

FEDERAL AGENT BASIC PLAYERS' GUIDE

Being a Federal Officer

A federal crime is an offence that has been made illegal by the US Federal government or any crime that occurs on federal property (including, but not limited to:

- Post offices
- National parks
- Locks and dams
- Prisons
- Hospitals, hotels and private property within national parks
- Military facilities
- Federal courts
- Federal reserves
- District of Columbia)

Federal crimes include those listed in the table on the next page. This is not a complete list, but covers the majority of crimes a Delta Green agent can use as an impetus for their investigation.

A federal agent has no jurisdiction over state or local crimes, although they still have power of citizen's arrest. This means that they can 'arrest' or 'detain' a criminal who is seen committing a felony. Such criminals must be turned over to the local police force as soon as possible, otherwise the arrestee could be charged with false imprisonment or even kidnapping.

Most people only know the most perfunctory of federal crimes. A federal agent with a good Fast Talk or Persuade roll, and a bit of grit, could trick the more susceptible into believing they've committed SOME form of federal offence—if only for a while.

There is much overlap between the federal agencies. The ATF and the FBI frequently come into contention over who handles certain cases; usually the agency with the most effort, money or pay-off put into the investigation will take precedence. This is not always the case. Federal agencies do not always inform each other of their investigations—nor will they always share information, even if they know someone needs it. In cases where the expertise of another agency is necessary, different bureaus may be seconded. An investigation involving the cell of a foreign terrorist organization threatening to use Ebola on the New York Subway might involve the FBI, the CIA and the CDC, along with investigations into the group's finances by the Secret Service and where they got their hands on guns by the ATF.

A Catalog of Federal Crimes		
Forging currency	Credit-card fraud	Transporting passengers interstate while intoxicated
Kidnapping, killing or assaulting congressional, cabinet or supreme court members	Conspiring to defraud the United States	Smuggling goods into or out of the United States
Interfering with elections or polls	Stealing livestock, major artwork or federal funds	Rescuing, aiding or attempting to rescue or aid a prisoner
Masquerading as a member of the military (foreign or domestic)	Using the “Smokey the Bear” character against copyright	Using police badges without authority
Harboring people believed to be spies	Committing espionage	Photographing or sketching defense installations
Violating NASA authority	Transporting fireworks interstate illegally	Threatening the President or his family, etc.
Impersonating a federal worker or a member of the Red Cross	Owning, selling, transporting or manufacturing untaxed or illegal weapons under federal law	Owning, selling, transporting or manufacturing restricted ammunition
Enlisting in a foreign military	Damaging or attacking property owned by a foreign government	Being an illegal alien
Making false statements in regard to federal questions	Concealing a person or escaped prisoner from arrest	Fleeing from prosecution or to give testimony in court
Committing a homicide on federal property	Committing murder of an American national outside the United States	Conspiracy to commit murder of the former two
Murdering those assisting in a federal crime	Donating or selling knowingly AIDs infected bodily matter	A number of crimes on Indian Land, including hunting, destroying signs, theft from casinos or tribal accounts, child abuse, illegal use or sale of intoxicants and transport of bodily remains, and gambling offences
Kidnapping (24 hours after disappearance or if known to be interstate)	Hostage taking if it involves threats to the federal government	Alcohol smuggling
Tampering with consumer products	Attacking telephone or power lines	Interfering in satellite operations
Prostituting near military facilities	Use of military for ‘police’ services	Mailing or broadcasting obscene material
Distributing obscene material to minors	Resisting federal arrest	Obstructing court orders or criminal trials
Listening in to jury deliberations	Obstruction of a federal audit	Misusing passports
Enticement or forcing into slavery	Transportation of slaves	Sex trafficking of children
forced labor	Sale into slavery	committing perjury
Committing piracy	Assassinating, kidnapping or assaulting presidential staff or the president	Committing a mutiny or a riot in a prison
Transporting dentures not made by a recognized dentist	Racketeering	Wrecking or derailing trains
Traveling interstate or using interstate material to incite or engineer a riot	Bank robberies	robbing a post office
Sabotage	Shanghaiing sailors	Engaging in a maritime mutiny
Being a stowaway on a ship or plane	Exceeding authority in executing a warrant	Gaining a warrant for malicious reasons
Interstate stalking or domestic abuse	Transportation or sale of stolen vehicles, livestock, music or computer games interstate	Committing or inciting treason
Avocation or incitement to overthrow the United States or state government	Interstate transport of prostitutes or sex slaves	Release of personal information from state motor vehicle registers.

