DELTA GREEN RULES SUMMARY

SKILLS & TESTS

- Roll when it is Difficult, the Situation is Unpredictable, or there are Consequences.
- Don't roll if there is no random chance involved and if there is no risk.
- Success/Failure:
  - Critical success is a 01, or where the task succeeds and the dice match (11, 22, etc.). A critical success is twice as good as a regular success.
  - Critical failure (Fumble) is anytime the task fails and the dice match.
- Using a Stat: Stat x5 Only when the task does not require training.
- Bonuses or Penalties in +/-20% amounts up to +/- 40%
- **Opposed tests:** The person who succeeds with either a critical success or a higher number wins the test. OR the person who failed with a lower number wins the test.
- **Luck roll:** simply a 50/50 roll.

How much skill does the task require?

Only a little training; a hobbyist	20%
Basic training or a college minor	40%
Yrs of Experience/a college major	60%
A lifetime's mastery	80%

How much Stat does the task require?

Anyone could do it	3-4
Nearly anyone could do it	5-8
An average person could do it	9-12
Only a gifted person could do it	13-16
Only a prodigy could do it	17-18

Sample Fumbles:

- Physical strain: 1d6HP or temporarily lose 1d4 STR, CON or DEX.
- Emotional burnout: Lose 1d6 WP or temporarily lose 1d4 INT, POW or CHA.
- Alienation: Offend an important NPC, all CHA or Persuade test fail until the end of the operation.
- Exhaustion: Become exhausted.
- Distraction: -20% on your next test.
- Confusion: Make a major error and gain false information.

Willpower Points

- Low willpower: 1-2 WP = emotional breakdown -20% on all actions.
- Running out: 0 WP = collapse, incapacitated or unconscious, cannot succeed any tests.

COMBAT

Initiative: Combatants take turns in order of highest DEX to lowest.

Aim: Take a turn to aim, a shot next turn is at +20%, if you take damage, your bonus is lost.

Attacks

- One attack roll, regardless of number of bullets fired.
- HTH combat assumes HTH defense as well.

Disarm: HTH combat special result.

Dodge: An opposed test of Dodge skill versus the attacker's attack roll.

Escape: Roll STRx5 or Unarmed Combat opposed by Attacker's Unarmed Combat or STRx5 roll.

Fight Back: HTH combat

Move: 10m jogging, 30m sprinting, 3m while doing something else. Maybe make a DEXx5 to keep footing on slippery surfaces.

Pin

- HTH combat special result.
- All HTH attacks against a pinned target are at +20%.

Wait: until another point in initiative order.

Attack Rolls

- Critical success does double damage.
- Critical failures misfires a gun, drop a weapon, stumble/fall, hit a friend.
- Called shots: (Optional)
  - Stun: -20%
  - Flesh wound: ½ damage -40%
  - Head shot: critical hit -40%
- Alternate Criticals (Optional)
  - Normal damage and Stun or Disarm, knock Prone, Called Shot, make a second attack.
- Surprise
  - Unaware target: murder
  - Aware target +20% to hit.
- Shoot into crowd: Make a called shot or hit a random member of the crowd.

Defense Rolls

- **Dodge**: Opposed Dodge skill check to avoid all HTH attacks until your next turn.
- **Fight Back** (HTH): Opposed HTH check to avoid all HTH attacks until your next turn AND to attack, disarm or pin one attacker (no separate roll).
- If you Dodge or Fight Back before your turn in initiative order that is your action for the turn.
- **Dodging Ranged Attacks**: You can only Dodge a bullet by scrambling for cover within 3m.
- Defending after Attacking: only if you are in HTH.

Special Combat Situations
Lethality Rating (LR)
- Percentage chance to kill target. If failed, read as 2d10 damage.
- Kill radius: +20% to hit a target with a KR atk.

Suppression
- Target of KR attack must find cover or go prone OR act normally for 1 SAN, unless adapted to violence.

