

ACHTUNG! Cthulhu

THE SECRET WAR BEGINS...

T'HRÉE KINGS PDQ

ZERO POINT - July 1939

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ACHTUNG! Cthulhu

WARTIME ROLEPLAYING... ...WITH TENTACLES!

Achtung! Cthulhu brings you a two-fisted wartime roleplaying game setting packed full of fiendish Nazis, terrifying ancient mysteries, legendary war machines, and enough writhing tentacles to fill ten Reichstags!

Three Kings PDQ is a standalone roleplaying game using the award winning story-focussed **PDQ System** and includes the first in a series of adventure supplements in the globe-spanning *Zero Point* campaign for *Achtung! Cthulhu*.

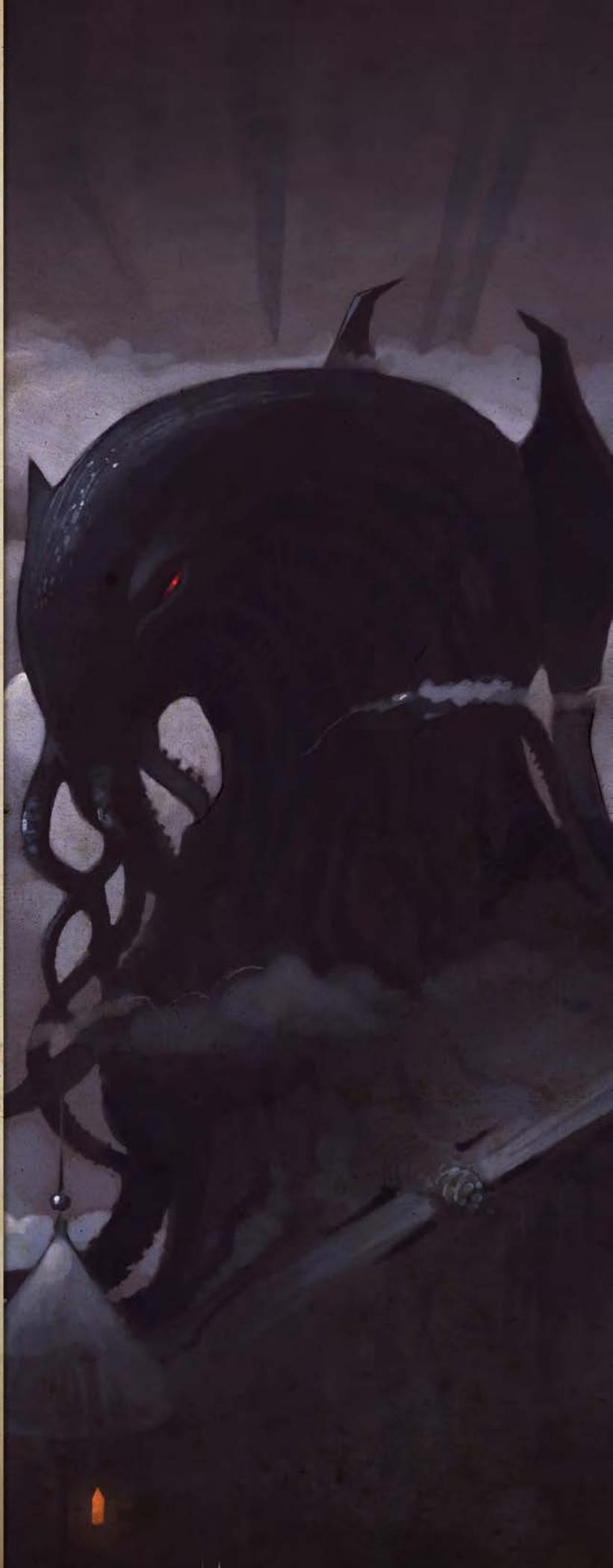
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- Revised **PDQ** rules for full wartime horror including Fear & Madness, Sanity, Action & Mythos Dice, Giant Creatures & Tanks!
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- An "Operational Briefing" handout
- Setting information on Nazi-occupied Czechoslovakia
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THANKS

Chris would like to thank: Rita for her love and support in pursuit of new worlds, and encouraging my creativity, without her help you would not be holding this first **Achtung! Cthulhu** release. Dedicated to the memory of my mum Daphne, who always gave me time to explore my dreams.

Sarah would like to thank: Chris McWilliam, for his constant encouragement and support, and for listening to all my mad ideas; Chris Birch, for giving me the chance to make the *Zero Point* campaign a reality; Michal and Dim, for making such a gorgeous book; to all the gamers and Keepers at GenCon who gave such valuable feedback on the convention version of this scenario; and my grandfather, George Clifford Newton, for serving in North Africa, the Atlantic Run, and Normandy, and helping make this world a place where a game like this can be played without fear.

Thank you!

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MODIPHIUS product number: **MPS01011P**

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LIONHEART TO CHECKMATE -
REPEAT TRANSMISSION,
MESSAGE DOES NOT MAKE
SENSE, OVER.

Foreword from Chris Birch

As a child I roamed the fields behind our house in uniform with my friend Jonny, clutching our plastic weapons, imagining our constant battles with the enemy. Visions of stirring British war films with brave heroes fighting incredible odds drove me to recreate these battles with my long suffering plastic soldiers and my brother's collection of miniature tanks. We didn't study World War Two at school before the age of 16, something I think every kid should since it's the most defining event in the last 100 years, but this lack of information only drove me to learn more about this fascinating period and the soldiers and civilians that risked everything for their countries.

Now, developing my last game **Starblazer Adventures** helped satisfy the space opera urge, but there was something missing, so producing this new setting **Achtung! Cthulhu** is a return to my childhood imagination where every soldier is a hero, where anything is possible in the war torn landscape of Europe. Of course there has to be a darker side to this tale, so working with writers like Sarah Newton we are going to take you on a terrifying journey through the heart of a World War Two twisted by the machinations of the crazed monsters, gods and followers of the Cthulhu mythos and a war machine bent on using any and all weapons at its disposal.

War can be a tricky subject, especially the darker deeds during those terrible years, but we attempt throughout to treat the memory of those who fought and suffered with respect. During our research we repeatedly discover tales of such astonishing bravery and sacrifice that from time to time you will encounter very real heroes in the background of the setting. This is an opportunity for your players to encounter real heroes and learn how they contributed to the final downfall of the Nazi regime.

We have several **Achtung! Cthulhu** campaigns planned, of which the *Zero Point* campaign by Sarah Newton is the first. It's fantastic being able to work together with Sarah again, who has done a lot of work on creating this historical yet tentacle-filled wartime adventure. It's amazing to be able to publish **Achtung! Cthulhu** for some truly big guns in the world of role playing: **Call of Cthulhu**, **Trail of Cthulhu**, **Savage Worlds** and of course **PDQ**.

You are holding a totally standalone roleplaying game. I have loved **PDQ** since I first encountered the totally awesome **Zorcero of Zo RPG** by Chad Underkoffler. I was able to get two non-gaming friends to create characters on napkins while standing in a bar, it was that easy! I narrowly missed writing **Starblazer Adventures** with **PDQ** (which might have made it the smallest space opera RPG ever!) so I am very happy to be bringing this awesome and inspiring roleplaying system to our dark world of **Achtung! Cthulhu**.

No matter what type of gamer you are, there are plenty of ways to experience our chilling vision of how World War Two could have been if Cthulhu had not been halted at every point by the heroes of Section D!

As the first major release for my new games imprint MODIPHIUS I hope you will join our journey through this and many other fantastic worlds. We have visions of apocalyptic science romance, fantasy and much more to unveil, so please stay in touch at www.facebook.com/modiphius or write to achtung@modiphius.com and let us know what you think!

Chris

Publisher, **Achtung! Cthulhu**

Introduction - What is Achtung! Cthulhu?

Three Kings is the first scenario in the *Zero Point* campaign, an epic and episodic series of adventures for the *Achtung! Cthulhu* setting. *Achtung! Cthulhu* is a setting for Lovecraftian roleplaying in World War Two, allowing you to play characters uncovering the terrible secrets of the Lovecraftian Mythos which threaten the world when humankind is already poised to tear itself apart.

This version of *Three Kings* is intended for use with the *PDQ* (Prose Descriptive Qualities) roleplaying system, published by Atomic Sock Monkey Press. *Achtung! Cthulhu* includes a version of the *PDQ* rules designed for Lovecraftian horror roleplaying. In addition pre-generated characters, created using the *PDQ* rules, are provided in **Appendix One** on page 51, below; you can also create your own characters using the rules provided.



Prose Descriptive Qualities System

ABOUT THE *PDQ* SYSTEM

The *PDQ* (*Prose Descriptive Qualities*) System has been designed for evocative simplicity, speed and flexibility in play. It provides three levels of resolution, suitable for any type of situation. For *Achtung! Cthulhu* the standard *PDQ* System has been adapted to make it perfect for running Lovecraftian horror, with new rules for handling fear and insanity and a deadlier, grittier system for conflicts. This chapter includes all the rules you need to create your characters and run *Achtung! Cthulhu* using the *PDQ* rules.

ELEMENTS OF A *PDQ* CHARACTER

Qualities

At the heart of *PDQ* are player-defined *Qualities* which can represent advantages, skills, talents, flaws, or traits. They serve to define your character's abilities and flaws, and provide game mechanics for how these traits work in play (see *Task Resolution* below). There is no set list of skills or preset *Qualities* in *PDQ*, instead when you create a character you should come up with a short



PDQ Glossary

This is a guide to common terms in **PDQ**.

Boost: A small bonus to a roll, usually provided by Techniques or Features. When applying a Boost to a roll, you can roll an extra die, keeping the best two results. Alternatively, you can use a Boost to apply a flat +1 bonus to the roll result. There is no limit to the number of Boosts that can be used on a single roll.

Challenge: A situation difficult enough to require rolling dice to resolve, but simple enough to resolve with a single action. Examples of Challenges include climbing a cliff, picking a lock, or translating an occult text.

Conflict: A drawn-out, complicated situation where the characters are dealing with one or more opposing NPCs. Examples of Conflicts include a shootout, a man-hunt, an aerial dogfight, or a car chase.

Penumbra: A Quality's Penumbra covers any actions or situations related to the Quality. When rolling for an action that falls under a Quality's Penumbra, you can add the Quality's Modifier (MOD) to the roll.

Shifts: Bonuses or penalties applied to a roll, usually due to outside circumstances or environmental effects. *Upshifts* add +2 to the roll result while *Downshifts* inflict a -2 penalty. There is no limit to the number of Shifts that can be applied to a single roll.

Zeroing Out: When a Quality is reduced below Poor [-2] Rank by damage. This knocks the character out of the Conflict and can have additional long-term consequences depending upon the Danger Level of the encounter (see page 15).

phrase or statement to describe each of your character's Qualities.

Generally, Qualities represent a broad skill or field of knowledge. If a particular Quality is at all relevant to an action or topic, then the character can apply that Quality when attempting that action or understanding that topic. This is called the *penumbra* (or "shadow") of the Quality. When creating a character you should make sure to choose Qualities that are neither too narrow nor too broad. Too narrow, and the penumbra casts too small a shadow; too broad, and identifying the sorts of things that fall under the penumbra becomes pointless. The parameters for what's "too broad" and "too narrow" are up to the individual Game Master.

For example, consider a character that has the Quality of "Soldier". For some **PDQ** games that will be perfectly fine; for others, too broad. In **Achtung! Cthulhu** the Game Master will probably want to ask his players to refine the Quality to give a better idea of the sort of things that will fall under the Quality's penumbra. So "Soldier" could become "British Commando" or "Flying Ace". While both cover some of the same basic

"There is no set list of Qualities in **PDQ**. Instead, players create their own unique traits for their characters."

skills (firing a sidearm, knowledge of military terms and ranks, etc.) each individual choice will bring different skills to the Quality penumbra. For example, the commando will be trained in stealth and guerrilla warfare while the ace is, of course, skilled at handling aircraft and dogfighting.

Qualities are *Ranked* to indicate increasing proficiency or intensity and allowing the Quality to absorb damage (see page 12). From lowest to highest the Ranks are:

- Poor [-2]
- Average [0]
- Good [+2]
- Expert [+4]
- Master [+6]

The number in square brackets following the Rank of the Quality show the Rank's Modifier (or MOD), which is the bonus added to or subtracted from a 2D6 dice roll when taking an action under the Quality's penumbra.

Weaknesses

While every character will have several helpful, positive Qualities they will also have at least one *Weakness*. A Weakness is a negative Quality (ranked Poor [-2]) that represents some kind of flaw, which could be a physical or mental shortcoming, recurring duties, a vulnerability or just about any other trait that creates interesting complications in the character's life. Like normal Qualities, you create your own Weaknesses.

Just about any trait can be a Strength or Weakness, depending on how you spin it. For example, a character might have the Weakness Poor [-2] *Ugly*, representing their inability to attract the opposite sex and their

Image: German Soldiers 1944. Bundesarchiv, Bild 101I-722-0405-04 / Theobald / CC-BY-SA



German soldiers preparing for an assault in 1944

tendency to stand out in a crowd, but another character might have Good [+2] *Ugly*, granting a bonus to rolls to be scary or threatening or perhaps garner sympathy for his appearance. It is important to remember that a Strength is always helpful and a Weakness always causes trouble. Someone with Poor [-2] *Ugly* cannot use their unpleasant features to their advantage unless they have also chosen to take *Ugly* as a Strength.

Note: in any situation where a character does not have a Quality or Weakness he is considered Average [0].

Techniques

Techniques are minor advantages that take the form of a bit of extra training, a talent, or a background that provides a bonus in a specific situation. Techniques are “chained” to a specific Quality and represent a set of circumstances where the character receives a bonus when using the attached Quality. This could be a particular method, a set of tools, conditions, or even opponents where the character is at an advantage. For example, a sniper with the Quality Good [+2] *Marksman* may have the Techniques “While Hidden” or “Rifle” to represent his particular focus.

Unlike Qualities, Techniques are unranked and do not increase or decrease in intensity. When used, a

Technique grants a Boost, which can have one of two effects:

- **Extra Roll:** Using the Technique allows the character to roll an additional die. However, he can still only keep the best two results.
- **Flat Bonus:** Rather than rolling an extra die the Technique can be used to add a flat +1 bonus to the roll result.

Each Technique can be used only once per Turn (see page 11), but there are no limits to the number of Techniques that can be used for a single roll. You can choose to use Techniques before a roll or after a roll, so long as the player can provide an explanation for why the Technique would apply.

Training Points

While characters in *Achtung! Cthulhu* start play without any Training Points, they will eventually become an important element of every character. Training Points are used to improve a character’s abilities and to add new ones. See page 14 for more information on earning and spending Training Points.

CREATING YOUR CHARACTER

First Impressions

First and foremost you will want to come up with a name for your character. You should also consider your character's appearance, mannerisms, accent, and other traits that are immediately obvious to anyone interacting with your character. These can also be represented by your Qualities.

Core Qualities

Each character in *Achtung! Cthulhu* has three "Core" Qualities at Good [+2] Rank:

- An **Occupation** Quality related to your character's job, profession, or training (or lack of such), whether current or past. *Examples: Professor of Ancient History, Ex-Stormtrooper, Intelligence Agent, Field Medic.*
- In the wake of the Great War and on the cusp of the Second World War, a character's **Nationality** is extremely important and you must choose a Quality

to represent that. The Quality can be more specific than simply listing a country; it can refer to your hometown or feelings towards your country as well. *Examples: Grew Up In Arkham, All-American Boy, German Deserter, Czech Resistance Fighter.*

- A Quality that represents some important facet of your character's **Personality**. This could be related to his attitude, temperament, or values. *Examples: Courageous, Hard To Rile Up, Sneaky, Born Sceptic.*

Extra Qualities

In addition to Core Qualities, each character receives four Ranks to buy additional Qualities. Each Rank can be spent to purchase a new Quality at Good [+2] Rank or increase an existing Quality (including any of the Core Qualities) by one Rank to a maximum of Master [+6]. When creating a new Quality come up with a word or short phrase that sums up the Quality. If, during play, you find that a particular Quality just isn't seeing use or adding anything to the character then you can, with the Game Master's permission, swap it out for a different Quality of the same Rank.



