

4
ASSET



Harrison's MP5

Item. Weapon. Firearm.

Dave Harrison deck only.
Uses (6 ammo).

►►: **Fight.** You get +1 ♣. This attack deals +2 damage.

If a ♣, ♠, ♥, or ♣ symbol is revealed during this attack, treat its value as 0.

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4
ASSET



Company Connections

Talent. CIA.

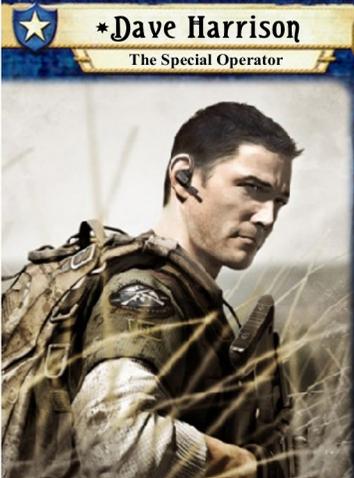
↻ When you would be defeated by a Non-Elite enemy, the enemy is defeated instead. Limit once per game.

Someone to watch over you.

66

***Dave Harrison**
The Special Operator

3 ♣ 2 ♠ 5 ♥ 2 ♣



Seal. Veteran.

↻ When you succeed in a Fight action by 3 or more, you may immediately make a second attack. The second attack gets -3 ♣.

★ effect: +0. You may place 1 ammunition on a *Weapon* asset you control.

8 6

61

***Dave Harrison**
The Special Operator



Deck Size: 30.

Deckbuilding Options: Guardian cards (★) level 0-5, Neutral cards level 0-5, *Tactic* cards level 0-5.

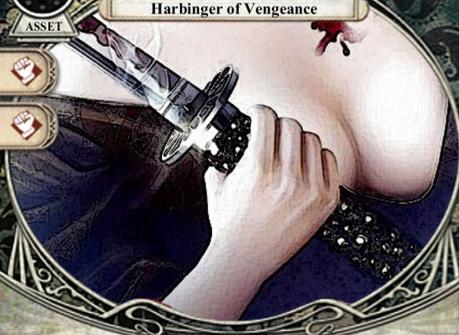
Deckbuilding Requirements (do not count toward deck size): Harrison's MP5, Anger Issues, FBI Credentials, 1 random basic weakness.

After he lost his brother, Dave spent a long time being angry at the world. He thought the army would help, and it did - for a while. After two tours he signed up with one of the many PMC's in the Middle East. After a fairly routine hostage rescue he and his squad were heading for the exfil point when they came across something crashed in the desert. Before they knew it there were lights in their faces, and they were being taken in to be debriefed by "The Program". Dave is still angry, but now it's because he has seen beyond the surface. To the real enemy.

3
ASSET

The Bride

Harbinger of Vengeance



Item. Weapon. Melee.

➤: **Fight.** You get +1 ♠ for this attack. This attack does +2 damage.

"If on your journey, you should encounter God, God will be cut."

71



4
ASSET

St. Christopher Pendant



item. Charm.

Phil Duke deck only.

You may move freely into or out of any location. Ignore text on a location that incurs a penalty or requires a test for movement. Does not apply to encounter cards.

Protect me and lead me safely to my destiny.

73



***Martin Fuller**
Theoretical Physicist

3♠ 5♥ 2♦ 2♣



Visionary.

♠ You may use ♠ instead of ♣ for this test. If you do, take 1 direct horror.

♠ effect: +2. You may discard an asset you control. If you do, draw three cards.

"One must then go on to a consideration of time as a projection of multidimensional reality into a sequence of moments."

6♥ 8♣

Illus. David Bohm 64

***Martin Fuller**
Theoretical Physicist

Deck Size: 30.

Deckbuilding Options: Mystic cards (♠) level 0-5, Neutral cards level 0-5, Seeker *Talent, Innate* or *Insight* cards (♣) level 0-2.

Deckbuilding Requirements (do not count toward deck size): The Holographic Universe, Between, FBI Credentials, 1 random basic weakness.

Physics only goes so far, only answers certain questions. Martin always felt there was something more, something between the numbers, something behind the equations. Some kind of... intelligence, or purpose. One day an epiphany hit him, a new way of looking at the universe. It was so simple and so terrifying. Space, time, energy, it was all connected. He saw visions of other times and places and realised that nothing was impossible. His work drew the attention of Delta Green, who showed him what his experiments could lead to. He has been with them since.

3
EVENT

The Holographic Universe
Talent. Theory.

Fast.

When you play this card, the next card you play gains Fast.

The tangible reality of our everyday lives is really a kind of illusion, like a holographic image. Underlying it is a deeper order of existence.

65

Vengeful Assassin
WEAKNESS

3 3 3

Human. Assassin.

Prey – Bearer only.
Hunter. Retaliate.

Forced – When Vengeful Assassin attacks, 1 point of damage must be placed on an *Ally*, if possible.

"I'm going to take from you what you took from me..."

ENEMY

68

***Maxine Benson**
The CIA Agent

2 4 2 4

Spook. Company.

When you would fail a skill check: You may draw the top 3 cards from your deck. Commit any number of relevant icons to the failed check. Then, discard the 3 cards.

★ effect: +1. If this skill test is successful, you may return any cards committed to this test to your hand.

7 8

67

***Maxine Benson**
The CIA Agent

Deck Size: 30.

Deckbuilding Options: Seeker cards (🔍) level 0-5, Neutral cards level 0-5, Survivor *Skill* or *Event* cards (👤) Level 0-2.