Being in Delta Green usually means you’ll be working with other agencies or masquerading as them. Do not worry about blowing your cover with this. Acting professionally and with a bit of bluff can get past the majority of people. Never use

your real name. In most cases, A-Cell will have provided temporary ID in national or state databases that will trick cursory examinations. Do not give people reason to look further. IF YOUR COVER IS EVER BLOWN, INFORM A-CELL IMMEDIATELY AND LEAVE THE AREA. Under no circumstances should the conspiracy be ruined by inaction of an individual agent.

Discharging Firearms

Never draw your firearm unless you mean to use it. A federal agent is allowed to carry his firearm at all times, and in certain cases (like the FBI) is required to have immediate access to a firearm at all times, but use is not as common as one may think. Only when an immediate threat is projected onto oneself or another is an agent allowed to use lethal force.

In the event of a firearm being discharged, the agent *will* be investigated. Of 206 discharges of firearms between 2000 and 2003, only 106 were intentional discharges at suspects during an offence, 14 were unintentional during an operation, 60 were at animals (dangerous dogs, injured animals etc.) and 88 were accidental discharges on non-enforcement activity (during cleaning, during training, etc.)

In the event of any discharge, an operative must report it to his supervisor immediately. The supervisor immediately telephones the agency's headquarters and sends off a written report within 24 hours. Any case of criminal or serious misconduct must be reported to the Office of the Inspector General (OIG) immediately.

- The ATF reports shooting incidents to the OIG, but does not have an internal written policy requiring immediate reporting to the OIG. This gives ATF agents some leeway in reporting infractions.
- The DEA policy requires that the OIG be notified of shooting incidents so that the OIG can determine whether it will conduct an investigation of possible criminal or serious administrative misconduct.
- The DEA also has agreed to advise the Civil Rights Directorate (CRD) of all shooting incidents involving injury or death.
- The FBI reports shooting incidents to the OIG, but, much like the ATF, does not have internal written policies requiring immediate reporting to the OIG. The FBI has agreed to advise the CRD of all shooting incidents involving injury or death.
- The US Marshal Service requires that any shooting incident "which appears to constitute a violation of law, or Departmental regulations" be reported

immediately to the OIG. Firearm discharges “other than by accident” must be reported within 48 hours, and accidental discharges must be reported monthly.

Investigations are carried out either in-house or by local or state police. The ATF requires an ATF agent investigate any discharge by or at an ATF agent. The DEA delegates to local agencies except in cases of death or serious injury. The FBI requires it is carried out by the FBI under the authority of the Special Agent in Charge (SAC) except where “it is expedient not to”. The USMS requires that an Administrative Shooting Review Team (ASRT) will be appointed by the Assistant Director of the Executive Services Division and the Investigative Services Division following each shooting incident. The ASRT may include representatives from other operational divisions.”

The investigation includes:

- The initial telephonic and written reports of the shooting incident
- Reports by state or local criminal investigators
- Medical and autopsy reports
- Witness statements
- Photographs and diagrams of the scene
- Firearms qualification records for all Law Enforcement Operatives who fired weapons
- An administrative report prepared by the shooting incident investigators with a synopsis of the background of the underlying case, the operation in which the shooting occurred, and a detailed account of the shooting incident.