Weakness

Each character also has a single Poor [-2] Weakness to represent his most significant flaw or failing. Make sure you choose a Weakness that you think will be interesting or fun to portray during play. *Examples: Cowardly, Loose Lips, Bum Leg, Nearsighted, Sense Of Honour.*

Bonus Points

Each character receives 3 “bonus points” to spend on minor, additional bonuses. Normally, bonus points are used to purchase Techniques (1 point) chained to one of your Qualities or a new, Average [0] Quality (1 point). At the Game Master’s option, bonus points can also be exchanged for other in-game benefits such as some extra cash, equipment, or information. There are no strict guidelines for this—in one game a single point may get you a tommy gun and a box of ammo... in another it might be worth a penknife.

Miscellaneous

Finally, you should fill in any important information about your character’s background or personality which has not already been covered by their Qualities. You may also want to provide any information on Qualities that require further clarification or elaboration.

Sprechen Sie Deutsch?

For a group of globe-trotting characters, it is important to know whether you can speak the local language, or whether you can even attempt to translate those tomes of ancient occult lore. So how is language handled in **PDQ**? In most cases, things like reading a note or holding a normal conversation is a Simple Situation for characters with Qualities related to language such as *World Traveller* or *Polyglot*. Passing as a native speaker, translating an obscure or complex text or similar feats are usually Challenging Situations. Qualities with a narrower penumbra should certainly have an advantage here. A character with Good [+2] *Physician* might be able to translate a bit of Latin with a good roll, but a Good [+2] *Latin Professor* should certainly have an easier time. Fluency in a specific language is a good use for Average [0] Qualities bought with Bonus Points.

Note to the Game Master: If you are running a scenario where all the characters need to be able to speak a certain language, then it is best to simply assume that every character is fluent. If your characters are all OSS agents being sent into Berlin undercover to infiltrate the Nazi government then it is reasonable for all of them to be fluent in German, and there is no need to force each player to purchase it.



Creating Special Agent Nathan Chance

Nathan Chance is one of the pre-generated characters for the *Three Kings* adventure; you can find the other three in **Appendix Two** at the back of this book.

- **First Impressions:** Nathan is an American who's working for the Military Intelligence Division. A clean, bookish twenty-something with a somewhat brooding, haunted air about him.
- **Core Qualities:** Nathan may be working for the MID, but officially he's a lecturer at Miskatonic University, so for his Occupation he'll take Good [+2] *Professor of Anthropology*. Although currently in Europe working with MI6, Nathan's Nationality is Good [+2] *New Englander*. Nathan is a good listener and very perceptive, so for his Personality Quality he'll take Good [+2] *Attentive*.
- **Extra Qualities:** Nathan's player has four Ranks to add extra Qualities. First he decides that Nathan is somewhat clued-in to the supernatural (or believes he is, anyway) and takes Good [+2] *Occult Lore*. To reflect his education and natural intelligence he'll also take Good [+2] *Keen Intellect*. He has two Ranks remaining so he'll use one to improve *Keen Intellect* from Good [+2] to Expert [+4] and one to buy Good [+2] *Reading People Like Books*.
- **Bonus Points:** Nathan's player decides that he is well-read in other languages and uses two of his bonus points to purchase Average [0] *Speaks French* and Average [0] *Speaks German*. With one left he'll purchase a Technique for his *Reading People Like Books* Quality, called *First Impressions*.
- **Miscellaneous:** Finally, Nathan's player fills in information on his background and how he has become involved with the war effort. For more details on this, see the complete character sheet for Nathan Chance and the other pre-made characters in the appendix (page 51).

PDQ Master Chart

Level	As Quality Rank	Modifier to Roll	As Difficulty Rank	Target Number
Poor	Notably Inept.	-2	A trivial task.	5
Average	Typical human capability.	+0	Straightforward task.	7
Good	Above average. Most professionals or talented amateurs.	+2	Complex task requiring attention to detail.	9
Expert	Noted professional. Talent with skill to back it up.	+4	Intricate task, difficult and requiring intense focus. Very hard for the typical, untrained person.	11
Master	World class or acclaimed genius.	+6	Extremely difficult tasks. Hard even for professionals.	13
Impressive	—	—	Ridiculously difficult. Even trained experts will usually fail.	15
Intimidating	—	—	Insanely difficult task. Even a natural genius will be hard pressed to succeed.	17
Impossible	—	—	Most would consider these tasks impossible.	19
Inconceivable	—	—	Only barely within the realm of human capability.	21+

Difficulty Ranks

Difficulty Ranks are like *Quality Ranks* for objects, tasks, or situations such as a code that must be broken, a trail that needs to be followed, or a soldier that must be sneaked past. The *Difficulty Rank* of a situation shows how challenging the situation is for the characters.

The Game Master should look at the **PDQ** Master Chart, found on the previous page, to set the difficulty for a task. The number in square brackets following the *Difficulty Rank* show its *Target Number* (or *TN*), which is the number a character must match or exceed to succeed at the task. Unlike *Quality Ranks*, *Difficulty Ranks* can exceed Master Rank when dealing with especially challenging tasks.

TASK RESOLUTION

When your character is trying to do something, the Game Master should determine if the situation is *Simple*, a *Challenge* or a *Conflict*. Of course, this only applies for actions where the character's success is somehow in doubt. For basic tasks like reloading a gun, opening an unlocked door, or holding a normal conversation, there is no need to call upon any of these task resolution options.

Simple Situations

In *Simple Situations*, the task is clear-cut and there are no outstanding issues interfering with the action. In a *Simple Situation*, the Game Master should check the **PDQ** Master Chart on the previous page, and determine the *Difficulty Rank* of the task at hand. Then the Game Master compares the difficulty rank with the character's most appropriate *Quality Rank*. If the character's *Quality Rank* is higher than the *Difficulty Rank* then he will succeed automatically and there is no need to make a dice roll. However, if the character's *Quality Rank* is equal to, or lower than, the *Difficulty Rank*, it becomes a *Challenge*.

Example: Jack Killarny has parachuted into hostile territory and wants to climb a nearby tree to get the lay of the land. There are no hostile forces in the immediate area and Jack can take as long as he'd like, so the Game Master concludes that this is a Simple Situation. The Game Master considers the Master Chart and decides that climbing the tree is only an Average [TN 7] Difficulty task. Jack has the Quality

Combining Qualities

In many instances, you will find that a situation falls under the penumbra of more than one of your *Qualities*. When this happens you can add all relevant *Quality MODs* to your 2D6 roll. Thus a character with two applicable *Good [+2]* *Qualities* rolls 2D6+4.

When multiple characters want to work together to deal with a problem then the character with the highest *MOD* should make the roll (2D6+MOD) and add a *Boost* for every additional character helping out. At the Game Master's option, a character may need to have a relevant *Quality* in order to help. Just about anyone can lend a hand trying to push over a heavy rock, but helping a scientist perform tests to analyse a bizarre, non-terrestrial mineral will likely require some expertise.

Good [+2] Powerful Build so he easily succeeds and automatically scales the tree. If he had been attempting to climb something like a rough cliff face (a Good [TN 9] Difficulty task) then he would need to handle it as a Challenge.

Challenges

Challenges are situations where the dice come out but which are still fairly straightforward. Usually *Challenges* involve situations where characters do not have the opportunity to take their time or are suffering from some kind of added difficulty or opposition.

To resolve a *Challenge*, use the Master Chart to determine the *Challenge's Difficulty Rank* and *Target*

“Jack dropped from the tree into the middle of the waiting Heer soldiers. His landing hadn't gone unnoticed...”

Number. The character rolls 2D6 and adds any relevant *Quality MODs* and any *Techniques* being used. The character has successfully overcome the *Challenge* if their roll result is equal to, or higher than, the *Target Number*.

Example: Jack has been captured by the Nazis and tied up in a storage room to await torture and interrogation. Jack has no plans to wait around and wants to try to break his rope bonds. The Game Master decides that this is a Master

[TN 13] difficulty, which definitely exceeds Jack's Good [+2] Powerful Build Quality Rank, making this a Challenge. However, even if the Difficulty Rank was lower and Jack was stronger, the Nazi guard standing outside and the imminent arrival of the interrogation team means that Jack does not have the time or freedom to treat this as a Simple Situation. So, Jack's player rolls 2D6 plus 2 (for his Good [+2] Powerful Build) and gets a lucky roll: double sixes for a total of 14! Jack twists and flexes and manages to snap the bindings.

Hazards

Some Challenges are more dangerous than others, and failure can lead to exhaustion, injury, or other problems. These are *Hazardous Challenges* (or *Hazards* for short). When facing a Hazard, characters who fail suffer Damage Ranks equal to the difference between the roll result and the Target Number (see page 12 for more information on damage). Note that Hazardous Challenges represent the difficulty of avoiding injury rather than the difficulty or accomplishing the task. So a character attempting to run through a blazing hallway can fail the Challenge and suffer damage, but (so long as he does not Zero Out) he will still make it to the other side.

Example: Jack is fleeing from Nazis and leaps into a raging river to make his escape. The Game Master decides to handle the situation as a Hazardous Challenge and assigns it a Difficulty Rank of Intimidating [TN 17]. Jack leaps into the water and swims for all he's worth while trying to stave off exhaustion and the freezing cold. He declares that he's using Good [+2] Powerful Build (to battle the current) and Good [+2] Tough As Nails (to resist exhaustion and cold) and rolls 2D6+4, managing a total of 12, and suffers 5 Damage Ranks. Exhausted, wet and shivering, Jack staggers ashore having managed to get away from any pursuit.

"Investigating a noise, the last thing the Heer soldier expected was a soaked, half-frozen and very angry Irishman."

CONFLICTS

Conflict Situations involve active resistance from another character who is trying to prevent you from succeeding (and sometimes keep you from living to see another day). So, sneaking past a guard post would be a Challenge, but evading a manhunt would be a



British Sherman Firefly advancing in 1944

Image Public Domain: British Sherman Firefly. 25 July 1944.

Conflict. Other common Conflicts are fights, gunplay, arguments, races, and elaborate cons. The rules here cover all different sorts of conflicts (physical, social, and mental), but there are additional rules for the most common and deadly form of Conflicts, physical combat, on page 15.

Conflicts are divided into Turns, during which each character involved gets to act once. During a character's turn he becomes the *attacker*, and his player can narrate how he will attempt to disable, injure, disadvantage, trick or otherwise take his target out of the action. His target can then narrate his reaction and how he will attempt to defend himself.

Turn order, or *initiative*, is determined in one of two ways:

1. In many cases the situation will make it clear who should act first. An attacker who launches a successful ambush will have the opportunity to act first.
2. If it is not obvious who should be able to act first then the character with the highest Ranked Quality related to speed, reflexes or reaction time (or possibly other Qualities depending on the situation) will get to act first. Ties are resolved by simply rolling 1D6, and the player with the highest roll can act first.

Of course, characters who would normally act first can always hold their action for as long as they want, but once the Turn is ending, any character holding his action must choose to act or lose his action. After everyone has had a chance to act then the Turn ends, and a new one begins with everyone acting in the same order. Repeat until one side or the other is completely taken out of the Conflict.

Example: Jack Killarny (Good [+2] Powerful Build; Good [+2] Fisticuffs; Good [+2] Tough As Nails) is preparing to ambush a German soldier who has wandered too far from his companions (Good [+2] Heer Foot Soldier; Good [+2] Rifle) hoping to get a weapon and some dry clothes. Jack has failed his attempt to sneak up on the Nazi silently, but since he is still initiating the Conflict the Game Master rules that he can go first. Jack will charge the surprised man and attempt to tackle him to the ground, taking him out quickly and silently, while the Game Master declares that his opponent will attempt to fend him off with the bayonet on his rifle.

Distance In Conflicts

While distance and range are rarely a concern in social or mental Conflicts, they can become an issue in physical Conflicts such as combat.

There are five range "units" in **PDQ**. *Close* (you can punch it), *Near* (3-10 yards, you can run up and punch it), *Middling* (10-30 yards), *Far* (30-150 yards), and *Too Far* (100+ yards).

Weapon ranges are typically *Near* (for thrown objects), *Middling* (for handguns or shotguns), *Far* (most rifles or machine guns), and *Too Far* (artillery or sniper rifles). Generally you can still attack at a range one unit greater than normal, but you suffer a downshift due to decreased accuracy.

Time In PDQ

For most purposes time in **PDQ** is measured normally: seconds, minutes, hours, days, etc. However, there are also terms used to identify passage of "game time" in **PDQ**, which are more relative.

A *Scene* is however long it takes for a distinct action or set of actions (a fight, translating a text, planting explosive charges, trekking through the woods). Scenes can be long or short. A frenetic fight Scene may be over in a matter of moments, while a Scene of characters searching a university library for a rare text might last an hour or more, and travel Scenes could last even longer.

A *Turn* is a distinct part of a Conflict, which is enough time for everyone in the Conflict to take a single action and any *reactions* to other characters' actions. Once all characters have acted then a Turn is over and a new one begins, until the Conflict is concluded. Just like a Scene, the length of a Turn is variable. In combat a Turn is usually just a few seconds, but in a chase Scene or a social Conflict it could be several minutes or more.

Attack And Defence

After describing their actions the attacker and defender both roll 2D6 and add the MODs of any appropriate Qualities as well as using any Techniques available. If the defender's roll result is equal to or higher than the attacker's, then the attack has failed and nothing happens (so ties favour the defender). If the attacker's result

Conflict Strategies

These are some simple rules for adding tactical depth to Conflicts. Any character can choose to use these options during his Turn, but must announce his intention to do so at the start of his Turn.

Give 'em Hell!: The attacker goes nuts and attacks wildly with no thought for his own defence. The attacker receives an Upshift (+2 bonus) to his offensive action, but until the start of his next Turn will suffer a Downshift to any defensive reactions and any other non-Conflict related rolls.

Playing Cagey: The character is careful, not taking chances, by holding back. He suffers a Downshift to his own attack and any non-conflict rolls until the start of his next turn, but will also receive an Upshift to any defensive reactions until then.

Multiple Targets: An attacker can choose to attack more than one opponent with a single action. However, this leads to a decrease in effectiveness. The attacker makes a single offensive roll with a Downshift for each defender after the first. Each defender makes his own defensive rolls and compares the result to the attacker's.

is higher than the defender's, then *damage* is applied to the defender, who suffers Damage Ranks equal to the difference between his roll and the attacker's.

Example: Jack snarls and charges, rolls 2D6+4 (Powerful Build and Fisticuffs) and gets a total of 14, while the Heer soldier attempts to ward him off with the blade of his bayonet and rolls 2D6+4 (Heer Foot Soldier and Rifle) and gets a very unfortunate 6. That's 8 Damage Ranks suffered by the soldier as Jack "Killer" Killamey slams him to the ground.

Damage

Damage (whether physical, mental, emotional, or social) is represented by a loss of capability. As a character takes damage he is less able to perform at peak efficiency, represented by a temporary reduction of Quality Ranks. There are two types of Damage Ranks: *Failure Ranks* and *Wound Ranks*.

Failure Ranks are recovered quickly and usually represent a loss of composure, a loss of face, exhaustion, or passing weakness. They are most common in social or mental Conflicts. Physical actions focusing on grappling, tripping, or otherwise disabling a target also inflict Failure Ranks.

Wound Ranks are much more enduring and harder to shake off. The most common source of Wound Ranks is physical injury: burns, bruises, cuts, or gunshots. However, it can also represent crippling long-term effects on the mind or spirit (see Fear and Madness on page 17).

When a character suffers Damage Ranks then he must assign them to his Qualities. Each Damage Rank will reduce the Rank of the Quality by one, so if two Damage Ranks were assigned to an Expert [+4] Quality then it is reduced from Expert [+4] to Good [+2] and then from Good [+2] to Average [0]. The defender can choose what Qualities to assign his Damage Ranks to, and both Failure and Wound Ranks behave identically, the only difference being how they are recovered (see below).

Example: Jack could try to wrestle and pin the soldier (inflicting Failure Ranks) but they don't call Jack "Killer" for nothing and he's doing his best to knock the Nazi's block off, inflicting 8 Wound Ranks. The Heer soldier gets to assign the Wound Ranks to his Qualities (Good [+2] Rifle, Good [+2] Heer Foot Soldier, Average [0] Loyalty, Good [+2] Alert and Watchful). First he'll assign two Wound Ranks to Alert and Watchful, bringing it to Poor [-2] (from Good [+2] to Average [0], Average [0] to Poor [-2]). This leaves him with 6 Wound Ranks remaining to assign to the rest of his Qualities.

