover story.

The connection with DSLabs was quickly established, which piqued the interest of A-Cell, who sent in Z-Cell. After reconnoitering with SaucerWatch, who had also come to Phoenix to investigate the alleged sighting, Z-Cell made contact with an employee of DSLabs, James O'Hara, who provided inside information about the project. Wasting no time, Z-Cell broke in to PROJECT NIMROD, and found the huge time gate. However MJ-3 were close behind and, not realizing what they were doing, they grabbed a device and managed to open HADES and escape through.

But the device was the only key for the gate. Now Z-Cell are trapped nearly a hundred years in the past, and the Mi-go were temporarily stuck without a key to operate the gate. Fearing Nyarlathotep's wrath, they constructed a smaller time gate themselves in the S-4 facility in Dreamland, codenamed SIDEDOOR. They then used the Greys and SIDEDOOR to travel back in time a week, fly to Phoenix via flying saucer, then grab the key *before it was stolen*. It is then passed back and forth through SIDEDOOR, and couriered back and forth between S-4 and Phoenix by Flying Saucer.

This has led to a number of sightings and issues, and carries a huge risk of Paradox. However, it is the only way the Mi-go can keep their contract with Nyarlathotep.

MJ-4 quickly traced the security breach back to O'Hara, interrogated him about his indiscretion, then wiped his memory with sophisticated drugs, and deleted his background.

Now the Agents have been sent in to discover what happened to Z-Cell...

Note that Z-Cell have introduced themselves to those they meet as 'freelance journalists' and using false names. Only the Agents know who they truly are.

## A-Cell's Directive

The lead Agent for the cell is contacted via encrypted email dated 6/12/2012, together with photos of two men and a woman. A 'reply' address is monitored, and responses may be forthcoming, after a delay of D20 hours. As outlined in the email, the Agents are operating completely undercover, designation 'Black'.

The Green Box is nothing more than a resource. The Keeper can have some creative fun adding items to this unrelated location, such as dossiers outlining Elvis sightings to a WW2 heavy machine gun.

BRIEFING  
DIRECTIVE FROM A-CELL

OPERATION JACKAL

Contact with Z-CELL has been lost, and they are presumed dead. Their most recent operation was to investigate alleged UFO sightings in Phoenix. The Phoenix Lights have been flying again, this time with alarming regularity. Reports of sightings of 'UFOs' have been reported, together with at least one abduction.

Z-Cell were staying at Five Birch Motel.

- Zacharia, Special Agent Chris Hudson, FBI.
- Zambia, Prof Sue Wallentinsson, Archaeology Dept at Brown University.
- Zeus, Rahim Paljit, Forensic Finance Specialist, Secret Service.

Find photos attached.

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Mission Instructions:

- Continue Z-CELL'S mission, the investigation of the UFOs and aliens sighted in Phoenix.
- If possible, determine the fate of Z-CELL. Make contact if they are still alive. If dead, dispose of bodies and return all mission information to A-CELL.

Green Box:

- UCrate Phoenix, storage room 42, password "Ganesh".

Possible Friendlies:

- Lawrence Hong and Donald Lang of SaucerWatch.

It is known that Z-CELL contacted both of these possible friendlies. They may be allies, or possibly the cause of their disappearance.

Lost Cell Papers #1

## Order of Events

Date	Event
Dec 12	Phoenix Lights seen
Dec 17	'UFO' seen on truck bound for DSLabs by George Gray
Dec 18	SaucerWatch arrive in Phoenix. UFOs seen hovering over Phoenix (near DSLabs)
Dec 19	Z-Cell arrive in Phoenix
Dec 25	Phoenix Lights seen again
Jan 5	Z-Cell meets with O'Hara
Jan 8	UFOs seen near DSLabs again
Jan 9	Z-Cell enter DSLabs, take the key and travel through HADES
Jan 10	DSLabs remains locked down. MJ-3 question O'Hara, then wipe his memories.
Jan 12	PCs called in.