All agencies require this to be finished and handed to superiors within 30 days, except the FBI, which expects it in two weeks. While all agencies give counseling and examinations after a firearms discharge, each agency handles things differently:

- The ATF assigns agents to administrative duty until cleared by the report
- The DEA assigns agents to ‘light duties’ for five days, with a further five days on request of the agent or superiors, but will return to active duty immediately after
- The FBI encourages, but does not usually enforce, a five day period of administrative leave
- The Marshal Service removes deputies from active duty until ordered back by a supervisor.

Finally, a hearing is held and decides whether the discharge was legal and warranted, decides upon punishment and decides whether a change in procedure or policy is necessary.

Credit Rating, luck or having a friendly supervisor can be beneficial to not getting hauled over the coals in the event of an illegal discharge, but—as this is Delta Green—illegal discharges are going to be the norm. Failing to report them is probably the best way of handling it, along with lying or falsifying evidence. A planted gun in the hand of a suspect is a better bet, and a statement you were firing at a dangerous animal will look better than saying you were shooting a Fungi from Yuggoth.

Remember, you are being watched at all times.

Handling a Crime Scene

Most federal investigations take place after the crime has occurred. In this case, the primary investigation is being done by local or state agencies. **READ AND LEARN ANYTHING PROVIDED BY LOCAL AGENCIES.** This cannot be overstated. Talk to the head of the investigation; listen to their theories. Do not jump to conclusions. Assume nothing.

You are there either because it is a federal crime, or you have been invited in because the local department cannot handle it. It is *your* jurisdiction now, and it is the job of local enforcement to assist you as best they can. Some officers will dislike this fact. Do not let it blur *your* judgment. Remember, however, that it is better to use federal resources if possible. An arrest warrant on a drug-lord can be carried out by local SWAT, but it is better to use federal agents from a nearby site. In event of emergency, however, first response should be the local police.

It is best to visit the crime scene before doing anything else. Evidence can be viewed later. Do not assume that the local police have gathered everything at the crime scene; make a cursory examination of your own (with or without supervision). Make sure that witnesses have made statements and that patrolmen have questioned people living or working in the surrounding area. If things seem odd, make sure to query them; there are no stupid questions, no matter what TV might tell you. You are not from around here. What might be normal in Alaska is alien in Florida. Point this out if queried yourself.

There should be documents and photographs of the crime scene. If there aren't, find out why. If things don't add up—then raise it.

In the event that you are the first on the scene of a crime, report it. Backup is a necessity. Your safety is the priority; but every effort should be made to help the

injured. Do not touch anything. Isolate witnesses; make sure they cannot concoct a story between themselves. Finally, control the scene; do not allow people to tamper with the evidence or get in the way—crime scenes usually become crowded with family, friends, rubberneckers and reporters very quickly—especially if you’ve reported it to local police. Police scanners are notably open to gawkers and reporters. Keep a log of everything you see, hear or say. This is your statement when it comes to trial.

As most crimes you wander into will be local, they will be handled by local police—you can expect to be treated as a witness, and probably a somewhat unwelcome one. You have no authority here for the most part. Roll with it. However, if this is a federal crime, you may be the one put in charge of it—especially if it relates to a case you are currently involved in. Follow the golden rules stated previously.

In real-life, the grunt work of dusting for fingerprints, blood sample findings, and other forensic investigations are usually handled by experts alongside the detectives. In Delta Green, unless you’re really boring, this will probably be handled by extras and red-shirts. But it’s your job to find the important evidence using Spot Hidden rolls etc. Forensic samples, including blood, fingerprints, slugs and guns themselves, can all be sent off to federal labs within a couple of hours. The FBI Laboratory at the J. Edgar Hoover building can distinguish samples in a few hours to a few days, and the ATF laboratories can trace bullets within 16 minutes of the bullet’s recovery (as they did in Ronald Reagan’s attempted assassination). If you leave this to local authorities, it can take longer. Do not assume that something will be found.

Checking on evidence is important. If the police have already got it, they should be checking it for forensics or have a file on it. If not; why not? Evidence that disappears is a problem. Find out who had access to it. Grill them for information.