Zeroing Out

If a character is forced to reduce one of his Qualities to below Poor [-2] then he has *Zeroed Out* of the Conflict and can no longer participate. He might have lost his cool in an argument, failed to escape pursuers, or been knocked unconscious in a fight. Whatever the case may be, the character is out of the Conflict. The exact effect of Zeroing Out depends on the Danger Level of the Conflict (see page 15).

"Although still covered in blood,
the dead man's uniform was warm.
The rifle was just the icing on
the cake."

Example: As the Game Master assigns damage for the Heer trooper it becomes quickly apparent that even with all of his Qualities reduced to Poor [-2] there will still be one Wound Rank remaining, which means that he has Zeroed Out and can no longer participate in the Conflict. Jack knocks him to the ground, slamming his head brutally onto a jagged rock until he ceases to struggle...

Recovering From Damage

Once a Scene ends, damaged characters will begin to recover Damage Ranks. How many they get back will depend on whether the characters are in *momentary danger* or *continuing danger*.

- **Momentary Danger:** When there is nothing else dramatic going on and the character is otherwise safe, relaxed, and capable of taking as much time as is needed to recover. Say a character suffers an accident while exploring his ancestral home and suffers damage; he is taken to the hospital, and since the Game Master is not planning anything in the near future, he declares that this was only momentary danger. At the end of the Scene all damage (both Wound and Failure Ranks) is recovered.
- **Continuing Danger:** If the situation is such that the character is threatened, stressed, or under a deadline, then he is in continuing danger. Wrecking a plane behind enemy lines is certainly an example of continuing danger. Characters in continuing danger require a Recovery Scene (see below) to remove Damage Ranks. At the end of a Recovery Scene an injured character recovers all Failure Ranks and 1D6 Wound Ranks.

Characters who have Zeroed Out may have a harder road to recovery, depending on the Danger Level of the Conflict (see page 15).

Recovery Scenes

A *Recovery Scene* is a Scene of dedicated rest and healing. This could involve spending time in a hospital or being patched up by a companion in the field. What exactly qualifies as a Recovery Scene depends on context and is up to the Game Master, but usually it should represent a sacrifice of time, energy, or resources.

For example, a group of explorers trekking through the Sahara trying to beat a rival expedition to an ancient ruin suffer Failure Ranks due to exhaustion and heat. Simply stopping for a breather or even camping for the night would not be enough to serve as a Recovery Scene, but squandering most of their water to rehydrate (spending resources) or taking an extended rest in shelter somewhere (sacrificing time) would be enough.

Characters that have Zeroed Out usually require more extended or extreme Recovery Scenes, perhaps field surgery or a morphine injection or two.

MATTERS OF SCALE

In *Achtung! Cthulhu* characters may face not only ancient terrors and inhuman beings from beyond, but also the more mundane terrors of the newly developed human war machines. When dealing with these horrors, both mechanical and supernatural, matters of scale become very important. There are two scales in *Achtung! Cthulhu*: *Human* and *Monstrous*.

Human Scale forces are those that operate close to the normal level of human experience. Things like cars, guns, animals and (of course) people fall under the Human Scale. The Human Scale also includes most “near human” creatures. Something like a deep one is stronger than a human, but not nearly on the same scale as a gigantic being like Father Dagon. Serpent people, ghouls, zombies, and mi-go are other examples of Mythos beings which still fall under the “Human” Scale. When Human Scale beings, forces, or objects are in Conflict with each other it can be resolved using the normal Conflict rules above.

Monstrous Scale forces are far more powerful than nature ever intended and they operate on a much vaster

Understanding Damage Abstraction

In any *PDQ* challenge or conflict some of a character's Qualities can be thought of as useful for either “attack,” “defence,” or “absorption”. You will need to make choices about what to sacrifice for the character's well-being and effectiveness; it is resource management at a basic level. The player must make a decision on which abilities will be most useful for the remainder of the conflict scene. So, a character involved in a fist-fight will likely want to assign damage first to more social, mental, or professional Qualities while keeping his useful physical Qualities high.

However, it is important to remember that this is an abstraction. Damage is a general loss of capability so it is not important to “justify” why Damage Ranks are applied to a particular Quality (“How would being punched in the face lower my *Researcher* Quality?”), although you should feel free to come up with reasons if you like (it is not hard to imagine why it would be difficult to concentrate on a book with a busted up face).

and more terrifying level. The Monstrous Scale includes hulking antediluvian monstrosities, primordial masses of slime, or shambling ancient gods. It also includes extremely powerful man-made objects such as tanks, cannons, and battleships. When Monstrous Scale forces are in Conflict with one another they will use the normal Conflict rules to resolve the situation.

However, when Human Scale forces are faced with Monstrous Scale opponents things change. When a Monstrous Scale opponent makes a roll against Human Scale character or object then the Monstrous force has one of the following advantages:

- It can roll 3D6 rather than 2D6, adding any relevant MODs as normal. If it uses Boosts (perhaps from Techniques or Features) to roll extra dice, then it can keep the three best results rather than the best two.
- Alternatively, it can roll 2D6 as normal, but affect a group of Normal Scale opponents without any penalty. The exact range and breadth of this is dependent on the nature of the attacker and the situation at hand.

Example: Corporal Ron Farnsworth has "commandeered" a German tank which he drives directly through the wall of the warehouse where it was being stored. Outside is a small group of very surprised Heer soldiers, and Ron steers the tank right for them. The tank is Monstrous Scale and the shocked soldiers are merely Human Scale, allowing

Unstoppable Forces

The rules for both Human and Monstrous Scale forces assume that characters have some chance of surviving the danger that they face. Perhaps they can evade, block, or resist it in some manner, even if their odds are not great. However, there are some situations where there is **no** chance of survival and death is the only answer. Skydiving without a parachute, standing atop a massive bomb, or being caught in the grip of the mighty Cthulhu. In this case, do not worry about assigning Difficulty Ranks, Scales, or Danger Levels to these situations; they can mean nothing other than death.

Thus, you should not worry about what Azathoth or Cthulhu's Qualities are. They are cosmic forces that can only be escaped or avoided, not fought.

Ron to attack the entire group without penalty. Ron rolls 2D6 (plus relevant MODs from the tank) once while each of the soldiers rolls 2D6 for his defence (plus any relevant MODs). After ploughing through the enemy soldiers Ron spots a car speeding away with infamous von Kammerstein at the wheel. He wheels the tank's turret around and takes aim with the main cannon. Since this is a Monstrous Scale attack against a single Human Scale target Ron rolls 3D6 (plus MODs) while von Kammerstein can only roll the normal 2D6 (plus MODs).

TRAINING POINTS

Training Points represent hard-earned experience and new insights gained by a character during play. All characters begin play with 0 Training Points, but this will change over the course of play.

Gaining Training Points

A character's skills and abilities are best tested through adversity; thus, a character gains Training Points when he fails at important tasks, whether in a Challenge or Conflict.

A character earns a Training Point whenever he fails a significant Challenge. To qualify as "significant", there should be an element of risk or reward for the task. A soldier firing at a dummy during target practice should not earn Training Points for missing the target (of course, a situation like that would not likely involve a roll in the first place), but if the same soldier is trying to shoot out an enemy searchlight to avoid discovery then failure should definitely earn a Training Point. Characters can only earn Training Points the first time that they fail at a Challenge, even if they get the chance to try again.

In Conflicts, characters do not gain Training Points with every failed roll; instead they earn a Training Point the first time they suffer Damage Ranks in a Conflict. If they are unfortunate enough to be Zeroed Out by a Conflict then they earn two additional Training Points, assuming they survive...

Using Training Points

Training Points can be used in several ways: *Increasing a Quality Rank*, *Purchasing New Qualities*, or *Purchasing New Techniques*.

INCREASE A QUALITY RANK (6 POINTS)

Spending six Training Points permits a character to increase one of their existing Qualities by one Rank to a maximum of Master [+6].



PURCHASE A NEW QUALITY (8 POINTS)

Spending eight Training Points permits a character to create a new Quality at Good [+2] Rank. It is usually important to provide a good justification for how your character came to gain this new ability. Often it is obvious how your character has picked up a new skill or talent, but sometimes it might involve a small side-story or plot hook that the Game Master can take advantage of.

PURCHASE A NEW TECHNIQUE (4 POINTS)

By spending four Training Points you can create a new Technique chained to one of your existing Qualities.

SPECIAL RULES

The following are some special rules to use the *PDQ System* for horror gaming as well as reflecting the unique terrors and dangers of the Cthulhu mythos.

Danger Levels

Characters in *Achtung! Cthulhu* will face a wide variety of dangerous situations and Conflicts. Whether it is a chase through a dark forest, a firefight with Nazis, or a terrifying encounter with beings mankind cannot comprehend, the Game Master should assign each situation a Danger Level and let the players know, so that they understand the gravity of the situation.

- **Dramatic.** In Dramatic situations, characters will not face lasting or permanent consequences for Zeroing Out of a Conflict. They may be forced to run away, get captured, humiliated, or beaten up but they will not end up in a hospital, the madhouse, or the morgue. This is the standard Danger Level for most social or mental Conflicts and for other Conflicts and Hazards that normally inflict Failure Ranks, including Fear (see page 17). It can also include things like bar fights, manhunts, or facing enemies trying to take you alive.
- **Dangerous.** In a Dangerous situation, characters that are forced to Zero Out will be forced to take a new Weakness, called a *Scar*. This is the default Danger Level for combat with deadly weapons or other very risky physical situations (such as a car chase on a treacherous road). Madness effects are also usually considered Dangerous, leading to mental Scars that will haunt characters for a long time. Dangerous social conflicts are those that could lead to lasting damage to a character's reputation, finances, or freedom (such as a court martial hearing).
- **Deadly.** At this level a character who Zeroes Out has met his final fate. Usually this means death, but it can also represent severe maiming, permanent madness, or other consequences that will permanently

end a character's career. Deadly situations should be reserved for only the most important, dramatic, or terrifying moments such as climactic battles or normal men and women battling Monstrous Scale opponents.

Although most Scenes have a single Danger Level, it is possible for characters to face different Danger Levels within the same Scene. Engaging in a knife-fight in a burning building is certainly a Deadly situation, but your companions outside trading shots with crazed cultists are likely just in a Dangerous scenario.



Scars

A Scar is a new Poor [-2] Weakness that afflicts a character as a result of Zeroing Out in a Dangerous situation. The exact nature of the Weakness should be agreed between the player and the Game Master and should be related to the nature of the Quality. The survivor of a nasty firefight or car crash will likely be left with a physical Scar such as *Missing Fingers*, or *Hideous Scars*. Mental Scars are often the result of Madness effects (see next page) and can take the form of trauma-induced phobias, partial amnesia, or deep depression.

Scars are usually permanent, but at the Game Master's discretion it is possible for them to be reduced or eliminated. By spending 2 Training Points a character can "lessen" a Scar, essentially changing the Scar's name and thereby shrinking its penumbra. There must be an

Fear and Madness

Difficulty Rank	Fear	Madness
Poor [TN 5]	Sudden, frightening noise in the darkness.	*
Average [TN 7]	Surprise discovery of a dead body.	*
Good [TN 9]	Mangled human corpse. Witness to a depraved ritual.	A glimpse of unnatural geometry or disturbing glyphs.
Expert [TN 11]	Buried alive. A night of continuous air raids.	Minor Mythos beings such as ghouls or a deep one.**
Master [TN 13]	A night of brutal torture. Falling into a mass grave.	Watch a corpse rise from its grave. Hideous Mythos beings like a gug.
Impressive [TN 15]	Watch helplessly as a friend is killed.	Witness someone being torn apart by invisible claws.
Intimidating [TN 17]	Severe, extended torture. Forced to watch someone eating your flesh.	Exceptionally large or horrible beings such as Dagon or dark young. Reading the <i>Neconomicon</i> .
Impossible [TN 19]	Watch helplessly as a loved one is killed.	Most Great Old Ones. Shoggoths or star spawn of Cthulhu. Experiencing death.
Inconceivable [TN 21]	Witness the destructive power of the atomic bomb.	Gazing upon Cthulhu or the Outer Gods.

*There are no Poor or Average Madness effects. Events that cause Madness are, by definition, exceptional events.

**Larger groups of beings will usually increase the Difficulty Rank by one or two steps. So a group of half a dozen ghouls gnawing on a corpse would be Master [TN 13] and watching an army of deep ones rising from the waves would be Impressive [TN 15].

appropriate in-game justification and enough time for recovery.

For example, a character who has the Scar Poor [-2] *Maimed Face* could potentially reduce it to the less distressing Poor [-2] *Not So Pretty* for 2 Training Points and time spent in the care of a cosmetic surgeon. With enough time and a logical justification (extensive physical therapy or trauma counselling), a character can spend 4 Training Points to remove a Scar entirely, so long as the Game Master approves.

Final Fate

If a character is killed, any unspent Training Points he possesses should be divided evenly among all of the other players (rounding up, so everyone gets at least one point even if there are fewer points than players). If a player creates a replacement character then it will begin with two Training Points for every character who has perished (or otherwise been taken out) during the story so far.

Fear and Madness

The forces of war and the Cthulhu Mythos endanger more than just the body, and terror can be just as deadly as guns or claws. The effects of fear in *Achtung! Cthulhu* are represented as Hazards whose Rank is based on the intensity or repulsiveness of the scene or creature being faced. The Fear and Madness chart provides some examples of different horrifying sights.

Scenes of mundane terror (dead bodies, mutilation and mass destruction) inspire *Fear* and inflict Failure Ranks on those who fail to overcome the Hazard. Scenes of inhuman terror or unnatural beings, things that shatter one's preconceptions about reality, cause *Madness*. Madness is more lasting and inflicts Wound Ranks (Madness Hazards also usually involve at least a Dangerous situation). If a character Zeroes Out due to the effects of Fear or Madness then he will *Snap*, in addition to the other consequences of Zeroing Out.

In setting and scenario material for *Achtung! Cthulhu*, creatures, objects, or situations will have a listed "Fear Rating" or "Madness Rating" that indicates just how awful and unnerving it is for characters unfortunate enough to encounter them.

Snapping

When the effects of Fear or Madness become too much to handle and cause a character to Zero Out, then he will snap and go temporarily out of control. There are many forms this could take, so the Game Master and

players should feel free to use their own judgment and select their own reaction. However, a table is provided for convenience and to represent the unpredictability of snapping under pressure. These are generic effects that can be defined by you; no two snaps are exactly the same. One person's "Shut Down" could involve them simply standing and staring while another will fall to the floor screaming about bugs under their skin.

ROLL 1D6

1. **Fight.** The character loses control and goes berserk, attacking the source of his terror (or possibly anyone nearby) mindlessly. He immediately regains 1D6 Wound Ranks and will always Give 'em Hell! in combat. He will continue fighting until Zeroed Out again or until there is nothing left to attack.
2. **Flight.** The character will flee from the source of fear as quickly as he can. If trapped, he will be helpless and may claw at the walls, huddle in fear, etc. Characters in the grip of terror may even take suicidal risks in an effort to escape.
3. **Shut Down.** The character shuts down and cannot respond to outside stimuli. He may stand still, scream non-stop, faint, etc. Either way, he will not take any actions and will likely not recall the event afterwards.
4. **Denial.** The character refuses to accept the reality of the situation and will refuse to acknowledge the source of terror or insist it is a delusion. If it is still present this will render him helpless, simply refusing to accept what his senses tell him. The only difference between this and *Shut Down* is that the others may manage to coax them to action by playing to their denial.
5. **Paranoia.** Similar to *Flight*, but the character is terrified of everyone, not just the source of fear. They will attempt to avoid/escape anyone else and if cornered they are likely to go berserk (as *Fight*).
6. **Obsession/Fascination.** The character becomes fixated by the source of terror and will resist any attempts to force him away from it. He may simply be unable to tear his eyes away from it or he may actually approach, embrace or prostrate himself before it.

Weapon Lethality

Damage Modifier

Example Weapons

+0	Fists, tiny weapons such as a pocketknife or thrown rock.
+2	Clubs, knives, most handguns and SMGs. Most animals' fangs and claws.
+4	Swords, axes, spears, oversized blunt weapons. Most shotguns, rifles, and machine guns. Massive natural weapons such as elephant tusks or a gug's claws.
+6	Large cleaving weapons, heavy machine guns, and large calibre rifles. Flamethrowers. The claws and tentacles of gargantuan Mythos horrors.