Deckbuilding Requirements (do not count toward deck size): Company Connections, Vengeful Assassin, FBI Credentials, 1 random basic weakness.

It was supposed to be an easy mission - rescue a kidnapped DARPA scientist and get them home. But what Max saw at that desert crash site changed her world forever. It got into her head, showed her things she couldn't comprehend and couldn't forget. When the Delta Green retrieval unit showed up and exfiltrated her and her squad, she realised there was no turning back. She'd spent her whole life fighting a war that was only a shadow of the true threat to mankind.



TREACHERY

Anger Issues

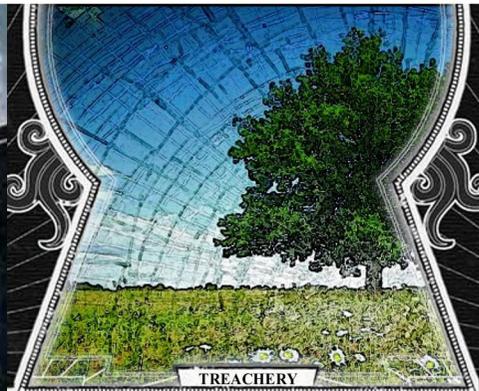
WEAKNESS

Madness.

Revelation – Put into play in your threat area.

Forced – The next time you fail a skill check, take 1 direct damage and 1 direct horror. Then, discard this card.

60

TREACHERY

Between

WEAKNESS

Revelation – Put into play in your threat area. You cannot draw cards or commit cards to tests.

Forced – At the end of the upkeep phase test (4). If you succeed, discard Between.

Taobh ri taobh, tha sinn mar aon de dha shaoghail.

63



***Mia Takamura**
The Mercenary

3 2 3 4



Ruthless. Cold.

After you defeat an enemy, gain 3 resources.

effect: +X, where X is resources you spend.

“The best kit gets you the best results.”

8 7

70

***Mia Takamura**
The Mercenary

Deck Size: 30.

Deckbuilding Options: Rogue cards (♠) level 0-5, Neutral cards level 0-5, **Weapon** cards level 0-4.

Deckbuilding Requirements (do not count toward deck size): The Bride, Haunted By Vengeance, FBI Credentials, 1 random basic weakness.

As a gun for hire, Mia has killed in nearly every country on Earth. But when she eliminated something that wasn't human, she came to the attention of Delta Green. Sometimes the forces threatening humanity cannot be bargained with, or coerced. Sometimes they need to be handled with cold steel, and that's when Mia gets the call. She is cold, merciless and efficient. There is speculation about how she ended up like this, but only she knows for sure.



TREACHERY

Haunted By Vengeance

WEAKNESS

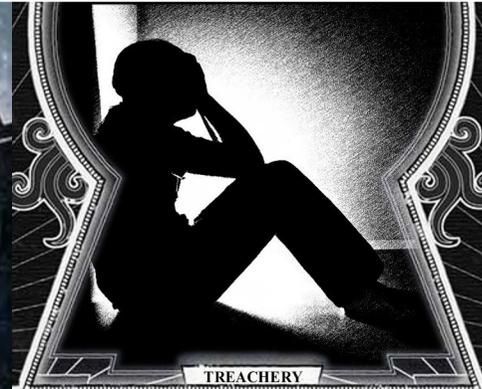
Madness.

Revelation – Place into play in your threat area. You get -2.

Forced – Place 1 doom on the furthest enemy from you, or the next enemy to spawn if no enemies are in play. Place 1 doom on this enemy. When this enemy is defeated, discard Haunted By Vengeance.

"This one's for you, Ayane."

69



TREACHERY

Survivor's Guilt

WEAKNESS

Despair.

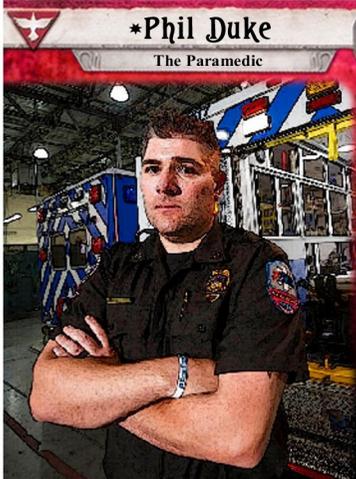
Revelation – Put Survivor's Guilt into play in your threat area.

Forced – If an *Ally* asset you control is discarded from play, or from your hand, you take horror equal to that *Ally's* sanity value.

I swore. Never again.

74

***Phil Duke**
The Paramedic



4 3 2 3

Medic. Veteran.

When you or another investigator at your location heals any damage, heal +1 damage.

★ effect: +1. You may heal 1 horror from yourself or an asset you control.

7 6

72

***Phil Duke**
The Paramedic



Deck Size: 30.

Deckbuilding Options: Survivor cards (✈) level 0-5, Guardian *Event*, *Talent* or *Skill* cards (★) level 0-2, Neutral cards level 0-5.

Deckbuilding Requirements (do not count toward deck size): St. Christopher Pendant, Survivor's Guilt, FBI Credentials, 1 random basic weakness.

As a combat medic, Phil saw his share of horror. Try as he might to put the broken pieces back together, his best wasn't always good enough. When he and Harrison found the crash in the desert, the victims were like nothing he had ever seen. He tried his to help them, but was assailed with visions of a thousand lifetimes lived on a hundred worlds. He came to with the flashlights of the Delta Green retrieval team in his face. That was the first day of his new life.