Following Up Leads

Rarely does a crime scene lack leads. Follow up everything. Friends, family, local haunts, papers, manifestos, weapons, oddities—all of these can be followed up. Witnesses can often give information you might otherwise not anticipate. If a man was shot and died with a name on his lips then find that person.

When following up a crime, you have no reason to admit to being a federal agent. You can ask as many questions as you want or can. If you are asked, however, it may be necessary to inform them that you ARE a federal agent (this is not necessarily the case if you are officially undercover). You cannot arrest anyone without officially informing them you are a federal agent. Gaining access to public places requires no

warrant, but entry to a private location without authority and without a warrant is misconduct. Evidence found there is inadmissible.

However, if you are invited in and you find something illegal under federal law, you may arrest that individual (for example, copied CDs or drugs). While it may be inadmissible in court, it may help with interrogation.

Leave no stone unturned. If a brick wall is hit, consider you may have missed something earlier. Return to the scene of the crime. Most criminals do this too; either to relive the feeling, to reminisce, or to check for evidence. Remember: few people are able to plot, carry out and escape from a criminal act without leaving some evidence.

A stakeout does not need a warrant for anything that could be seen using equipment bought by any average citizen. This includes: binoculars, infra-red gear, night-vision goggles and more. Wiretapping, bugs, email interception and other 'extra-legal' surveillance requires a warrant and superior's cooperation.

Interviewing witnesses and suspects is an art form. Get the general picture first ("Which room was he in?"). Do not lead them with questions ("It was Whatley holding the gun, wasn't it?"). Move to smaller facts ("Did he put the grimoire down?") as it goes along. If they change their story, ask yourself why that may be the case. Assuming that everyone lies is a good start. PARANOIA WORKS.

The Bust

When it comes to the arrest, you must know how to do it legally. Arresting a felon in the course of, or while fleeing from, his crime does not require a warrant. Similarly, it may not be necessary to do so if you catch them just about to carry out the act. Nevertheless, a warrant will be the main course of action.

While there are numerous types of warrants, the two main flavors are 'arrest' and 'search'. Getting a warrant involves getting a judge (available 24 hours) to sign one, based on 'probable cause'—this can involve anonymous tips, evidence provided by the agent, or mere good talking. Some judges are free and easy; others are less so. A warrant must be served within 10 days and only during daylight hours unless the judge says and signs that it may be served at night. A WARRANT NEED NOT BE CARRIED PHYSICALLY TO THE SCENE. Most warrants are executed after getting a phone call from another officer who's with the judge, holding the signed paper. You have to show a warrant within a reasonable period, but this can even be back at the station.

A warrant demands that the officer must knock and announce themselves, and give sufficient time for those inside to get to the door. Police may break down the door if the suspect does not open it. A 'no-knock' warrant can also be granted if it's believed there is a danger to officers, or that evidence may be destroyed. In this case, the police do not need to give prior warning. Usually these are handled by specialist units (like SWAT).

Remember to follow the letter of the warrant if it needs to get to court. Saying you need to look for evidence in a warehouse won't be admissible if you use it to get into the suspect's boat. A search is entitled to only (legally) look for the item in question, although other obvious contraband can be seized. Similarly, you can't look for stolen anti-tank missiles in a bread-bin or a tea-pot. You can still phone up for a new warrant while carrying out the current one. If you're searching a suspect's apartment and finds out he owns a lock-up across town, feel free to call for a search warrant for it.

Miranda rights are only necessary if you're going to interrogate the suspect. And, if you're not arresting them, you don't have to inform them that they don't have to answer questions and are free to go at any time.

Remember: there's no need to give them privacy for their phone call unless it's to their lawyer.