## Arriving in Phoenix

As the Agents arrive in Phoenix Sky Harbor International Airport, and drive into the city they will hear a local station talking about the Phoenix Lights' latest appearance. The DJ will mention the order of events given above in a sensationalized manner, thus giving the Agents a rough idea of what's been going on:

"Hey folks! It seems that Phoenix is now officially flying saucer central! It all kicked off on December twelfth when UFOs were seen flying slowly over the city, before they disappeared off to the north. Then we've had eye witnesses saying that they saw a UFO on the back of a truck! Maybe one of them broke down, and had to be towed!

"They even came to visit us on Christmas Day, and just four days ago on January twelfth, our alien friends have come to visit again.

"The Air Force still seem to be sticking to their story about flares on training exercises, but I don't think anyone's buying it! So what do you think? Flying saucers, or just a training exercise? Call now, and join in the discussion..."

A Library Search roll will locate an article about the UFO spotted on the back of a truck (Lost Cell Papers #2). Following up on this, they will find that the gas station clerk is helpful, but has no further information to add. The footage of the incident was taken away by some men from the government. It is possible, but time-consuming to locate the witnesses, but they have no further information.

The clerk at the Five Birch will be nervous, but Persuade or Fast Talk will get him to tell them that government agents came to the motel and cleared out the room where they were staying. They used false names, but he'll recognize the photos. A further social roll will urge him to allow them in to search the room. Spot Hidden will find an aerial photo of a compound of some sort. Comparison or a Cartography roll will discover that it is DSLabs. Random notes on it indicate planning for a raid.

Z-Cell arrived here on 12/19/2011, and were last seen on 1/8/2012.

## **UFO Spotted On A Truck**

Arizona Republic News, Dec 18 2011

By Mark Casavara

Less than a week after the Phoenix Lights were seen, witnesses at a gas station on Highway 74, claim to have seen a UFO being transported on the back of a truck.

“I pulled over for lunch,” says trucker George Gray, “and there was a big rig going slowly up the highway, pulling a long flatbed with tarps all over it. It had an escort of works SUVs with lights flashing, and it was pretty much taking up the whole highway. Anyways, there was a gust of wind off the desert and the tarp lifted up one end, and underneath there was a big, metal disc.”

On the Northern edge of Phoenix, a number of manufacturing companies, and defense contractors operate, and it is speculated that the truck was headed for one these.

“It wasn’t no ordinary metal though, it kinda gleamed with oily colors in the sun. Anyways, before we could get a good look, these guys came running out of the SUVs, and getting the tarps fixed back down. It all happened so quick, you kinda doubt what you saw.”

Is this the cause of the Phoenix Lights which are flying again? Is a Black Aircraft program being ran in our own back yard, here in Phoenix?

Lost Cell Papers #2

## Z-Cell Calling

Z-Cell may be a hundred years in the past, however, they are still active! O'Hara stole a device, a Time Beacon, from PROJECT NIMROD and gave it to a friend, Raj Khadir, for safe keeping. This device enables Z-Cell to contact Khadir, by taking over him for short periods. Khadir has no memory of this contact, and will react with suspicion and paranoia if the Agents find and contact him.

1/ Letter. When the Agents first arrive in Phoenix, allow them to pick lodgings and check in. When they do, regardless of the names they use, the desk clerk will say that there is a letter waiting for them, and hand it over. It is post-marked from two weeks ago. SAN 1/1D3. Lost Cell Papers #3

2/ A scrawled note is shoved under their motel door (write it yourself with your off-hand). If they are in Luck and quick enough to Spot Hidden, they may spot Khadir driving away. He is under control of Z-Cell at this point though, and will remember nothing. Lost Cell Papers #4

3/ A bizarre and disjointed phone call is made to one of the Agents' cell phone. They can attempt to have it traced if they wish (Tradecraft). The conversation is mostly one way, with Khadir speaking to them quite urgently and desperately. He is in a trance, being 'channeled' by Z-Cell through the Time Beacon. He can mention anything the Keeper wishes at this stage, as the Agents should have covered a lot of ground. However, it will be extremely disjointed – see the messages, #3, #4. This is because firstly Khadir is starting to go insane from the contact, and secondly because the messages are getting garbled and out of order as they are passed through a hundred years of time travel.