These effects are purely temporary and should last no more than a Scene or so after the victim manages to escape the source of horror.

GEAR AND VEHICLES

In most PDQ games, gear and equipment are not nearly as important as their Qualities. Whether you are using a knife, a gun, or a clenched fist makes little difference unless it is a part of one of your Qualities. Game Masters and players who prefer this style of play can use the rules presented earlier without modification. However, in order to represent the importance of equipment and resources in the era and to increase the "grittiness" of combat, *Achtung! Cthulhu* uses the following rules as modifications to the standard Conflict system.

Deadly Weapons

While a skilled character can prove to be quite dangerous with nothing but his fists, weapons are still the best way to win a fight. When a weapon-wielding character makes a successful attack action with the weapon then he can add additional Damage Ranks based on the weapon's lethality, as shown in the Weapon Lethality table.

Example: Margareta Novakova-Sedley has a nearly-empty shotgun and is pursued by a rotting corpse reanimated with some foul serum. She is trapped, so she turns about and fires her last shell into the zombie's chest. She rolls a 6 on her attack and the zombie gets a 5 for defence. Normally, she would inflict only a single Wound Rank, but the shotgun adds 4 additional Wound Ranks for a total of 5. When

What About Armour?

Armour rarely plays a large role in the era of *Achtung! Cthulhu*, so many groups will probably want to ignore it entirely. However, for those who wish to model body armour, here are some simple rules.

Light Armour, such as flak jackets and early ballistic vests, provides a Boost to the wearer's defensive reactions where the armour would help. *Heavy Armour*, such as steel breastplates, provides an Upshift to all defensive reactions that involve resisting or deflecting injury, but the armour also has a built-in Weakness of Poor [-2] *Bulky Armour*.

The thick skin or slimy scales of various beasts and monsters are best represented through Qualities.

the still-moving creature comes closer, Margareta attempts to smash it in the head with the now-empty gun, adding two additional Wound Ranks (as a club) if she hits.

Features

There is more to most weaponry than simple deadliness. A *Feature* is similar to a *Technique*, except it is "chained" to an object rather than a *Quality*. An object's *Features* can be used once per Turn to grant a Boost to rolls relevant to the *Feature*, just like a *Technique*. *Features* can represent traits inherent to the object itself or they could represent special ammunition, attachments, or add-ons. Whether or not a particular piece of gear has a *Feature* is up to the Game Master, but *Features*

"Farnsworth screamed as the thing loomed over him, emptying his Thompson in a frenzy of noise, lead and ichor."

are usually quite straightforward, and it should not be difficult to determine whether a *Feature* is appropriate for equipment.

Below are some example *Features* that are common to most weapons:

- **Armour-Piercing.** Most commonly taking the form of special ammunition or high-powered weaponry, this *Feature* adds to rolls that are resisted or reduced by armour.

Explosive Hazards

Explosive	Hazard Difficulty Rank
Molotov Cocktail	Expert [TN 11]
Hand Grenades	Impressive [TN 15]
Stick of dynamite, Landmine	Intimidating [TN 17]
Anti-tank explosive, Satchel charge	Impossible [TN 19]
Nearby impact from an aerial bomb	Inconceivable [TN 21+]

- **Deadly.** This represents hollow-point bullets, spiked clubs, high calibre hand cannons, or just about anything that is more deadly than its weapon damage modifier indicates. This Feature only provides a Boost on attacks that would already successfully inflict damage.
- **Scope.** As the name indicates, this Feature represents a scope attachment or similar aiming enhancement. It can add a Boost to the next attack if the attacker sacrifices an action to aim through the scope.
- **Autofire.** A hail of lead! Whether it is a short burst at a single target or spraying fire across a group of attackers, this Feature can add a Boost when hosing the target down with bullets or to overcome the penalty for multiple targets.

Explosives

Explosives and similar deadly tools are best represented as Hazards that must be resisted by anyone within range of the explosion. In some cases, successfully triggering or targeting the explosive requires a Challenge from the attacker (tossing a grenade, timing or triggering a set explosive, etc.), but the explosive itself determines the deadline. Keep in mind that these assume characters are able to duck and cover, leap away from the blast, or otherwise attempt to save themselves. Someone who leaps on a grenade may save his companions, but he is certainly doomed. The Explosive Hazards table provides a good sampling of common World War Two era explosive threats.

Vehicles

Whether you are engaged in an aerial dogfight or driving like mad away from some newly-awakened ancient

terror, vehicles are going to be important for characters in *Achtung! Cthulhu*. Vehicles are much like characters in that they have a set of Qualities that represent the vehicle's strengths and weaknesses. Vehicles can also have Features chained to their Qualities just like a character's Techniques.

All vehicles have at least two Qualities, *Type* and *Speed*, and most have several more.

- **Type.** A vehicle's Type indicates the vehicle's general category (*Car*, *Tank*, *Half-Track*, *Submarine*, etc.). Most vehicles have a Good [+2] Type Quality, although truly exceptional, custom-made vehicles might have Expert [+4] or Master [+6] Type Qualities.
- **Speed.** Key to a vehicle's function is its Speed, thus all vehicles have a Speed-based Quality (or Weakness). A vehicle's Speed is really only comparable to other vehicles of the same general type (air, ground, water) regardless of Rank. For example, a heavy bomber plane and an armoured car both have a Good [+2] *Speed* Quality, but the plane is certainly faster.

When using a vehicle, the pilot or driver can use its Qualities in addition to their own, while passengers may also benefit from some vehicle Qualities (such as armour). In Conflicts, a vehicle and its operator are treated as one character and the operator can divide Wound Ranks between himself and the vehicle's Qualities (vehicles cannot be assigned Failure Ranks). If a vehicle is Zeroed Out by damage it will crash, sink, shut down, etc. Depending on circumstances, this can lead to Hazards or even death (in the case of a sinking submarine, for instance) for its passengers.

When attacking vehicles it is important to remember that a Quality must be applicable in order to be used. For example, a character with Master [+6] *Brawler* cannot hope to damage a tank with his bare hands, but a Good [+2] *Marksman* with an anti-tank rifle might have a shot.

In some situations, it is possible for a character to target passengers (or drivers) rather than the vehicle as a whole (for example, shooting at someone through the window of the car). In these cases the attacker's roll will likely suffer from one or more Downshifts depending on how much cover the passenger can take advantage of. Likewise, certain forms of attack (especially those specifically designed to disable or destroy vehicles such as mines or spike strips) can target the Vehicle directly and apply Wound Ranks to the Vehicle's Qualities only.

Sample Vehicles

The following are some common World War Two era vehicles suitable for *Achtung! Cthulhu*. Mounted weapons such as machine guns use the Deadly Weapons rules above, but heavier, vehicular weapons are best represented as Qualities (and are usually Monstrous Scale). Vehicle Features are in italics next to the linked Quality.

CAR

This represents an average, civilian vehicle capable of holding between two and four people.

- Good [+2] Car
- Expert [+4] Speed
- Average [0] Durability
- Average [0] Manoeuvrability

JEEP

A lightweight military car. Despite the name, the same Qualities can easily be used for something like the VW Kübelwagen as well.

- Good [+2] Car
- Expert [+4] Speed

- Good [+2] Off-Roading
Technique: Taking Abuse
- Average [0] Manoeuvrability
- Poor [-2] Lightweight and Open

MOTORCYCLE

A (normally) single-passenger motorcycle.

- Good [+2] Motorcycle
- Master [+6] Speed
- Good [+2] Manoeuvrability
Technique: Tight Spaces
- Poor [-2] Fragile

HALF-TRACK

Military vehicles with a combination of wheels and tracked drive to combine ease of use and stability.

- Good [+2] Half-Track
- Expert [+4] All-Terrain
- Expert [+4] Towing
- Good [+2] Easy Handling
- Average [0] Speed
- Poor [-2] Heavy



ARMoured CAR (MONSTROUS)

A wheeled, armoured vehicle. There were a wide variety of armoured cars used during World War Two; the one below is meant to represent a tank destroyer, a vehicle on the lighter end of the Monstrous Scale. Many lighter armoured cars are Human Scale and may or may not feature a heavy main gun.

- Good [+2] Armoured Car
- Good [+2] Armour Plating
Technique: Vs. Small Arms
- Good [+2] 37mm Gun
Technique: Armour Piercing
- Good [+2] Off-Road
- Good [+2] Speed
- Poor [-2] Heavy

TANK (MONSTROUS)

This represents a generic, medium tank like the Panzer IV or the Sherman. Both the tank itself and its cannon are Monstrous Scale.

- Good [+2] Tank
- Expert [+4] Armour Plating
- Expert [+4] Main Gun
Technique: Armour Piercing
- Master [+6] All-Terrain
- Good [+2] Unstoppable
Technique: Crushing Things
- Poor [-2] Slow
- Poor [-2] Heavy
- Poor [-2] Requires Crew

FIGHTER PLANE

A single-seated fighter aircraft. Its weapons are typically powerful (+4 or +6 damage modifier) and still on the Human Scale, but some carry Monstrous Scale bombs as well.

- Good [+2] Fighter Plane
- Expert [+4] Airspeed
- Average [0] Lightly Armoured
- Good [+2] Aerial Manoeuvres
Technique: Dogfighting



Customising Vehicles

The period before and during World War Two was one of frenzied military development, and both the Allies and Axis powers produced a bewildering number of weapons of war. The simple, generic vehicles presented above will do for most games. When a rumbling war machine smashes its way through a barricade and bears down on the player characters, they are unlikely to worry about whether it's a *Panzerkampfwagen Tiger Ausf. B* or a *Panzerkampfwagen Tiger Ausf. E* about to squash them beneath its treads.

However, in a game that focuses more heavily on the military aspects of *Achtung! Cthulhu*, the Game Master and players might feel the need to get more detailed when distinguishing between different vehicles and equipment. Fortunately, it is easy to modify the generic vehicles above by adding, removing, or renaming Qualities or Features. For instance, a German King Tiger tank is more heavily armed and armoured (raise *Armour Plating* to Master [+6] and add the *Deadly* Feature to the *Main Gun* Quality). It also featured Good [+2] *Sloped Armour* and like most German tanks it featured Good [+2] *Radio Communications*. In the same way a "Fighter Plane" could be transformed into a British Spitfire fighter or a P-51 Mustang, depending on the needs and desires of the players and the Game Master.

SETTING THE DIALS

The following are some optional rules meant to allow you to "tune" the *PDQ System* to suit the needs of your gaming group.

"The American lunged forward, splashing the creature with the contents of a glass beaker. The screams were terrible."

Mythos Dice

In many Lovecraftian stories, the protagonists find themselves helpless against the forces of the unknown cosmic horrors which threaten their minds and bodies. Often their only hope is to fight fire with fire, but these compromises lead them on an inevitable path of madness and corruption. Mythos Dice are meant to support these stories, giving players an edge against the supernatural at a terrible price.

Earning Mythos Dice

Mythos Dice Earned	Example
1 Die	Zeroing Out due to Madness. Studying most books on "mortal" magic. Encountering a being from another world or one of the walking dead.
2 Dice	Having an out of body experience. Studying a minor or incomplete book on the Mythos. Encountering a being from another dimension.
3 Dice	Travel to another planet. Studying a very complete or accurate tome of Mythos lore. Encountering a Great Old One.
4 Dice	Experience death and return or spend time in the body of a non-terrestrial being. Encountering Cthulhu or a God.

EARNING MYTHOS DICE

Mythos Dice are earned when a character manages to overcome or survive a brush with the forces of the Mythos. A character can earn them for surviving a battle with an unnatural beast with his mind and body (mostly) intact, or perhaps for successfully interpreting a moldering tome of occult lore. Mythos Dice represent some form of insight into the maddening truth of the universe, whether they take the form of ancient secrets or the fevered inspiration of an unhinged mind. The Mythos Dice Examples table provides a guideline for how many Mythos Dice a character earns from a particular encounter.

USING MYTHOS DICE

A character can spend Mythos Dice in two ways. Spent Dice are removed and can only be restored by earning more.

- **Bonus Dice.** A Mythos Die can be spent to grant a Boost to a roll made when dealing with the supernatural and unearthly. This could be used to improve an offensive or defensive roll against a being from beyond or perhaps to use (or resist) a magical spell or to overcome the effects of a mystic drug. This represents some quick, temporary insight or a useful fact or technique gleaned from past ex-

perience to allow some sort of brief advantage. Any number of Mythos Dice can be spent at once in this manner.

- **Revelations.** Alternatively, by spending Mythos Dice, a character can take advantage of some sort of special knowledge regarding a Mythos entity, object, or force. This might allow a character to identify a spell, understand the use of some kind of alien artifact, or determine facts about an unknown being. The Game Master can reveal this information to the player or may even allow the player to make "declarations" to help his character in the current situation (such as declaring that the non-Euclidean horror the characters are faced with is repelled by a certain radio frequency). The cost of a Revelation depends on how important it is. Minor, but useful, bits of knowledge cost 1 Die; knowledge that could give a character a significant edge in one or more encounters with the Mythos is worth 2 Dice; while something that could completely turn the tide of an encounter is worth 3 Dice. The Game Master is the final arbiter of price and is always free to declare that there are no Revelations available for the current situation; no mortal can comprehend the entire truth of the universe, after all.

THE CONSEQUENCES OF MYTHOS DICE

As a character's insight into the horrific nature of reality grows, he risks sliding deeper into madness. Every time a character earns Mythos Dice, he also accumulates an equal amount of *Taint*. Even when a character spends Mythos Dice, the Taint remains. A character who has

"The Doktor's notes were correct, but that was the only ethanol in the lab and more of those things were outside."

earned 3 or more Taint suffers a Downshift to any rolls made to resist Madness. This penalty increases by an additional Downshift for every 3 additional total Taint accumulated (so -2 to rolls at 3-5 Taint, -4 at 6-8 Taint, etc.)

REMOVING MYTHOS DICE

If a player wishes, he can remove a single unspent Mythos Die at the end of a session of play. Every Die removed in this way also reduces a character's Taint by

one. However, once a Mythos Die is spent it is impossible to remove the Taint earned along with it and it remains a permanent blight on the character's mind and soul.

Heroism

Traditional stories of the Cthulhu Mythos are naturally rather bleak and grim. The protagonists often struggle against impossible odds and any hope is brief and fleeting. Death is a constant threat and in many ways it is the best end that one who fights against the Mythos can hope for. However, not everyone wants to play that way, so the following rules are meant to allow more action-oriented and "pulp" games where the struggle is more dramatic and less deadly. These rules can be used together or separately.

HEROIC QUALITIES

During character creation each character receives an additional "Core" Quality in the form of a Good [+2] *Heroic Quality*. The Heroic Quality represents a character's most "important" or "defining" Quality. In addition to serving as an extra Quality, it is possible to purchase Techniques for a Heroic Quality at half price. So Bonus Points spent to chain a Technique to a character's Heroic Quality actually grant two Techniques and during play Techniques can be purchased for your Heroic Quality at the cost of two Training Points.

CINEMATIC COMBAT

Combat Conflicts in *Achtung! Cthulhu* are meant to be fast and deadly, especially when it comes to the power and danger of modern weaponry. However, in pulp or action tales an unarmed hero is rarely at a disadvantage when faced with an armed adversary. To emulate this, you can simply ignore the Deadly Weapons rule found on page 18. Weapons still have range and Features, giving them an edge over simply bare-knuckled brawling, but the difference is not nearly as extreme or deadly.

HEROIC RECOVERY

Characters no longer need Recovery Scenes to remove Damage Ranks. Instead, when in continuing danger, a heroic character will automatically recover all Failure Ranks at the end of a Scene and 1D6 Wound Ranks. Zeroing Out will still require some sort of Recovery Scene, but it is likely to involve much less time or effort: a night's rest and a few bandages will probably have them back on their feet. This rule is meant to emulate

"action heroes" who can get up and keep fighting no matter how grievous their injuries.

Action Dice

When facing down a rampaging gog with nothing but a pair of pistols, or holding a barricade against a swarm of deep ones with sheer grit and a tommy gun, you need all the luck you can get. Unfortunately, luck is in sparse supply in most Mythos tales, and most would-be heroes end up dead, or worse. However, if you want to play a high-action game against the forces of the Mythos then Action Dice are designed to make that feasible. Action Dice allow a character to tilt the odds in his favour in a variety of ways to pull off amazing stunts or feats of endurance and bravery.