The Interrogation

Once in custody the suspect may ask for a lawyer at any time. However, 85% of suspects waive this right if asked. Use this to your advantage. While food, drink, sleep and toilet-breaks are mandatory, this does not have to be told to the suspect. You can lie; you can tell them that all evidence points to them, that you have things you don't necessarily have, that an accomplice has sold them out. Promises may not be made, but mentions of putting in a good word or helping with plea bargains are legal.

Throw them off balance. Get their point of view, and then twist it. Do not allow them to get the upper-hand. Their lawyer is your enemy.

Tying Up Loose Ends

If you charge them with the offence, it goes to court within 24 hours to decide whether they get bail or not. You can offer recommendations to the prosecutor, but once that's done, it's out of your hands. Congratulations.

Going Cowboy

In Delta Green, we do not always handle things like above. We lie, cheat, steal and kill in the name of security. In most cases, you will not be acting within the remit of your own agency. In such circumstances, it will be your job to stay one step ahead of the law you have sworn to uphold.

Kidnapping may be necessary; use flexibonds or flexicuffs. Give fake ID. Doing it at gunpoint might seem fun, but it's a lot easier to ask them to come down the station to ask a few questions.

Always carry a spare, preferably untraceable 'drop gun'. These can be used for a number of things: untraceable executions, evidence in searches, reasons for putting a bullet in the head of an otherwise unresisting target, for quick cash in sales, as a backup, or more. Keep it clean. Ditch it and get a new one after each night at the opera.

Do not feel the need to report everything to local police or superiors. If you can get away with it, do so.

You'd be surprised how many law-abiding citizens spill the beans when the Feds start flashing badges. Barmen can be threatened with taking away their liquor licenses, pharmacists with drugs offences and municipal or federal workers with the worries of their pensions being removed.

There is no problem that cannot be solved by the correct application of high-explosives.

Always use fake ID. Preferably multiple IDs. Always keep a drop-box or emergency cash in a location known only to you. A-Cell cannot always look out for you. Do not assume anyone else will.

Disposing of bodies is tough and dirty work. If it is honestly needed, there are numerous methods. Removing the fingertips, teeth and identifying marks is a good way—following by burning or melting in acid. Woodchippers, burial and weighted for sinking in a large body of water can also be useful (although remember that bodies float). Making it look like suicide, natural death or an accident is usually better. Members of strange cults often end up killing themselves. A suicide note can help with this unfortunate fact.

Planting evidence is a necessity. Drugs, weapons, and other paraphernalia can be planted to give an impression of guilt or reason for arrest or interrogation. Do not overuse, however.

Arson is a tool that should not be discounted.

RICO statutes can be used to arrest criminal organizations who have ‘conspired to commit two serious crimes within the last ten years’. Any group can be considered a criminal gang with sufficient argument.

Every agency has its perks:

- The FBI has some of the best forensic labs and DNA databases in the world
- The DEA can pull in most people on trumped up charges for an average of 12 hours at a time and can call in asset forfeiture at the drop of a dime
- The ATF have the CEASEFIRE program, which gives it the ability to trace firearms quicker than any other agency
- The CDC can demand a quarantine for an area, with sufficient cause (and with insufficient cause if local authorities are gullible enough)
- CIA agents can lay their hands on both law-enforcement and military materiel (such as maps, transportation and surveillance equipment)
- NSA agents can get fast-talk their way into illegal wiretaps that can cover entire cities, or use the astronomical power of the Puzzle Palace’s supercomputers to crack codes or untangle alien languages
- US Marshals can check up on witness protection records (or make up new ones) and ride the ConAir express
- Secret Service agents can track down financial information or tamper with presidential authority (forge orders, warrants, security clearance, etc.).

Remember, these are rarely used and are always going to raise questions—but in an emergency, calling in some favors may be all that stands between you and the end of everything we hold dear.

REMEMBER: GOING COWBOY IS A LAST RESORT. If you are going in under the auspices of a legitimate investigation, cover your tracks. If you’ve been sent in as a rogue element, then you don’t need to worry as much. But remember: every criminal act you engage in is one step closer to breaking cover.

Save the last bullet for yourself.