Messages 2 and 3 can occur whenever the Keeper wishes.

THEY ARE WATCHING ANDFDThe Grey s everything. Bewarse of screen  
memoritoes. LISTENIGN. DO NOTR TSRUST ANYONE.The portal is t  
he key  
They have get the kwy back using a seocnd pirtal – SIDEDOOR. We will contact  
you  
LikelyMJ-3 are active  
Soon .Ypu must interecpt the p the CARAWLING CHAOS.

Lost Cell Papers #3

Scrawled message:

The UFOs are a red herring. Always focus on... LISTEN!! They found a way to ... the Portal  
is the key. Ellis may be able to help you, but he does not understand. Be wary of him.  
The portal ... key or destroy the portal to sto... take care over communications. You are  
to be monitored.

Lost Cell Papers #4

## Raj Khadir

If the Agents manage to locate Khadir, they will find that he is an out of work computer programmer and self-styled hacker. He is a paranoid conspiracy theorist, and will avoid contact as much as possible. He lives in a trailer on the edge of town. Use SaucerWatch's "Donnie" for stats if necessary. If the Keeper wishes, Khadir may appear at the SaucerWatch trailer to talk to Donnie.

Searching his trailer, they may find the Time Beacon, a bizarre, metal contraption about the size of a kettle, with wires and dishes protruding from it, it looks like junk art. It allows Z-Cell to contact the nearest person within ten feet every now and then.

Elsewhere in Khadir's trailer, Spot Hidden may find a bundle of old letters. They are all written in fountain pen, to 'Whom it may concern'. Graphology or Forensics may reveal that these letters are indeed about a hundred years old. Bizarrely, these letters discuss the situation now happening in Phoenix, including DSLabs, a magical time portal, aliens and flying saucers. They also discuss the Time Beacon, and how to operate it. The letters are all signed, 'Z'. SAN 1/1D4.

## Time Beacon

The Time Beacon is operated by manipulating the wires, then spending MPs @1 per 10% chance of success. If they succeed, then they will be contacted by Z-Cell, from back in time, in a similar fashion to Lost Cell Papers #5.

However, shortly after using a Time Beacon, the Agents will become affected by 'reality shifts'. When the Agents are alone, either singly or as a team, a reality shift can occur. When they open a door or look out of a window, they will find that they have entered a bizarre hall of mirrors, where the room they are in is repeated, instead of where they should be. For example, they open their hotel room door, and find another corridor instead of their room. Going through another door, leads to yet another corridor, and so on. SAN 1/1D6. Going back makes no difference. For every D6 doors they open, they must roll Luck. If they succeed, they are back in their reality. If they fail, then a fully manifested Hound of Tindalos comes through for them. Their best chance is to run. Once again, after another D6 doors, they may roll Luck again. Hopefully, they won't meet yet another...

This terrifying experience can happen anywhere. Toilet doors would also be suitable.

Of course, if they are killed in the reality shift, they simply disappear. Nobody is ever found.

## SaucerWatch

SaucerWatch's chief forensic officer, Lawrence Hong and Donald Lang ("Donnie") were sent to Phoenix to investigate. They are holed up in a motor home in the car park of the Desert Bloom Motel. This may be revealed on local radio, if SW are interviewed, or the Agents can track them down.

When the Agents first approach the motor home, emblazoned with the SW logo, the door will burst open, and the first of their group will be grabbed by Donnie, and bundled inside, the door locked behind them. They will then be scanned with advanced devices to check for bugs (He even has tremblers on the windows to subvert shotgun mics). Only then will they be connected up to the lie detector, and bombarded with questions. The Keeper should allow POW x2 or Fast Talk rolls to try to subvert the needle, however, Donnie is one paranoid and clever individual. The lie detector results could be skewed somewhat when asked if they are part of a government conspiracy (!) However, even if their reading comes out terribly, some further Fast Talk rolls should be allowed to get SW to accept them. This should be a tense roleplaying moment, rather than a dice fest.