EARNING ACTION DICE

Action Dice (D6s) are handed out at the start of every session and each player should get at least one Action Die, although in very high action games the Game Master might want to hand out two or three per player. In addition, characters can earn additional Action Dice during play by engaging in acts of heroism, bravery, or cunning (one or two Action Dice depending on just how amazing it was) or by being penalised or restricted by their Weakness (1 Action Die). It helps if Action Dice are a different colour, or somehow distinctive, to make them easy to track.

The Game Master will have Action Dice as well, starting each session with a number of dice equal to the number of players (including himself), to use for his important NPCs or monsters.

USING ACTION DICE

Action Dice can be used in three different ways.

- **Action Boost:** You can spend Action Dice to gain a Boost on any roll, either rolling the dice along with your own roll (and taking the best two) or exchanging it for a flat +1 bonus. You can spend as many Action Dice as you like in this way, and you can split them between flat bonuses or additional rolled dice. This can be done at any time, even after the dice have already been rolled.
- **Second Wind.** You can roll an Action Die and immediately recover that many Damage Ranks (which can be Failure or Wound Ranks). Action Dice can only be used this way once per Scene.

- **Helpful Coincidence** Spending Action Dice allows you to make declarations about the immediate situation, usually in the form of convenient coincidences. One Action Die is enough for a minor coincidence (“I still have one more bullet in my pocket”), two Action Dice could be enough for a significant event (“The police have just started to arrive on the scene, drawn by all the gunfire”), or three Action Dice for a major event (“There’s a couple of loose bars in this cell’s window!”).

Action Dice that are not spent by the end of the session are lost, so it is best to spend them rather than hoard them.

SAMPLE TERRORS

To help GMs get started playing Lovecraftian horror with **PDQ**, here are some classic Mythos beasts and the horrifying Qualities they possess. Much like vehicles, these can be easily customised or modified by adjusting or adding Qualities and Techniques. For instance, a ghoulish priest of Mordiggian might have the Quality Good [+2] *Cultist of the Charnel-God* or even Good [+2] *Foul Sorcerer*.

BYAKHEE

Hideous beings that seem part bird, part insect, and part rotting corpse. They may serve summoners as hideous steeds, flying through the sky or beyond into the depths of space.

- Good [+2] Star-Steed
- Expert [+4] Cadaverous Wings
- Good [+2] Hunter’s Senses
- Good [+2] Tough Hide
- Expert [+4] Blood Drain
- Expert [+4] Large And Powerful

Technique: Pouncing

Madness Rating: Master [TN 13]

Natural Weapons: Jagged Beak (+2 damage); after the first successful attack it can “latch on” and use its *Blood Drain* Quality to attack.

GHOULS

These corpse-feeding monstrosities ate like kings during the Great War and eagerly await another time of plenty.

- Average [0] Corpse-Eater
Techniques: Finding Bodies
- Good [+2] Deceptively Strong

- Expert [+4] Lurking and Creeping
- Good [+2] Climbing, Leaping and Burrowing
- Poor [-2] Foul Hunger

Madness Rating: Expert [TN 11]

Natural Weapons: Claws and fangs (+2 damage)

RAT THINGS

These tiny beasts resemble mundane rats but closer examination reveals undeniably human features and prehensile paws. They are the result of dark magic and typically serve witches or sorcerers.

- Average [0] Rodent
- Master [+6] Small And Fast
Technique: Darting Away
- Expert [+4] Sneaky Little Monster
- Good [+2] Occult Secrets
- Poor [-2] Fragile
- Poor [-2] Tiny

Madness Rating: Good [TN 9] if closely examined

Natural Weapons: The rat thing’s tiny teeth don’t add a damage bonus.

SHOGGOTH (MONSTROUS)

The shoggoth is a vast, amorphous creature which hails from Earth’s ancient prehistory. It resembles a dimly glowing, quivering blob of tar the size of a tank from which protrude countless mouths, eyes and limbs which are formed and reabsorbed constantly. As a shapeless mass of protoplasm, shoggoths are effectively immune to most weapons and attacks. The only physical attacks that have any hope of injuring one of these beings are large-scale attacks such as explosives, flamethrowers and cannons.

- Expert [+4] Primordial Horror
- Expert [+4] Huge Formless Mass
Techniques: Ignoring Injury
- Master [+6] Nightmarish Strength
Techniques: Engulfing, Multiple Targets
- Good [+2] Regenerating Proto-Flesh
- Good [+2] Striving Against Enslavement
- Poor [-2] Large Size
- Poor [-2] Slow-Witted

Madness Rating: Impossible [TN 19]

Natural Weapons: Countless mouths and limbs (+4 damage)

Adventure – “Three Kings”

OVERVIEW

It's summer, 1939, and a shadow is falling over Europe. Czechoslovakia has been invaded by the Third Reich, and the country dismembered. In its place, the Nazis have declared a “Protectorate of Bohemia and Moravia”, centred on the former capital of Prague. And yet, amidst the restive populace in the surrounding countryside, resistance is growing—led by a triumvirate of patriots known only as the “Three Kings”.

The British government, not yet at war with Nazi Germany, has received intelligence from the nascent Czechoslovak “government-in-exile” in London that a Czech priest working for the resistance in the vicinity

“Section D has assembled a special operations group to parachute into occupied Czechoslovakia to contact the resistance.”

of Prague has information about atrocities committed by the Third Reich—information which will provide priceless propaganda if war does break out. According to British intelligence, the priest—codename ANGEL—is hiding Czechoslovakian children and preventing them from being transported to Castle Karlstein, some 25 miles (appx. 40 kilometres) southwest of Prague, reportedly where the atrocities have been committed. British intelligence is also very interested in any possible military significance to these atrocities.

Under instruction from the mysterious “Section D”, part of the British secret intelligence service, the British army has assembled a special operations group to parachute into occupied Czechoslovakia to contact the Czech resistance. The operations group is undercover, not in military uniform, and will likely be shot as spies if captured by the Nazis. They are each given poison capsules to take in the event of capture. Briefed at the Section D headquarters in central London by Czech resistance leader in exile, Frantisek Moravec (see box, and briefing summary in **Appendix Two**, page 54), and provided with a handwritten letter of introduction by him (with no reference to the British government, who are determined to maintain deniability), their mission is to establish

The Real Heroes of World War Two

Achtung! Cthulhu presents a fictionalised version of the Second World War, where the Lovecraftian Mythos is real and its agents work to bring humankind to its doom. However, many of the figures behind the larger events of the war which form the background to these adventures were real people, and in many cases national heroes.

In *Three Kings*, four of the characters the investigators might meet are historical figures, and heroes of the war. They are: Frantisek Moravec, the head of Czechoslovakian military intelligence in London in 1939; and Josef Masin, Vaclav Moravek, and Josef Balaban, the “Three Kings” of the title, who gave their lives for their country's freedom during the war. You can find out lots more online about the heroic actions of these remarkable people.

What is “Section D”?

“Section D” is a section of the British Secret Intelligence Service (also known as MI6) formed a little over a year ago in March 1938 to carry out paramilitary and covert political actions, including propaganda and sabotage, against an enemy during wartime. In 1939 and the early months of the war, Section D is based at the Metropole Hotel, on the corner of Northumberland Place and Whitehall in central London, close to the heart of the British government.

In the summer of 1939, Section D is under the command of Major Lawrence Grand, and is still very much finding its way, developing its operational structures, and learning to work with its allies, and in particular helping the USA develop its own intelligence efforts. As its role in aiding resistance forces under Nazi domination becomes more important, it will form a key component in the new Special Operations Executive (the famous “Baker Street Irregulars”), established in mid-1940.

communications with the resistance on the ground (including, if possible, contacting a group of resistance leaders known as the “Three Kings”), contact Codename ANGEL, find out just what the Nazi atrocities at Castle

Karlstein are, and return with the information. They should also take any measures to prevent these atrocities from continuing.

The players take the roles of this operations group—characters with a military bent and a desperate, clandestine cause. Pre-generated characters can be found in **Appendix One** (see page 51).

THE REAL DEAL

The truth of what is happening in Castle Karlstein—unknown to the British—is far worse. Over the past few years, an evil Nazi scientist by the name of Herr Doktor Graf Ernst von Kammerstein has been conducting nightmarish experiments on prisoners and other victims. Since the invasion of Czechoslovakia, he has moved to Castle Karlstein for reasons unknown, and has begun using the cowed population as a ready source of experimental test subjects. Codename ANGEL is saving

the children from a fate worse than death! However, the Nazis are gradually closing in on his underground railroad.

But there's a twist. Codename ANGEL is not what he first seems. The Czech priest, one Father Andrej, began as a well-meaning but desperate individual, willing to do just about anything to rescue those he considered

“An evil Nazi scientist has been conducting nightmarish experiments on prisoners and the local population.”

under his care. In saving the children (and some adults) from the Nazi clutches, he has got too close to Doktor von Kammerstein's work, and has discovered what he's truly up to (see page 38). The revelation of the reality of the Cthulhu Mythos and the power of magic has broken his mind; he has tried to use its unholy power for good, rationalising that a little evil in the service of a greater good is justifiable. In doing so, Father Andrej has saved a lot of lives, but at the cost of his sanity. At the mercy of an overweening Messiah complex, he now truly believes he is an “angel”, come to deliver mankind from the devil's clutches.

The investigators must decide what to do with Codename ANGEL. He's certifiable, but handled correctly his real heroism could make great propaganda for the British and the cause of the Three Kings—or cause a horrific scandal if the truth leaked out...

Frantisek Moravec

Born July 23, 1895. Czechoslovak military intelligence officer in London.

A veteran of the Great War (in which he fought in the Austro-Hungarian Army) and former POW, after the war Moravec fought against the Hungarian and Slovak Soviet Republic and eventually joined military intelligence. From 1937 to 1939 he was head of Czechoslovak military intelligence in Prague.

On the evening of the 14th of March, 1939, Moravec secretly flew out of Prague's Ruzyně Airport in a chartered KLM Douglas DC-3 with ten of his fellow intelligence officers. Tipped off by agents operating in Nazi Germany, they had received information that the German invasion and subsequent occupation of Czechoslovakia was to take place the following day. Stopping briefly at Rotterdam, their final destination was London Croydon Airport; in their possession—their most valuable files and archives, handed over to the British Secret Intelligence Service to be used against the Third Reich.

Almost from his arrival in London, Moravec has kept in secret radio contact with the Czech resistance group known as the Three Kings. Later, from 1940, he will also serve as the head of the intelligence service of the Czechoslovakian Government-in-Exile.



**CHECKMATE TO LIONHEART -
SOME KIND OF ANIMAL! REQUEST
AERIAL PICKUP IMMEDIATELY, OVER!**

Plot Episodes

There are many ways the characters can tackle the events of *Three Kings*. The following episodes deal with some of the most likely ones, presented in roughly the order they may occur in. Each episode comprises a number of scenes: depending on the characters' actions, these may or may not happen. Use this section as you see fit: Game Masters should be flexible with any reasonable and well thought-out plan of action the characters come up with to achieve their goal.

EPISODE ONE: GETTING IN

This episode deals with the characters' arrival in the heavily forested area around Castle Karlstein to the southwest of Prague, in the Nazi-occupied former Czechoslovakia. By the end of the episode, the characters may have mounted a daring rescue to contact the resistance.

Scene One: Parachute!

The characters are parachuted into occupied Czechoslovakia aboard an RAF Armstrong Whitworth Whitley. The drop zone is in the lightly populated

The Armstrong Whitworth Whitley

The Armstrong Whitworth AW38 Whitley is one of the three twin-engine medium bombers in service with the British Royal Air Force (the RAF). It's used for maritime reconnaissance, training, towing gliders, and also transporting troops.

Because of design constraints, the Whitley flies with a distinct "nose-down" attitude, and experiences considerable drag. It has a powered nose turret and also a retractable hydraulic ventral turret with two machine guns (which also adds to the drag when deployed). It has a full crew of five. It's specifically designed for use as a night bomber, although of course its mission to the former Czechoslovakia is to drop an entirely different payload!

In 1939, the British army is still experimenting with the idea of parachuting troops behind enemy lines. The Whitley used by the investigators is a specially converted model with the rear turret removed to allow parachutists to jump from the plane.



region of hills and dense forests around Castle Karlstein southwest of Prague, a pastoral country of small villages and winding, trackless roads.

The characters can choose how close to Castle Karlstein they attempt to drop—too close, and they risk being spotted and running into *Heer* patrols, too far, and they may become lost in potentially hostile territory.

Running into Heer Patrols

The German armed forces, or *Wehrmacht*, are divided into three broad groups: the *Heer*, or army; the *Kriegsmarine*, or navy; and the *Luftwaffe*, or air force. The company in Castle Karlstein are all army, or *Heer*, personnel.

At various points in this scenario, the characters risk running into German *Heer* patrols. In particular, whenever the characters attempt to move between areas on the Karlstein Area Map (such as from village to village, or even through the forests looking for a resistance rendezvous point), **they must overcome an Average [TN 7] Challenge to avoid notice by a patrol.** Even when they're not expecting trouble, the *Heer* maintains reconnaissance patrols throughout the Karlstein area: the Czech resistance are a constant threat.

The basic *Heer* patrol comprises a *Trup*, or little over half a squad (or *Gruppe*) of one squad leader or deputy squad leader and 5 riflemen armed with GEW 98s, for a total of 6 men. If the Karlstein area is **on alert** (see adjacent textbox), patrols will be further reinforced with a 3-man machine gun *Trup* and the additional squad or deputy squad leader, for a total complement of 10 men (a full squad or *Gruppe*).

Patrols will be mounted in a half-track (mounted with a MG34 for a full patrol). If the characters attract a patrol's attention then they may fight or attempt to flee off-road. Losing a *Heer* patrol in the woods may be a Challenge (at least Good [TN 9]) or, if the GM wants to make things more intense, a Conflict. In either case, *Heer* forces in a 1-mile radius will be on alert within one hour, and in the whole district within 3 hours. Once a firefight begins, characters may fight or attempt to flee. In either case, *Heer* forces in a 1-mile radius will be **on alert** within 1 hour, and in the whole district within 3 hours.

Statistics for *Heer* patrols can be found on page 46.

Parachuting safely to the ground is a Hazard with a Difficulty Rank of Good [TN 9], inflicting Wound Ranks on a failure. If the characters are trying to land close to Castle Karlstein (within a mile or so), each must also overcome a Good [TN 9] stealth or concealment based Challenge to avoid being spotted on their descent. Characters who don't try to land close by don't have to make this roll, and land on the outskirts of the map, several miles from the castle. Characters who are spotted on their descent run into a German army *Heer* patrol within 1D3 hours of landing—see the adjacent textbox.

Alternate Beginning Scene: Spies

If you're not playing with the pre-generated characters provided (see page 51), or simply prefer a different beginning to the scenario, you can use this scene for characters with a less martial bent.

In this instance, the characters represent a group of spies and Czech resistance fighters already on the ground in the Protectorate. The spies may be British, American, Soviet, or any other agency the Game Master thinks appropriate; together with the resistance members, they have uncovered rumours of the atrocities taking place at Castle Karlstein, and are determined to investigate and put a stop to them.

On Alert

Characters who are careful or stealthy enough may get within striking distance of Castle Karlstein without alerting the Nazis to their presence. Those who take too many risks, or who try to get too close to the castle and are spotted, or who open fire, may find the entire district rising up in arms against them.

In the latter case, all forces opposing the characters will be **on alert** for the next 2D6 hours, during which time all patrols will be at full complement (see adjacent textbox), and any rolls made to sneak by, hide from, or trick the *Heer* forces suffer a Downshift (a -2 penalty).

Fortunately for the characters, it's impossible to be **on alert** forever; after the period is over, forces return to their normal state of alertness—until the investigators again take an action to cause another alert.

This option still provides reasonably action-oriented characters, with access to weapons and probably with significant combat ability.

Alternate Beginning Scene: The University of Prague

This alternate beginning provides an entry point to the events of *Three Kings* for academic characters. In this instance, the characters may be lecturers or staff at the “University of Prague” (or one of them—see “University Wars!”, below), or visiting lecturers or specialists from other establishments on a lecturing tour or research sabbatical.

