



Delta Green: Countdown (Call of Cthulhu Horror Roleplaying, Modern Era)

By Adam Scott Glancy, John Tynes, Dennis Detwiller



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Delta Green: Countdown is a supplement of the Role Playing Game Call of Cthulhu. It is a sequel to the award winning Delta Green supplement and expands that campaign setting into the realm of the international. It includes seven new modern organizations with an interest in the Cthulhu Mythos, three new scenarios and a wealth of appendices.



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Editorial Review

Review

By my estimate, COUNTDOWN contains as much material as you would find in four (4) \$20 game books. At \$40 it's the most expensive supplement I've ever seen, but it actually pulls its damn weight and earns that price in page after page of tight, startling and extremely well conceived pieces.

. . . Upon reading this book over once, then going back and working through it a second time, I pronounce it my first perfect '10'. This is the most literate, researched, extensive and useful supplement ever written for any role-playing game.

The Verdict: Now all the other companies have a new bar to reach for...and you, Gentle Reader, need to go buy this book. -- *Mike Daisy, Gaming Outpost*

I swear; sometimes Pagan Publishing refreshes my faith in the gaming industry in a single stroke. Delta Green: Countdown is one of the largest CoC books that I've ever seen; it's about the same size as Horror on the Orient Express, with approximately the same density of information - and, even more importantly, it has the same globe-spanning feel, going from Britain to Russia to Asia to back home. It isn't a campaign, but it does have enough information to run several - the individual sections that comprise the book are worth \$20 on their own. Considering that you get seven of them, plus three adventures and a boatload of extra occupations for Delta Green investigators, I'd say that Countdown's \$40 price is eminently worth it. -- *Darren MacLennan, RPG.net 08/16/99*

Users Review

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Lewis Manns:

The book Delta Green: Countdown (Call of Cthulhu Horror Roleplaying, Modern Era) gives you the sense of being enjoy for your spare time. You need to use to make your capable more increase. Book can being your best friend when you getting pressure or having big problem along with your subject. If you can make examining a book Delta Green: Countdown (Call of Cthulhu Horror Roleplaying, Modern Era) to get your habit, you can get considerably more advantages, like add your own personal capable, increase your knowledge about several or all subjects. You can know everything if you like open up and read a reserve Delta Green: Countdown (Call of Cthulhu Horror Roleplaying, Modern Era). Kinds of book are a lot of. It means that, science guide or encyclopedia or other individuals. So , how do you think about this publication?

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