He may repeat the process on the other Agents.

## Knowledge Sharing

Donnie will share information, provided the Agents can gain his confidence.

He investigated the UFO on the back of the truck, and spoke to a witness, George Gray. He also managed to trace the truck to its destination, DSLabs. He will give them the common knowledge information about DSLabs (Lost Cell Papers #5). Despite the gas station camera footage being confiscated, he managed to find out that the truck was registered to another manufacturing plant nearby, Gibson Industries, associated with government contract work in aeronautics.

### **Dimensional Science Laboratories (DSLabs)**

This company began by providing scientific personal for government projects, then branched out into security personnel and facilities. It flies out several hundred contractors from a privately operated terminal at Phoenix Sky Harbor airport. The main offices at Phoenix are home to a number of special projects, and publicly specializes in Gravitational Propulsion Systems (GPS). There are many who say that this technology has been obtained from studying recovered UFOs at AREA-51 and secretly licensed to DSLabs.

Lost Cell Papers #5

In addition to this 'common knowledge', Donnie will also state that the UFOs are frequently seen at the North end of Phoenix, which is where DSLabs is located. He also knows that Z-Cell broke into DSLabs last January 9<sup>th</sup>.

After sharing his knowledge of DSLabs, Donnie will continue by saying he is in contact with a former contractor of DSLabs, who is giving them inside information, one James O'Hara. If he feels the Agents can be trusted, he will arrange for a meeting between them, at the SW motor home (see below). He also suspects that Z-Cell and O'Hara were in contact.

Another member who may be present at the motor home is Woody Esser, another local conspiracy theorist and interceptor, who has spent a lot of time at Dreamland, checking out the base, and locally trying to observe DSLabs. However, he hasn't seen much of significance yet.

Unbeknownst even to Donnie, Esser is an undercover member of MJ-4. It should also be noted that the SW member, Hong, is also an MJ-4 stooge.

For further information and stats for these guys, refer to the main Delta Green rulebook.

## O'Hara's fall

James O'Hara is a shadow of his former self. He drinks, and is unable to concentrate, due to the drugs administered by MJ-4. He has lost most memories of the last two years. Through Donnie, the Agents will be able to meet with O'Hara. His memories are scant – he can recall working at DSLabs, the general layout of the facility, and several of the people there. However, he struggles to remember specifics such as names of projects, what he did there, etc. He mainly has flashes, and memory snapshots of odd images, but not much beyond. Even then, he may tell them a name one day, and it may change the next. A Psychology roll reveals that he believes what he says, regardless of its truthfulness.

If shown pictures of Z-Cell, he will remember speaking them, but little else.

He claims to have a College Degree in Theoretical Physics, as well as a wealth of experience, however, background checks (Library Search) will reveal that he has no such degree, and that he has never worked at the companies he claims. This is mainly down to background wiping by MJ-3, but also due to his poor memory. A background check will also reveal that he has a criminal record for fraud for trying to obtain a quantity of electronics equipment with false credentials. He will claim he cannot remember this either, but a Psychology roll will reveal the lie. He served no sentence for this crime.

Searching O'Hara's chaotic home will turn up various Physics books, empty vodka bottles, and magazines of a complex nature. A Computer roll will show that his home computer has had swathes of data removed, but the only user on the system is O'Hara's own. A Spot Hidden will turn up a monthly pay slip for \$4,500 at the back of a draw from DSLabs, however, it has no name attached to it, only a Social Security number which, when checked, does not exist. Graphology or Forensics will conclude that the document is probably legitimate.

Another Spot Hidden will locate a hand-written note: "I have the item safely hidden. Let me know if you need it – R." Graphology will identify the handwriting to be the same as Lost Cell Papers #4, but much neater.

O'Hara claims that he is in contact with a former work colleague who does remember him, but who also fears for his safety. He is willing to meet with the Agents, on condition of anonymity – he will not show his face, or ever give a name, but is willing to discuss the classified projects there. This is completely true, the scientist's name is Dr Richard Ellis, but there is no way for the Agents to verify this until they meet him.