In such a case, the hook to get these academics involved is less the rumours of the atrocities, and more the possibility of dangerous research being undertaken at the Castle. “Dangerous” may refer to papers issued by Doktor von Kammerstein on eugenic applications of cutting edge medical science, including some truly horrific practices relating to sterilisation and euthanasia—then current in the Third Reich (and indeed elsewhere in the world). Alternatively, it may refer to a suspected occult element in Doktor von Kammerstein’s work; one of the characters hears rumours at the University of the theft of a “*Book of Shadows*” from Castle Karlstein—a reference which the character understands as referring to an occult and Mythos tome of great power. Rumours of atrocities at the castle only serve to make Doktor von Kammerstein’s activities even more suspect.

This option provides a less combat-oriented, military approach, and a more conventional Lovecraftian scenario—at least to begin with!

Scene Two: The Firing Squad

If the characters land close to Castle Karlstein, this scene is automatic; otherwise, noticing the sounds of gunfire is a Good [TN 9] Challenge but an Expert [TN 11] or better roll is required to locate the source.

“The characters can hear gunfire from soldiers interrogating and executing members of the resistance.”

In the distance, the characters can hear gunfire. The source is a *Heer* command post where soldiers are interrogating 4 members of the Czech resistance then executing them.

University Wars!

There are actually *two* universities in Prague, with the same name and the same history—and relations between them are terrible, especially since the Occupation.

Historically there was only a single *Charles-Ferdinand University* in Prague, an ancient and respected mediaeval establishment. In 1882, ethnic tensions between Czechs and Germans in the city caused the university to split into two halves—one Czech, one German, with different staff, curricula, and student bodies. Relationships between the two were stormy and often violent, with the Czech university generally getting the upper hand.

That all changed with the Occupation. Since then, the German university (re-named the *Deutsche Karls-Universität in Prag*, or “German Charles University in Prague”) has been in the ascendant over the *Czech Universita Karla* (or “Charles University”).

For academic characters, this unlikely set-up can be a goldmine, as both universities are hives of intrigue and academic backstabbing—and the Czech university likely has connections with the resistance. Which university do the characters work for? Whose side are they on? And just what lengths are their respective faculties prepared to go to, to keep or gain the upper hand?

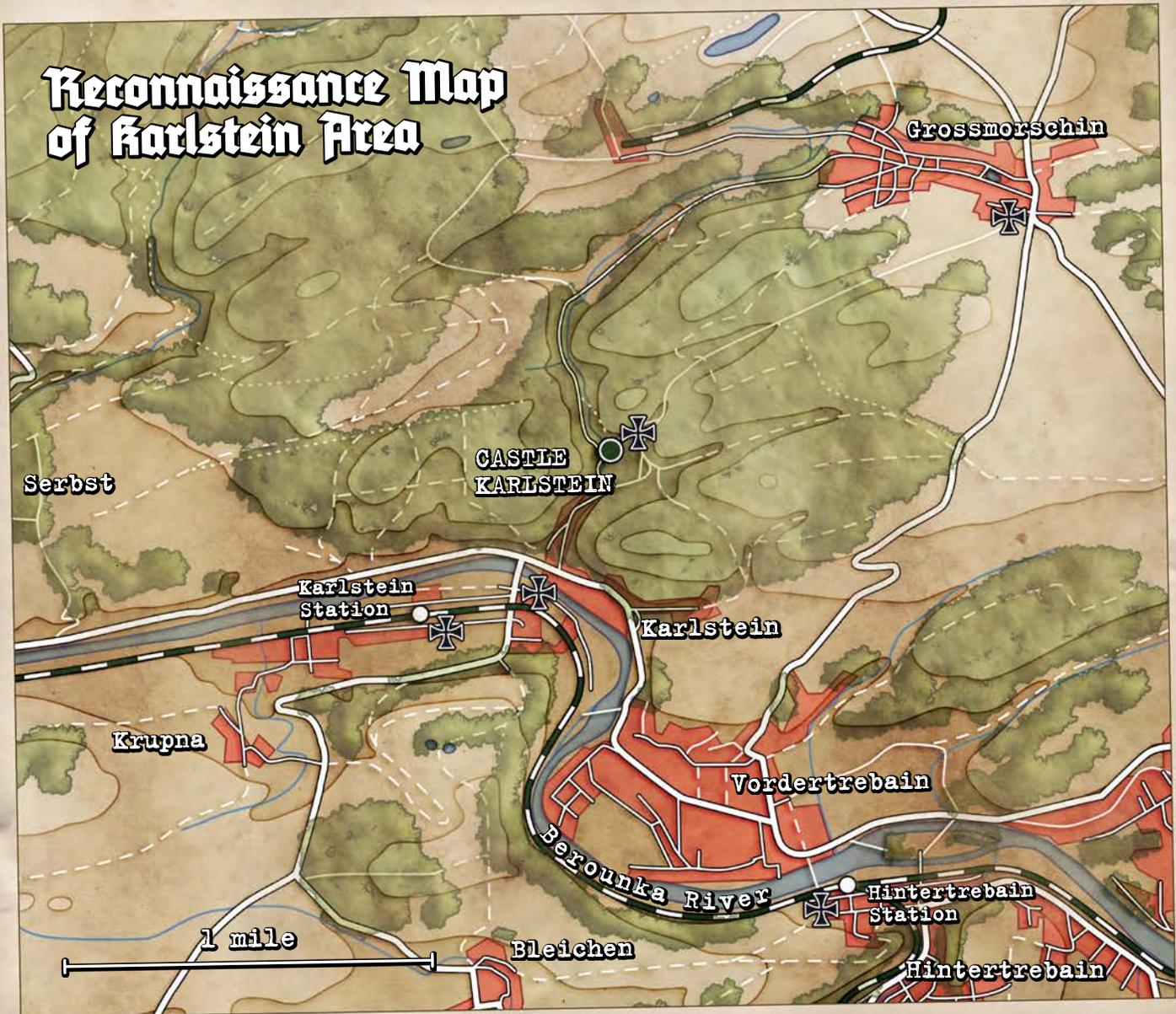
This scene may play out in various ways. If the characters are close to Castle Karlstein, the interrogation may be inside the castle itself, or in Karlstein village below; otherwise, the Game Master should choose an appropriate location (probably the nearest village, or other suitable place).

The characters may be able to stage a rescue; for an interrogation outside Castle Karlstein, figure a total of 1 German *Heer* soldier per character, plus 1 officer and 1 interrogator. If a firefight breaks out, the local area will be **on alert** (see previous page); if the characters can be stealthy (no guns!), then they may be able to keep their presence quiet.

If the interrogation is taking place inside Castle Karlstein, then a rescue may be out of the question; however, see **Episode Four—An Unspeakable Evil** (page 37) for how to get into the castle.

A successful rescue will automatically put the investigators in touch with members of the Czech resistance. Otherwise, see **Episode Two** below.

Reconnaissance Map of Karlstein Area



EPISODE TWO: THE RESISTANCE

In this episode, the characters make contact with local representatives of the Czech resistance. By the end of the episode, they should be in a position to meet both Father Andrej—Codename ANGEL—and the Three Kings.

Scene One: Finding the Resistance

There are various ways for the characters to find the resistance; the most obvious is to rescue them from Nazi clutches in the “Firing Squad” scene above. Failing that, the characters are going to have to try to make contact via more surreptitious means—making contact with local villagers, observing comings and goings in

the communities, and so on. The characters may use a variety of Qualities to identify potential contacts and convince them to provide help getting in touch with the resistance. Characters may even threaten or intimidate

“The first knife-edge encounter with the resistance might dissolve into a hail of gunfire at any moment.”

villagers (not usually the best option), or make their presence obvious (risking being betrayed to the Nazis), or try to help the villagers (perhaps with medical aid or providing supplies or contraband) to win their trust. The Game Master should allow any reasonably well

Key to the Karlstein Area Map

The area around Castle Karlstein is one of steep hills and dense forests, difficult to travel through except for the roads and rail lines which link the numerous small villages; ideal country to hole up and hide out, which the Czech resistance are doing. The Berounka river flows down from the nearest large settlement, the town of Beraun, approximately 6 miles away, and eventually flows into the Vltava river just south of Prague. The steam railway roughly follows its course and again links to Beraun and Prague and further afield.

- **Iron Cross** signs on the area map show the location of German *Heer* (army) forces; the main force at Castle Karlstein, plus the three command posts and checkpoints in Karlstein, Hintertrebain, and Vordertrebain, and Grossmorschin. There are also three patrols moving around the Karlstein area at any one time (see page 28). These Iron Crosses are not shown on the Players' Reconnaissance Map in **Appendix Two**.
- **Castle Karlstein:** this splendid and heavily fortified castle is currently occupied by a company of German army forces, as well as the notorious scientist Herr Doktor Graf Ernst von Kammerstein. It's completely out of bounds to non-army personnel, and teems with German soldiers. Squads in half-tracks and Volkswagen jeeps regularly enter and leave the castle to relieve patrols and guards in the surrounding villages.
- **Karlstein Village:** a pretty little village serving the castle, which looms over it on the hills above, with shops, a railway station, and even a post office. The former police station has been requisitioned by the Gestapo under Inspector Hans Schleicher, who has retained the three original local police officers to work under him and his other Gestapo (see page 48). There's also a German army command post manned by 5 troopers and a squad

leader and deputy squad leader, as well as a guard post of 3 guards and an M34 machine gun on the bridge over the Berounka leading up to the castle (see page 46 for statistics). There'll be a Volkswagen jeep at the command post, as well as a Sd. Kfz. 7 half-track if the regular patrol hasn't left yet (see page 48). Usually 2 of the 5 troopers from the command post will be patrolling the village on foot at any one time. Father Pavel of the church here was tortured and killed by the Germans in the castle following the first resistance rescue three months ago.

- **Krupna:** a tiny hamlet, little more than a collection of houses. The priest of the local church, Father Andrej, is currently missing, and wanted by the German forces as a member of the Czech resistance (see page 36). The people of Krupna are extremely cagey, and terrified of reprisals. Patrols pass through here regularly.
- **Hintertrebain and Vordertrebain:** Upper and Lower Trebain are effectively the same village—one in the valley and one up the hill. They're larger than Karlstein village, but equally rural and remote. Hintertrebain has a German army command post (5 men, plus squad or deputy squad leader), with a jeep and possibly a half-track as above.
- **Grossmorschin:** a larger village over the hills from the castle, and separate from the villages of the Berounka valley. There's a German army command post here (5 men, plus squad or deputy squad leader), with jeep and half-track as above.
- **Serbst:** a larger village further upstream in the direction of the town of Beraun. The German army recently conducted terrible reprisals here, and people are still in shock. Patrols pass through here regularly.

thought-out plan to work—the point is not to thwart the characters here, but to imperil them.

Remember the Czech resistance doesn't advertise its presence—its members are deeply paranoid, and utterly ruthless if they suspect the investigators are working for the Nazis. They also don't group together; although there are probably upwards of thirty resistance members in the Karlstein area, it's very unlikely to find more than a handful together at any one time. Most members of the resistance don't know one another—it's much safer

that way if one of their number is captured. It's likely also that the characters may be suspicious of any apparent resistance members they meet (unless they rescued them personally from the Nazi barracks above)—how do they know they aren't working for the Nazis themselves?

Treat any first contact between the resistance and the characters as a knife-edge encounter which could dissolve into a hail of gunfire at any moment. You can use the statistics for Vaclav Zajic, the local resistance leader, or Helena Svobodova, from page 50, or create your own

Life around Castle Karlstein

The villages around Castle Karlstein are typical Bohemian settlements, with neat houses in a style like many in former Austro-Hungarian lands—tidy, with slate or tiled steep roofs, and generally pretty, in a quaint central European manner. The castle itself looms enormously above Karlstein village, and all the settlements nestle in deep valleys surrounded by forested hills.

Although intensely rural, the standard of living in the villages around Karlstein is good, with electricity and telephone line connections, although the railways still remain steam-powered.

The locals are by nature friendly, agrarian folk, but wary of strangers these days since the Occupation and in particular since the reprisals. Most people dress conservatively, in clothing typical of Europeans, including hats, and often fairly rough for farming and labouring work. Czech national dress, worn only on special occasions, is very smart, with white blouses, long dark skirts, and usually black bodice waistcoats for women, all heavily trimmed and embroidered. Men wear white shirts, embroidered waistcoats, and trousers to just below the knee with white stockings.

Food is traditionally simple and hearty, though shortages are beginning to be felt since the Occupation. Fish is rare, and pork, beef and chicken are common, with potatoes, pancakes, sauerkraut, soup, and dumplings very popular. People drink beer and wine, and the ever popular *slivovitz* plum liqueur, as well as anisette and herbal bitters Becherovka and Fernet Stock, often drunk diluted and as aperitifs.

resistance contacts. Even presenting the handwritten letter of introduction from Frantisek Moravec (page 26, above) is a Challenge (at least Good [TN 9]). Failing the Challenge (or not attempting to negotiate first but simply letting themselves be captured) results in the resistance interrogating and searching the characters and finding the letter; characters may try again to regain their trust but it is more difficult (at least Expert [TN 11]). Failure on this second attempt results in the resistance deciding the characters are Nazi spies and having them

What language does everyone speak?

The newly-created Protectorate of Bohemia and Moravia has two official languages—German and Czech. Naturally all *Heer* soldiers speak German; additionally, most local officials speak German, and indeed many are recent appointees from the Third Reich, such as Kommandant Hauptmann Kratz of Castle Karlstein.

Local people—villagers, priests, resistance fighters, etc—all speak Czech, although they may also speak a little German to a greater or lesser degree.

One of the consequences of the German invasion has been the changing of most place-names in the Protectorate to more “Germanic” forms. In some cases this is simply a change of sound—so “Praha” is changed to “Prag”; in other cases, it’s a partial or complete translation of the meaning of a place name—so “Zadni Treban” becomes “Hintertreban”, both of which can be translated as “Lower Treban”. It’s a clear and intrusive way of reminding the locals that they’re now being forcibly incorporated into the Third Reich.

executed—an open battle is likely to ensue and will attract the attention of the German forces (see **On Alert**, page 28).

Scene Two: Rumours

The characters may hear about Father Andrej (Codename ANGEL), the Czech priest they are trying to contact and who has information about the alleged atrocities at Castle Karlstein, from a number of sources. First, they may pump the locals for information: friendly locals may provide 1D3 pieces of information for free, and characters may gain additional pieces of information with an Average [0] Challenge. Using threats or intimidation is likely to backfire and increases the Difficulty Rank of the Challenge to Expert [TN 11].

Second, the characters may quiz the resistance: a Good [TN 9] Challenge or Master [TN 13] if there are any doubts about the characters’ trustworthiness. Lastly, the investigators may try eavesdropping in appropriate places (the church at Krupna, the bar, even a German command post) using any appropriate Qualities.

Players garner one item of information from the following list on a successful roll plus an additional item for



each full Rank by which the character exceeds the TN. Items are presented in order of obscurity.

- Father Andrej is a local priest wanted by the Nazis and hiding somewhere in the wild.
- He was the priest of the church at Krupna, a tiny village just outside Karlstein. People always said he was exceptionally kind—a true angel.
- He can be contacted via the resistance—if you can find them.
- Three times in the past three months he has rescued groups of imprisoned locals and other captives from the Nazis; two of these were groups of children, rescued from Castle Karlstein itself, the third was during an attack on a Nazi transport coming to Karlstein from the town of Beraun, several miles to the north of the Karlstein area, and was a group comprising both children and adults.
- After each rescue, the Nazis have repeatedly searched houses in the vicinity, looking for something. They tortured and killed Father Pavel of Karlstein church after the first rescue, and executed five villagers from Serbst in reprisals after the third, most recent rescue.
- It's unknown what is going on up at the castle, but people believe the children were to be used in experiments.
- In fact, it's not just children being transported to the castle—there are rumours of entire families being taken. But until the latest rescue, Father Andrej only rescued children—it's unknown why. No one knows what has happened to the adults Father Andrej did not rescue.
- A witness to the third rescue states that Father Andrej seemed obsessed with rescuing “just the children”, and didn't seem to care for the adults. He seemed somewhat deranged (see page 36).
- Father Andrej was initially horribly disturbed by what he had seen at the castle, and refused to speak of it.
- Sometime later, he suddenly became strangely elated by something he had discovered, and spoke of stopping the atrocities, even driving the Nazis out of Karlstein, and fighting fire with fire.

- Recently people have begun to worry about Father Andrej. He has become very confident, even over-talkative, and his talk of doing God's work is now verging on blasphemy. People now smile strangely whenever anybody calls him an angel—even as part of a Code-name. "That would make the Father very happy."

