Delta Green has protected the human world from otherworldly terrors for eighty years. Terrors so dangerous and corrosive that knowing of them is to be harmed by them. Terrors that threaten to rip away the veneer of civilization until all that humanity has left is knowledge of itself in the eye of destruction: desperate, starving, murderous.

Delta Green is a secret task force of federal agents, intelligence officers, analysts, scientists, doctors, and soldiers operating under the cover of national security and the war on terror.

Delta Green is a criminal conspiracy that violates every law and moral code for what it desperately says is the greater good.

When Delta Green goes down, it will go down fighting.

Delta Green is a tabletop role-playing game of cosmic horror and personal apocalypse. Players take the roles of Agents who investigate and confront forces that are death and madness come to life. They must stop those threats and cover them up so they cannot be brought out again. They must take their crimes and traumas home and keep them secret from everyone they love.

A gamemaster or Handler leads the players and their Agents into scenarios that all to often mean an impossible choice. Your life? Your sanity? Your family? Or humanity itself?

Delta Green delivers unmatched thrills and frights, suspense and dread that sink into gamers like hooks. It keeps them playing and keeps them coming back for every new book and every terrifying revelation.

Now you’re in on the secret. Delta Green needs you, Agent. Welcome to the apocalypse. Let’s keep this world spinning for one more day.

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