### **Scientist (James O'Hara, Richard Ellis and Dr Zoe Brammer)**

STR 10 CON 11 SIZ 13 INT 16 POW 13

DEX 11 APP 11 EDU 19 SAN 65\*HP 12

\*O'Hara has only 20 SAN left

**Damage Bonus:** none

**Weapons:** Kick 40%, damage 1D6

**Skills:** Botany 35%, Chemistry 40%, Computer Use 35%, History 10%, Library/Internet 70%, Listen 40%, Persuade 55%, Physics 85%, Psychology 25%, Spot Hidden 60%.



## Richard Ellis

Primarily a geneticist, Ellis has also built expertise in physics and electronics. He is one of the scientists on PROJECT NIMROD, transporting huge rocket parts through the portal, although due to the compartmentalization of knowledge, he knows only parts of what is going on, but it is still enough for the Agents.

O'Hara will handle the meet, and let the Agents know a time, late at night, in a multi-storey car park. When they go to the location, have them roll Drive Auto, Tradecraft and Spot Hidden rolls (they can elect which character for each). Failure indicates a chance that MJ-3 have successfully followed them. If so, then the meet will still take place, but Ellis will turn up dead soon after, strangled in his home (SAN 1/ 1D3). If they fail 1 roll, the chance is 10%, 2 rolls, 20%, all 3 then 50%. Note that this applies with every meeting.

Ellis will be near a fire exit, and shine a torch towards them, making it hard to see anything. Also, if he needs to escape fast, he can. If they need to meet again, it will be at a different location, but similar, such as an abandoned factory.

He can give them the following information:

- DSLabs are running PROJECT NIMROD, which is conducting strange experiments with a huge portal, codename HADES, which uses quantum mechanics to teleport objects. For whatever reason, they are sending rocket parts through this portal.
- The Greys are supervising the whole thing. They arrive with the key to operate the portal. It's a foot-long wand-like device, with crystals and switches along it.
- O'Hara helped a group (Z-Cell) break into the facility on Jan 9<sup>th</sup>. They took the portal key, and stepped through it but haven't returned.
- The strange thing is, the portal shouldn't be able to work without the key, but somehow the Greys have gotten it back. He can tell it isn't a copy, because of a scrape on one part of it is present on the one that's brought in each time.

If asked about SIDEDOOR, then he will say that he has heard that it is a second, smaller portal, located in S-4, in Dreamland.

As they are talking, Dr Ellis will say, "And the important thing is...", when suddenly there is a shout from across the car park, and Ellis will flee.

In a day or two, O'Hara will arrange another meeting provided Ellis is still alive (make rolls again to avoid detection). This time, he will inform them that the portal is not quantum teleportation as he first thought, but **time displacement to about a hundred years ago**. Z-Cell must be trapped somewhere in time. To have the key to operate the portal, the Greys are somehow travelling back in time, but not to where Z-Cell are, but to where the key can be found previously, maybe using another time portal. He seems distraught that this will cause paradox, threatening the whole universe.

Shortly after the meeting begins, a helicopter will be heard overhead...

## MJ-3

The MJ-3 cell consists of:

- Woody Esser, an undercover operative posing as a local conspiracy theorist and ufologist
- Ray Agajara, a disinformation specialist
- Rowan Verbeck, a black ops and communications specialist

MJ-3 will follow the Agents discretely, and try to find out as much information as possible. Any number of encounters with this dangerous cell are possible. Several are suggested here. Possibly allow the Agents a Spot Hidden and Tradecraft roll each day, with each success generating one of the following incidents (roughly in this order):

- Their car electrics keep failing. Investigation reveals a tracking device.
- They discover a bug in their motel room.
- While making a cell phone call they hear crackling then a distant voice say, '...secure...'
- They catch a young boy hanging around outside their motel room, listening in. If captured and interrogated, he reveals that a man offered him \$50 to listen at their door.
- Agents spot two obvious 'Men in Black' (Agajara and Verbeck) chatting in a coffee shop with Lawrence Hong or Woody Esser.
- Agents spot someone following them (it could even be Donnie, or Hong)
- The Agents arrive at a location, to find that MJ-3 are already here.
- Return to find them breaking into their motel room.