Scene Three: The Attack

It's very likely at this point that the characters' activities will come to the attention of Hauptmann (Captain) Manfred Kratz, the Nazi commandant in Castle Karlstein—either through informers leading back to a resistance hideout, or through the questions the characters have been asking to contact the resistance. Commandant Kratz wastes no time sending a major force to apprehend the characters.

Decide how this plays out based on the characters' activities. If they've been very cautious, they may get wind of the Nazi force before it arrives, and plan their response. However, if they've been careless, advertising their presence or leaving an obvious trail, then the first they may hear of the attack is when the guns start to fire. It's likely the situation will fall somewhere in between.

Before the end of the episode, and before the characters meet Father Andrej or the Three Kings, they face an attack. This is either a full patrol (see page 28) if the characters are still on their own, or a double patrol if they've contacted the resistance and are with them in a safe-house or hideout (in which case they may have as many as half a dozen resistance members helping them). In all other respects this is like a patrol encounter—except the entire local area is already **on alert** (see page 28).

The Karlstein Nightmare

A pall of terror lies over the villages around Castle Karlstein. Something horrific is being done in the castle, and the Nazis have recently begun reprisals in return for attempts by the Czech resistance to stop them. Everyone is paranoid, and terrified.

Some three months ago, Father Andrej Cerny, priest of the church of Krupna, single-handedly rescued a group of four children from Nazi clutches in Castle Karlstein when he was secretly investigating screams he had heard from the castle after being tipped off by Father Pavel, the priest from Karlstein church. The Nazis subsequently conducted a house-to-house search of Karlstein and the neighbouring villages, and there are many who think they weren't just looking for the children (they were looking for von Kammerstein's lost *Book of Shadows*, stolen by Father Andrej). Father Pavel was subsequently taken captive by the Nazis and tortured to death—the Nazis thought it was him rather than Father Andrej who had taken the children and the book.

Father Andrej's second rescue was of twelve children, again from the castle, and this time with help from the resistance, about six weeks ago. At that point the Nazis worked out it was him, and he was forced into hiding—though again there was a house-to-house search. As yet, there have been no reprisals in Krupna, though people are fearful.

His third rescue was only two weeks ago: a convoy from Beraun, the town to the north of Karlstein, was intercepted by a band of resistance fighters, and this time fifteen adults and children rescued. There was considerable gunfire along the banks of the Berounka near Serbst, and Commandant Kratz had five villagers from Serbst executed in reprisal. Since that time there have been random searches of houses at all times of day or night—the Nazis are clearly looking for something. As yet there have been no further executions.

A week ago a heavily armed convoy delivered another group of thirty or so adults and children to the castle, and the screams have begun again. People are terrified of what is going on there—and of possible reprisals if Father Andrej tries a rescue again.

Recently the number of children rescued by Father Andrej has begun to be a problem for the local communities in the Karlstein area. Some have secretly been returned to their families, but this isn't always possible. Four children could be comfortably hidden—but the priest has now rescued more than twenty (excluding the adults), and the resistance are having to go further afield to place them with families. Children being children, there is always the risk that the host families may be found out by the Nazis. Particularly since the reprisals at Serbst, people are very much on edge.

EPISODE THREE: CODENAME ANGEL

In this episode the characters attempt to accomplish two of their goals—establishing contact with the Czech resistance leaders known as the Three Kings, and finding and meeting Father Andrej Cerny, codename ANGEL.

Scene One: The Three Kings

The Three Kings are Josef Masin, Vaclav Moravec, and Josef Balaban, three heroic resistance fighters with a long history of loyal service to Czechoslovakia before the war (see page 50 below for descriptions). They are effectively the three most wanted resistance fighters at this time in the Protectorate, and are extremely careful about setting up meetings with anyone.

Depending upon how much the local resistance encountered in **Episode Two** above trust the characters, it may not be necessary to meet the Three Kings in person. In all likelihood, however, the characters won't have the

complete trust of the local resistance, and will want to contact the Three Kings for orders.

For the characters to meet the Three Kings, several things have to happen. First, Frantisek Moravec's handwritten letter has to be passed to them by the local resistance; second, the Three Kings have to contact Moravec in London by radio to confirm. Only then will they be willing to meet with the characters.

The results of this meeting vary widely. At the very least, an avenue has been established by which British intelligence and the mysterious "Section D" (see page 25) can directly contact the upper echelons of the Czech resistance, itself very valuable. In more concrete terms, the characters will be given the support of the local resistance, up to and including military support in any assault or attempt to enter Karlstein castle (see "Father Andrej's Plan" and **Episode Four**, below).

Note that the Three Kings don't live in the vicinity of Karlstein. In fact, they're constantly on the move.

What if the investigators get caught?

In their briefing back in Section D HQ in London, each of the characters was provided with an "L-pill" cyanide capsule, to be taken in case of capture. This isn't a melodramatic flourish—captured spies and resistance members are interrogated and tortured horribly by the Gestapo before being executed.

Be aware that embarking on this kind of narrative can doom your **Achtung! Cthulhu** game to morbidity—it's a grim theme that may not be appropriate for your game, and Game Masters should only do so if it makes dramatic sense to the game. There's little excitement to be gained from trying to roleplay desperate suffering and torture. Having said that, avoiding capture and interrogation can be moments of high heroism for **Achtung! Cthulhu** characters; and so, with that in mind, here's how to handle it.

A character captured by the Germans has two options: take the L-pill, or try and hold out until he's rescued. The Germans are under instructions to capture resistance members alive if possible; they're aware of suicide pills, and will try to stop opponents from taking them.

To take an L-pill under such conditions requires an action. It doesn't require a roll unless someone is trying

to stop you, in which case you and any opponents must make a roll using any relevant Qualities, with success going to the character with the highest roll. Success means you've taken the L-pill, and have heroically given your life to safeguard the resistance; failure means you've been prevented from taking the L-pill, and taken prisoner for interrogation.

Interrogation is a harrowing experience. Gestapo torture is definitely Dangerous (see Danger Levels, page 15) situation and must be resisted as an Intimidating [TN 17] Fear Hazard. Each session of torture also inflicts 1D6 Wound Ranks (which cannot be resisted by a helpless subject). Each torture Scene lasts for 4 hours; the Gestapo may keep it up for hours on end if they think there is something to be gained. Characters who Zero Out due to Failure Ranks have broken and will tell the Gestapo everything they want to know, at which point they'll be handed over to Doktor von Kammerstein as a new "test subject" (see page 42). This is much less wasteful than simply being shot! Hopefully the other characters or even the resistance will have come to the rescue by then!

See page 48 for statistics for local Gestapo officers.

Any meeting with the characters will take place deep in the forests at a considerable distance from Karlstein; getting there and avoiding Nazi patrols may be an adventure in itself!

Scene Two: Hidden Angel

Getting to meet Father Andrej Cerny, Codename ANGEL, is easier than the Three Kings, but not much. He's not only deeply paranoid, but also extremely eccentric (uncharitable types might say unhinged...), and will take elaborate and often unintelligible precautions before finally coming face to face with the investigators.

Father Andrej is in hiding—the whole of Bohemia is out looking for him—but he nevertheless keeps himself within half a day's march of Castle Karlstein, as it is the centre of all his plans.

Father Andrej Cerny Codename: ANGEL

The Czech Resistance Hero

Father Andrej is a local hero of the Czech resistance, credited with saving many Czech children from terrible fates at the hands of the monstrous Nazi scientist in Karlstein castle, Doktor Ernst von Kammerstein. He is brave, selfless, and dedicated to the point of obsession, clutching with him an ancient and worn tome, which people naturally assume is the Bible.

However, it isn't the Bible—it's the ancient tome known as the *Schatten des Ewigen Dunkels* ("the Shadows of the Eternal Dark"—see the next page)—which he stole from von Kammerstein's laboratory. Because Father Andrej is insane: the things he has seen in Castle Karlstein and read in this "*Book of Shadows*" have unhinged his mind, and he now believes himself to be on a divine mission to rid his land of the Nazi stain. He has fixated on rescuing children as his goal, and shows little concern for rescuing adults—a clear sign of his broken mind, and something which has recently caused fric-

"The things he has seen in Castle Karlstein and read in the Book of Shadows have unhinged his mind."

tion within the local resistance, and a near breakdown in his relations with Vaclav Zajic (page 49). He's willing to do anything to achieve his goal—including wield the uncanny and mind-shattering powers he has uncovered in the mysterious tome.

Father Andrej's Plan

Father Andrej is planning another "rescue", as he readily explains to any who ask or listen. There have been renewed screams from the Great Tower of Karlstein Castle, and he wants to free the poor imprisoned children within (he ignores any suggestion that the screams may be from adults, too). This is Father Andrej's price for his full cooperation with the British intelligence team—although, as will become clear, he has little intention of fulfilling any promises.

Father Andrej's rescue is a lie. His studies of the *Shadows of the Eternal Dark* have discovered in its pages a spell unknown to Doktor von Kammerstein—a ritual called "Devouring Retribution", which Father Andrej believes will summon a divine force to do his bidding and rid Karlstein of its Nazi occupiers once and for all. In reality it will do no such thing: instead, it will simply release an uncontrolled and rampaging shoggoth into the Karlstein vicinity for several hours, during which time it will devour anything alive it finds—the Nazis, the captives, the local villagers, even the characters.

Father Andrej will help organise his "rescue mission", using whatever forces he, the characters, and the resistance can muster; Vaclav Zajic, the resistance leader (page 49), may provide a number of resistance cells to help out if he considers it necessary. However, once Father Andrej passes through the Second Gate of the castle (location #4 on the castle map on page 41), he will immediately break off from the main assault on the Great Tower (location #13), and instead head to the upper battlements of the Well Tower (location #3), overlooking the castle and the village below, which he has identified in the *Book of Shadows* as the place to carry out the "Great Mass" which will summon the "divine force" (the shoggoth)...

FATHER ANDREJ CERNY, AGE 47, EX-PRIEST OF THE CHURCH OF KRUPNA

- Good [+2] Ex-Priest
- Expert [+4] Fanatical Foe of The Nazis
- Good [+2] Hero of the Czech Revolution
- Good [+2] Moving Speaker
- Good [+2] Inner Fire
- Good [+2] Living In Hiding
- Average [0] Occult Lore

Technique: Dark Knowledge

- Average [0] Broken English And German
- Poor [-2] Obsessed With Saving Children

Shadows of the Eternal Dark

SCHATTEN DES EWIGEN DUNKELS—*Shadows of the Eternal Dark*, in German, translated from the original Middle German by Hans Friedrich von Serbst, Prague, 1792. Popularly known as the “Book of Shadows”. Quarto. Details places in the Holy Roman Empire where the “walls of the world” are said to be thin; Castle Karlstein is mentioned as a place where “*die Toten wieder zum Licht zurück kommen*”—the “dead cleave to the light once more”. Complete study of the book takes 9 weeks and the reader is faced with an Expert [TN 11] Madness Hazard. The book can be consulted as a Good [+2] resource on dimensional intersections, beings from other dimensions, and the undead. The book also contains two magical rituals (and possibly others): *Binding of Shadows* and *Devouring Retribution*.

Binding of Shadows: By pouring a specially prepared liquid over a corpse the caster can reanimate it as a zombie. There are two variations. The “lesser binding” takes 5 minutes and the zombie created is uncontrolled and will mindlessly seek human flesh. The “greater binding” produces a zombie that will obey the caster’s commands but the process is much longer. The anointed corpse must be

left undisturbed for a week, followed by a half-hour ritual. In either case the walking dead will continue to rot. Performing the ritual is an Impressive [TN 15] Madness Hazard. The exact formula for the animating liquid is determined by the GM but it should be difficult to obtain cheaply or legally.

Devouring Retribution: This spell is an extended ritual that will summon a “divine force”, a shoggoth. Completing the ritual takes 10 minutes of chanted incantations and is a Master [TN 13] Challenge (modified by Qualities related to sorcery or mythos lore). The spellcaster may extend the ritual, gaining an Upshift for every 10 additional minutes spent on the spell, up to 50 minutes. If successful the shoggoth will appear in 3D6 minutes, bubbling up from the earth or oozing through warped angles.

Weapons: Andrej carries a vz. 22 pistol (+2 damage modifier)

Appearance: Possessed of an inner fire—utterly self-confident, burning with belief—yet close observation (Expert [TN 11]) will also reveal he’s haunted by unnameable terrors. He clutches what appears to be a Bible with him at all times—in fact the *Shadows of the Eternal Dark* (see below). Everyone says Father Andrej is a great hero, despite the strange impression he may make on the characters, and especially his constant murmured prayers about “the children”. But he’s seen a lot—and people’s opinions of him must be correct, surely?

EPISODE FOUR: AN UNSPEAKABLE EVIL

This is the climactic episode of the adventure—when the characters come face-to-face with the Mythos secret at the heart of the Nazi atrocities at Castle Karlstein. There are many ways to play this episode, from a full-scale assault with resistance fighter support, to a stealth



How does Von Kammerstein do it?

For all his insanity, von Kammerstein considers himself a scientist, and the *Binding of Shadows* ritual he has discovered in the *Book of Shadows* to be ancient records of an essentially scientific procedure. His laboratory in the Great Tower of Castle Karlstein is a grotesque mishmash of mad scientist clichés: retorts and alembics boil, distil, and concoct the various “animatory applications” and “revivifying solvents” required by the rituals, made from all manner of ingredients, meticulously listed in the doctor’s notes—he still thinks modifying the ingredients and the process will “improve” the process, and this is one major strand of his experiments.

Additionally, his laboratory contains numerous operating tables, some obviously improvised, with shackles and harnesses for keeping his “patients” immobilised. His macabre process is to confine a hapless victim on one of the tables, and then kill him or her in a specific, clinical manner (he has a number of methods he’s experimenting

with, including the macabre equipment and tools required). He then covers the corpse with the “revivifying liquid”, and optionally leaves it covered in the laboratory for a week (in the case of the greater binding ritual), or proceeds immediately (for the lesser binding ritual) to intone the recitation from the *Book of Shadows* (this bit particularly impressed Himmler...).

While the doctor will allow his two socially maladjusted assistants to help out in the first parts of the procedure, he always insists on completing the ritual alone. So far, each time he creates a zombie from either ritual, he is disappointed, believing the procedure “is not quite right”; he locks away the hapless victim with all the other *Ungeziefer* in the dungeon of the Great Tower, and prepares his next “test subject”.

Characters examining the laboratory must overcome a Good [TN 9] Fear Hazard; viewing the revivification process itself is a Master [TN 13] Madness Hazard.

raid on the Great Tower at the urging of Father Andrej. The key is that if at all possible Father Andrej should be along—it is his sudden and insane betrayal that provides the “twist” at the scenario’s conclusion (see “The Ritual” below).

The Nature of the Evil

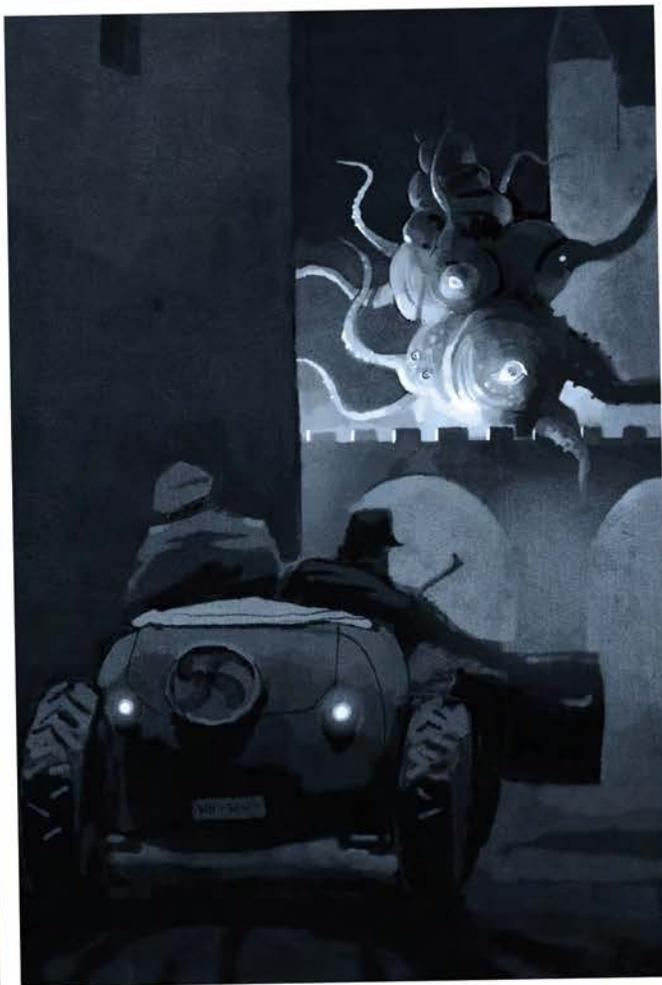
The atrocities at Castle Karlstein are the responsibility of Herr Doktor Graf Ernst von Kammerstein, an evil and insane Nazi scientist. From an old Prussian Junker family, a member of the infamous Kaiser Wilhelm Institute of Anthropology, Human Heredity, and Eugenics, and until recently Professor of Medicine at Heidelberg University, von Kammerstein has travelled to Karlstein following the whispers of the “points of power” at the castle in the ancient grimoire *Schatten des Ewigen Dunkels* (“Shadows of the Eternal Dark”) which was until recently in his possession.