Fragile targets are reduced to 0 HP in one hit.
Exposed targets are default.
Armored targets reduce damage by armor rating.
Cover functions like armor.
Huge targets take damage equal to Lethality Rating.
Transcendent entities are immune to physical damage.
Armor Piercing Weapons reduce Armor Rating by 5 points.

SANITY
- **Basic rule is 0/1d6 1/1d10**
  - Critical Failure on the SAN test means you lose the maximum amount of SAN.
- **Break Point** is equal to starting SAN-POW
  - Every time SAN goes below the Break Point, they will gain a Disorder. Reset the Break point.
- **Projecting onto a Bond**: spend 1d4WP, if WP 1+, reduce SAN loss by that amount AND off a Bond.
- **Repressing Insanity**: spend 1d4WP, if WP 1+ reduce a Bond by that amount and make a SAN check, if successful suppress Temporary Insanity or Acute Episode of a Disorder.
- Threats to SAN
  - Violence (one test per combat)
  - Helplessness
  - Unnatural
- **Adapting to violence/helplessness**: after loosing SAN to one or the other 3 times in a row without going Temporarily Insane or hitting a Break Point. If you become Adapted you always succeed at that type of SAN check, but:
  - **Violence**: loose 1d6 CHA and off each Bond.
  - **Helplessness**: loose 1d6 POW.
- **Temporary Insanity**: when 5+ SAN lost in 1 roll:
  - Flee (Run away for CON rounds, exhausted)
  - Struggle (Fight until death/unconsciousness)
  - or Submit (Collapse and forget)
- **Insane Insight** (Optional): If you get a Temporary Insanity from an Unnatural trauma you might get +1d6% in Unnatural skill.
- **Destroying the Unnatural**: destroying an Unnatural creature or object allows agent to recover the minimum SAN lost from encountering it.
- **Disorders**: Characters gain disorders between missions.

OTHER SITUATIONS
Pursuits
- Use the appropriate skill (Athletics, Drive, Pilot, etc.) as an opposed test.
- Extended chases require 2 wins more than opponent.
- Aids and Advantages add +20% or +40% if odds are overwhelming
- Seek an edge by using another skill to help out, if that skill test is successful add +20%.

Exhaustion
- **-20% on all skill, stat and SAN tests. And lose 1d6WP.**
- Going without sleep for a night or refusing to rest after losing SAN or HP leads to exhaustion
- Each additional night loses 1d6WP.
- A full night's sleep cures exhaustion.
- Stimulants:
  - Taking stimulants, or chain smoking offsets the penalty for 1d6 hours.
  - Harder drugs delay it by 2d6 hours
  - Every dose after the first costs 1d6WP.
  - Taking a disorder while on stimulants can often cause an addiction to them.

Healing
- Resuscitation: First Aid test: +1d4HP
- Stabilization: First Aid test: +1d4HP
- Treatment: Surgery/Medicine test/wk: +1d4HP
- Recuperation: CONx5/day +1HP
- **Regaining Willpower**: full nights sleep gains 1d6WP, if you play up one of your Agent's personal motivations in a way the Handler finds compelling: gain +1WP.

Other dangerous situations
- **Poisons** have Lethality Rating, make CONx5 for half damage.
- **Diseases** inflict HP damage, make CONx5 to recover.
- **Falling**: 1-3m 1d6 or 1% LR/m. CONx5 or stunned.
- **Impact**: 10%LR/25mph. CONx5 or stunned.
- **Suffocation**: CONx5 or 1d6HP per round.
- **Fire**: DEXx5 or catch fire (also suffocation).
  Minor 1/turn   Moderate 1d6/turn
  Large 2d6/turn   Major: Lethality 10%/turn
- **Cold**: CONx5/5 min or 1 CON damage at 1 CON take 1d8HP.
- **Sleeplessness**
  - First time you try to sleep after suffering Temporary Insanity or gaining a new disorder make a SAN test, if you fail you wake in terror and fail to get a good night's sleep or regain WP.
  - Sedatives gives you a +20% on the SAN test, failing the SAN test gives you a -20% to all tests the following day.