These encounters are designed to create an air of paranoia and distrust, and can be added to as the Keeper wishes.

As specified in the main rulebook, MJ-3 are organized under NRO SECTION DELTA. Their official employer is Air Force Office of Special Investigations (AFOSI), notorious for disinformation campaigns against UFO interceptors.

### **Operatives**

STR 13 CON 15 SIZ 15 INT 13 POW 12

DEX 13 APP 12 EDU 13 SAN 60 HP 15

**Damage Bonus:** +1D4

### **Weapons:**

Fist 55%, 1D3+db

Handgun 9mm 40%, 1D10

**Skills:** Conceal 50%, Dodge 40%, Drive Auto 55%, Hide 80%, Listen 75%, Martial Arts 30%, Psychology 40%, Sneak 75%, Spot Hidden 60%, Tradecraft 50%.

## Gibson Industries and Dr Brammer

If the Agents follow up the lead given them by Donnie, they will find that Gibson Industries is one of the many aeronautics factories in the Phoenix area, sated on government contracts. There is nothing remarkable about this factory, other than the project producing the rocket parts. The raw materials for this are delivered by truck (from a Mi-go mine), and the designs and plans for the rocket are orchestrated by Dr Zoe Brammer. She is actually possessed by a Yithian, and has been for six months. She had few friends before her possession, and has become completely isolated since.

She will not receive visitors, but if they break into her home, they may find a Time Beacon like the one in Khadir's trailer. The same rules apply, but this device has no instructions to assist the uninitiated. Dr Brammer, in her current form, is not dangerous, and will not trouble the Agents.

## DSLabs Facility

Eventually the Agents will take interest in this facility. It is located in New River, and is located along N. Black Canyon Highway and W. New River Road. It consists of a mundane Admin Block, with an old airfield behind it, with four, black hangars numbered 1-4. PROJECT NIMROD is housed in hangar 4, as O'Hara or Ellis can tell them. (See maps)

The whole site is surrounded with a double chainlink fence, with motion sensors and floodlights, patrolled by armed guards with dogs.

Ellis may be able to get them ID cards which gain them access to the site, and hangar 4 for 1D6 x10 minutes, but will result in his demise shortly after their use. He can also let them know the next date when HADES will be opened (accompanied by yet more Phoenix Lights).

This facility is a front for PROJECT REDLIGHT (MJ-7), mainly for development of Gravitational Propulsion Systems (GPS). PROJECT PLUTO (MJ-6) and PROJECT SIGMA (MJ-4) both have work here, and PROJECT GARNET (MJ-3) enforces security. See the main rulebook for further details.

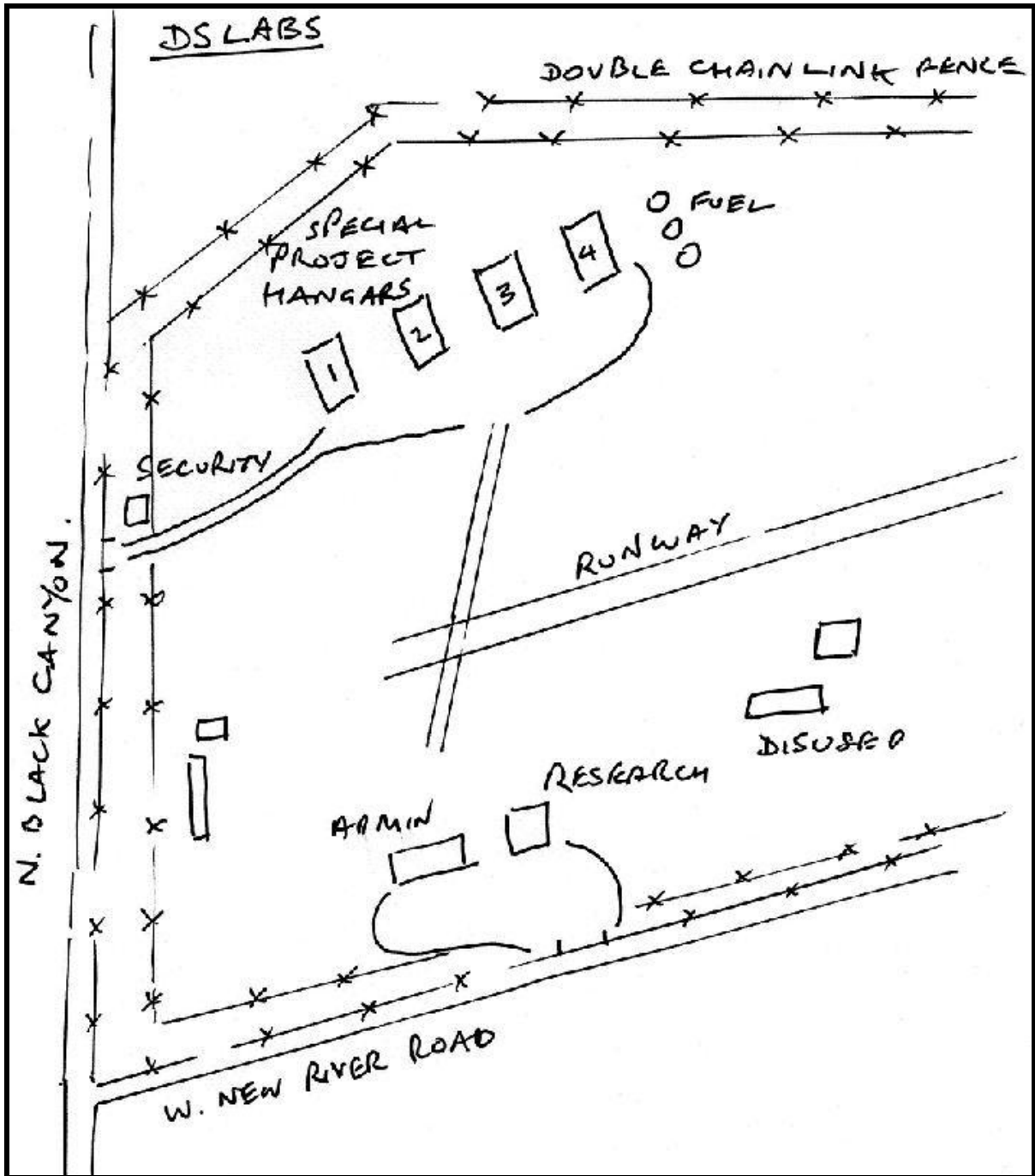
When an experiment is in progress, the facility is locked down from start to end. UFOs will appear over parts of the city, and some with lights low will arrive at the facility, and three Greys will depart holding the key. There are actually Mi-go on board the craft, staying hidden. They then enter Hangar 4 via the main door, which opens and closes for them, and use the key to start up HADES, and the rocket parts will be carefully pushed through, back to 1920s America, using small trucks. This will take anywhere up to an hour. Once complete, the Greys will retrieve the key, shutting down HADES, then leave the way they came.

Ellis can inform the Agents when the next experiment will take place (2-3 nights from their arrival). Rocket parts arrive the day before. He is aware of the pattern, and can inform the Agents ahead of time, but meeting with them is incredibly dangerous.

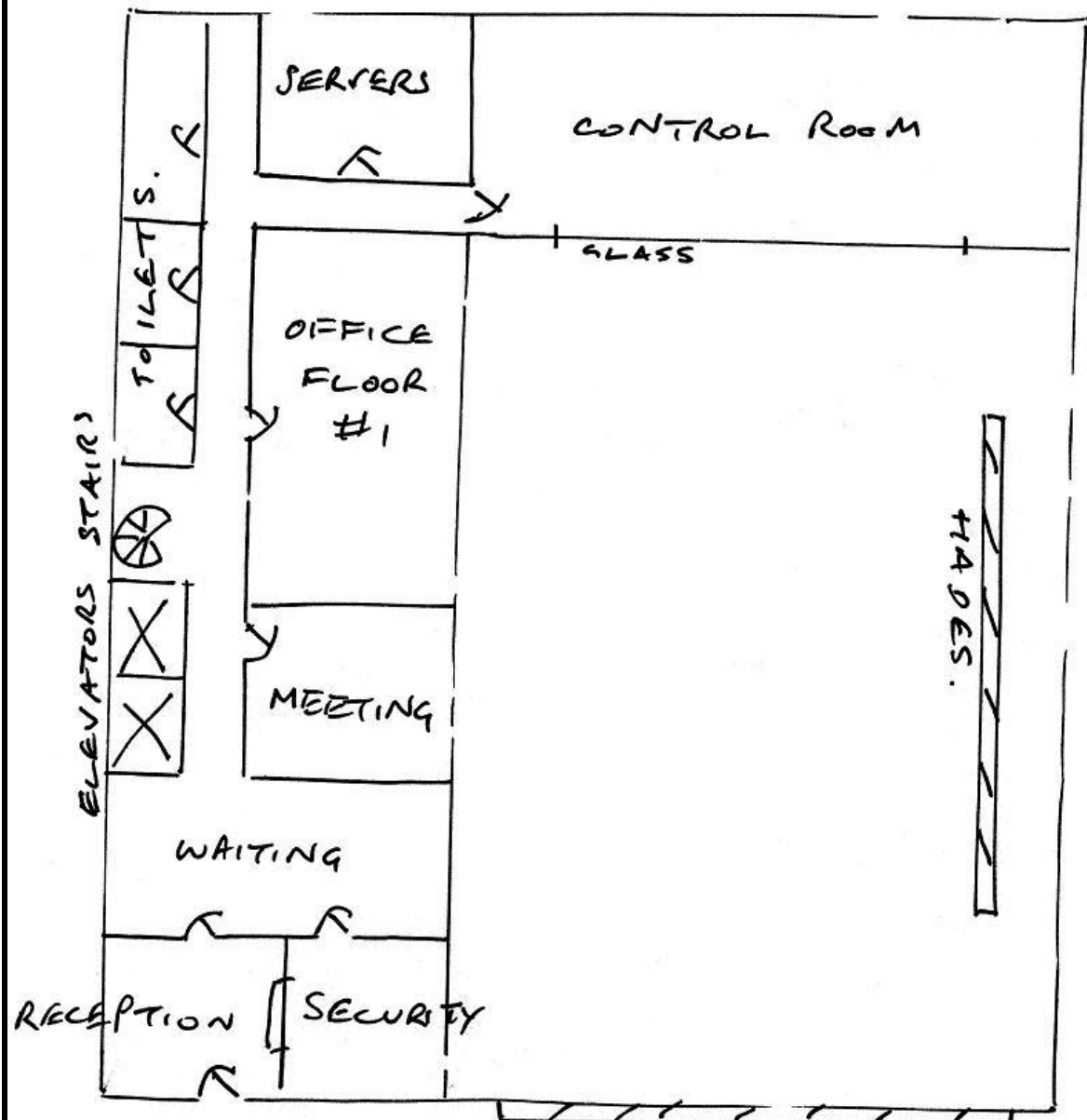
## Possible Resolutions

Outcomes which may occur are listed below, together with appropriate SAN gains.

- Blow up portal AND/ OR Destroy or steal the 'duplicate' key: 1D8
- Use publicity/ outside agency to stop DSLab's activities, or to have it raided, etc. 1D6
- Rescue Z-Cell, eg. Contact them with a Time Beacon, have them come back through the portal as it's being opened during an experiment in this time: 1D8



HANGAR #4



← SLIDES. - NO WINDOWS  
- UPSTAIRS SIMILAR.