For years von Kammerstein has been obsessed with “reanimation”—the possibility of restoring life to the dead. In recent years his work has come to the attention of the more esoteric branches of Heinrich Himmler’s SS, and von Kammerstein has been encouraged in his obsession, and given what he needs to pursue his research, in the form of a fully outfitted laboratory at Castle Karlstein and access to any number of “test subjects”.

This connection with Himmler will be of great interest to British intelligence, and is also of significance to the *Zero Point* campaign (see page 45).

Von Kammerstein’s work requires him to work on corpses—the fresher the better. After years of scrabbling for dead bodies and achieving mediocre results, the occupation of the former Czechoslovakia has come as a gift, and recently he’s been killing subjects himself kidnapped from the local subject population, to try and subsequently raise them, in his clinical, white-tiled laboratory in Castle Karlstein’s Great Tower (location #13). Using Obersturmführer Schlachter’s SS group attached directly to his staff, whole families of locals and inmates from nearby prisons have been rounded up as “test subjects” (not just children, as Father Andrej has probably had the characters believe).

Von Kammerstein’s goal, blessed by Himmler and the SS, is to create “super soldiers”—soldiers raised from the dead can hardly be killed again! Up to now the results of the experiments in his terrifying laboratory have been “disappointing”—shambling, derisory shadows of people, merely animated corpses which continue to rot and decay. He has these “zombies” stored in the dungeon beneath the Great Tower. In extremis, von Kammerstein can command these “Ungeziefer” (“vermin”) to attack the characters—and potentially the rest of the town.



Some three months ago, at the very beginning of his experiments at Castle Karlstein (and indeed the German occupation itself), a minor disaster struck: the “Czech resistance” (in actual fact it was Father Andrej, acting alone) broke into his laboratories and disrupted his early experiments, releasing four children from his store of test subjects. Worse, they stole the *Book of Shadows*, his prized and ancient grimoire. Although this hasn’t stopped his work—von Kammerstein has long since learned what he needs from the book—the loss has infuriated him, and he has pushed continuously for reprisals against the local population to swell the ranks of his test subjects. He *will* get his book back, and its thief will pay a very special price...

HERR DOKTOR GRAF ERNST VON KAMMERSTEIN

- Good [+2] Crazy German Scientist
Technique: Pet of the SS
- Expert [+4] Doctor
- Good [+2] Sociopath
- Expert [+4] Unconventional Genius

How does all this play out?

That very much depends on the characters’ actions. If they’re swift, stealthy, and ruthless, it’s possible they may neutralise von Kammerstein and his verminous horde before anyone in Karlstein is any the wiser, at the same time preventing (by any means necessary) Father Andrej from carrying out his “Great Mass” at the top of the Well Tower.

In all likelihood, however, things will probably get out of control. In the very worst case, von Kammerstein’s zombies could make their way out of the castle and into the village and surrounding lands below, inaugurating a “night of terror”—only to have this turn even more nightmarish by Father Andrej summoning the shoggoth, which promptly sets about devouring everything in the district, including Father Andrej, the local resistance, and—if they’re not extremely resourceful—the characters themselves.

If Father Andrej does succeed in summoning the shoggoth, destroying it will become a priority for pretty much anyone in the vicinity. Feel free to have the German forces embarking on a full-scale battle, using their machine guns, half-tracks, grenades, mortars, and so on. If things get really out of hand, they may even contact the Luftwaffe, and the Karlstein area could find itself bombed by Stukas! This is also a great opportunity to forge some cooperation between the characters and the German rank and file to defeat this Mythos horror—perhaps setting a precedent for cooperation to come?

- Good [+2] Keen Observer
- Good [+2] Occult Sciences
Technique: Reanimation
- Average [0] English
- Poor [-2] Unsavoury Appearance
- Poor [-2] Complete Lack of Empathy
- Poor [-2] Gloating

Weapons: For self-defence, the Doktor carries a *Luger P08 pistol* (+2 damage modifier).

Appearance: Tall and cadaverous, with protruding dirty teeth and terrible breath. Usually wears a white lab coat covered with unspeakable stains, although he can tidy himself up in Prussian Junker’s formal dress when required (such as on his formal weekly dinners with the Castle Commandant). He’s obsessed with his work and an utter sociopath.

The Castle Defences

The castle quite naturally is designed to be impregnable, and attacking it in an open assault is likely to prove rapidly fatal unless the characters have overwhelming forces. A combination of stealth, guile, and careful planning, however, may get them through the first and second gates, after which progress is merely a matter of countering the forces of the *Heer*, who are stationed as shown below (see page 46 for statistics).

Castle Karlstein houses a full company of *Heer* forces, approximately 130 men, plus a detachment of 10 SS troopers. The company comprises three *Züge*, or platoons, each of which is commanded by a junior officer (usually a *Leutnant* or lieutenant), and is made up of 4 10-man infantry squads, or *Gruppen*. Each squad (*Gruppe*) is made up of a squad leader and deputy squad leader (often NCOs), a 3-man machine gun "Trup", and a 5-man rifle "Trup". A command and support staff of 10 men complete the company.

The SS detachment comprises 10 troopers plus one commanding officer—Obersturmführer Heinrich Schlachter.

At any one time, one platoon of 40 men is guarding the castle or down in the surrounding villages on guard and patrol duty, and two platoons (80 men) are off duty or asleep. This means there are as many as 100 *Heer* soldiers in the castle.

1. **First Gate:** An alternative entrance to the castle. Currently locked and out of use.
2. **The Old Gate:** Currently used as the main entrance to the castle, and wide enough for the half-tracks and 3-ton trucks to pass. Two sentries are stationed at the gate with MP38s, and above a machine gun emplacement with an MG34 and 2 operators covers both the area outside the gate and the Outer Ward.
3. **The Well Tower:** This is where Father Andrej will head to perform the "Devouring Retribution" ritual (see page 42).
4. **The Second Gate:** As the Old Gate, above.
5. **Burgrave's Court:** One sentry is stationed here with an MP38.
6. **Burgrave's House:** Castle Commandant Hauptmann Manfred Kratz resides here, with his batman Wolfgang and 2 personal staff. One sentry with an MP38 guards the front door.
7. **Main Court:** A single sentry with MP38 guards the gate, and another patrols the court.
8. **Imperial Palace:** This long complex of chambers forms the general barracks for the company, comprising the enlisted men's barracks and mess, the officers' quarters and mess, and so on. There are over 80 people here most of the time; the SS detachment is based in St Mary's Tower.
9. **St. Nicholas' Chapel:** Prior to the occupation local priests would occasionally officiate here.
10. **St. Catherine's Chapel:** Now occasionally used as a guard post for the SS detachment in the tower.
11. **St. Mary's Tower:** Doktor von Kammerstein's SS detachment occupies the ground floor of this building; two of them are on guard, and 6 are off-duty or asleep. Obersturmführer Schlachter has his own quarters on the first floor of the tower.
12. **Wooden Bridge:** Two SS sentries with MP38s are on duty here.
13. **Great Tower:** Doktor von Kammerstein and his two assistants sleep in quarters on the first and second floors; the whole ground floor is given over to an extensive and grotesque laboratory (see page 38). The basement to the tower contains both the Doktor's *Ungeziefer*, as well as his store of terrified "test subjects" (see Scene Two, below).
14. **Cemetery:** This area is open to the elements, and contains numerous fresh holes into which the remains from von Kammerstein's less successful experiments are discarded.
15. **Outer Ward:** This wide open area is used for drills, gatherings, and the company's motor pool. There are four guards with MP38s patrolling the battlements. The motor pool comprises:
 - » 4x Sd. Kfz. 7 half-tracks (see page 48)
 - » 2x Volkswagen jeeps
 - » 4x 3-ton trucks (carry up to 12 men)
 - » 1x staff car
 - » 4x motorcycles
 - » Other half-tracks and jeeps are stationed at command posts or on patrol in the villages.

Karlstein Castle

*We have information on
von Kammerstein's activities
in the Fatherland.*

Keep an eye on him.



echoes of the prometheus event?

100 ft / 30 m
|-----|

Scene One: Getting into the Castle

Getting into the castle and rescuing the “test subjects” from the Great Tower is an exceptionally hazardous task (see page 40)—especially when Father Andrej himself intends doing nothing of the sort...

Scene Two: The Test Subjects

There are two types of test subjects, and they’re both kept in separate cells in the dungeons of the Great Tower. One cell contains local villagers and other victims taken captive by Heinrich Schlachter’s SS (see page 46); they haven’t yet been used in von Kammerstein’s “experiments”, but they’re absolutely terrified. This latest group of captives contains children as well as adults—Father Andrej hasn’t been able to rescue them.

The second cell contains what’s left *after* the Doctor’s experiments. These are monstrous parodies of life—animated corpses which the doctor calls simply *Ungeziefer*, or vermin, left over from the *Binding of Shadows* rituals. There are approximately three dozen of these, mostly adults, in various stages of decomposition; those that

collapse completely are discarded in the cemetery behind the tower (location #14).

The living captives catch glimpses of the *Ungeziefer* through the bars of their cell doors. Recognising some of the zombies as people they once knew, the villagers are understandably terrified, and disinclined to draw attention to themselves...

Anyone entering the cell with the *Ungeziefer* won’t automatically be attacked, unless someone either attacks the zombies or orders them to attack. However, just seeing these damned souls is enough to shatter a character’s mind.

In extremis, von Kammerstein will let the *Ungeziefer* out of the dungeon and order them up and out over the Wooden Bridge into the Main Court to engage with anyone attacking the castle.

UNGEZIEFER ZOMBIES

- Good [+2] Unnatural Strength
- Expert [+4] Dead Flesh
- Good [+2] Mindlessly Obedient

Technique: Resisting Piercing Weapons

Madness Rating: Impressive [15] or Intimidating [17] for a group.

Weapons: Most of the zombies are unarmed, but some may wield crude, improvised clubs (+2 damage bonus).

Scene Three: The Ritual

“What the hell is that thing?!”

The Well Tower (location #3) is an inauspicious place—a lonely and apparently little-used tower far from the main body of the castle. It does indeed contain a well, and also a high battlement above overlooking the heavily forested valley down to the river, railway, and village of Karlstein below.

It’s also the location mentioned in the Book of Shadows as ideal for the ritual known as the “Devouring Retribution”. Father Andrej will make a beeline for this place as soon as his “rescue mission” reaches the Burgrave’s Court (location #5), and immediately commence casting the spell. He’ll physically resist any attempts to stop him—investigators will need to incapacitate the priest to prevent him from completing the rite. A grenade may be a spectacular solution if all else fails.

If he has time, Father Andrej will take the full 50 minutes to grant 4 Upshifts (+8) to the roll, plus a Boost from

A Special Letter

Although it’s not necessary for the adventure, the Game Master may wish to reveal the link between von Kammerstein’s work and SS-head Heinrich Himmler. There are several ways to do this. First, von Kammerstein has a letter, signed by Himmler, explaining how much Himmler values von Kammerstein’s work, and how fascinated he is by the implications of the “procedures” outlined in the Book of Shadows. Himmler concludes by expressing his desire to visit Castle Karlstein at some point to see the progress of von Kammerstein’s work.

Von Kammerstein is so proud of this letter he has it in a frame on the wall of his quarters in the Great Tower.

Secondly, von Kammerstein, like all decent mad scientists, has a tendency to gloat and babble incoherently about the greatness of his work. If the characters are able to inveigle him into such a rant, he may well embark on a grand exposition of Himmler’s plans for his work on the *Ungeziefer*.

Lastly, Obersturmführer Schlachter, the leader of the SS detachment guarding von Kammerstein, knows that he was assigned here on order of SS-leader Himmler. And, like von Kammerstein, he has a tendency to gloat, especially when the Game Master has valuable information to impart!

his Dark Knowledge Technique, almost ensuring success (the Difficulty Rank is Master [TN 13]). This could be ongoing while the investigators are dealing with von Kammerstein and the German opposition. Keep track of the elapsed time: if necessary, Father Andrej will “rush” the ritual, accepting a lower chance of success.

See “How does this all play out?” above for what happens if Father Andrej is allowed to complete the spell.

Scene Four: Kill Them! Kill them All!

At some point this episode is likely to culminate in a huge, chaotic battle, the climax to the whole adventure. Depending on how things have gone, all manner of things might be going on at once:

- There’s likely to be a running battle with the Nazi defenders.
- Father Andrej may be attempting to summon the shoggoth on the battlements on top of the Well Tower.

- Doctor von Kammerstein may be fending off the characters, and sending waves of *Ungeziefer* zombies to attack them and even using the living captives as hostages.

Let this climax play out according to the investigators’ actions. It could be a bloodbath; alternatively, it could be a surgical strike. There are few potential allies among

“During the battle, Father Andrej may be summoning the shoggoth while von Kammerstein unleashes the zombies!”

the Nazi forces, though it’s possible some of the Gestapo or lower ranking *Heer* troops may be induced to see the evil in their midst. As usual, go with any reasonably well thought-out plan the investigators come up with—and don’t be afraid to blow the place sky high!





EPISODE FIVE: ESCAPE!

Depending on how the characters handle the events around Castle Karlstein, questions of their “escape” may be moot. Indeed, the Game Master may simply want to end the session with the resolution of the battle at Karlstein, as subsequent events are likely to be anticlimactic.

However, in the interests of a neat wrap-up, here are some ideas for how the characters may extricate themselves from the aftermath.

“If the shoggoth hasn’t eaten their contacts, then Section D might be able to arrange a secret night-flight pick-up.”

The Night Flight

If the characters are still in touch with an active resistance (ie the shoggoth hasn’t eaten their contacts...), then it’s possible Section D may be able to arrange a secret night flight to pick them up.

The Train, or Worse

The railway line through Karlstein village and Hintertreibain runs to Beraun and to Prague, and provides some way of getting out of the immediate area without hoofing it through dense forests (have the characters hide on top of a railway carriage for extra tension!). Otherwise, the characters are on their own; trekking through occupied Czechoslovakia is hazardous in the extreme. The characters may try to make it east through Slovakia and into Poland, or even further into the Soviet Union. As of summer 1939, the Nazis haven’t yet signed the Molotov-Ribbentrop non-aggression treaty with the Soviet Union (that happens roughly a month after the events of *Three Kings*), so for now at least the Soviets are no friends of the Nazis, and characters in a very tight spot may head for the border with the Soviet Union—although that brings a whole raft of problems of its own. Failing that, the Game Master could run a nail-biting journey north or west into Switzerland or France, or south into the Balkans, already fraught with intrigue.

Implications for the Zero Point Campaign

You can of course play *Three Kings* as a standalone scenario. However, it's our intention for it to be the beginning of an epic, globe-spanning campaign which we're calling "Zero Point". Already in *Three Kings*, certain ideas and themes have been introduced which will become important later—and as Game Master you may want to make sure the players have at least some idea of them. They are as follows:

- **Weird Science:** while there isn't a lot of weird science in *Three Kings*, it's clear that Doktor von Kammerstein is doing some pretty bizarre stuff—though whether it's science or not is difficult to say! The appearance of the *Ungeziefer* appears to run counter to known medical science—and there will be all manner of theories about what's going on.
- **The Book of Shadows:** if the characters manage somehow to retrieve the *Book of Shadows*, then both Section D and Chance's superiors back in the US are going to be very interested indeed—its apparent powers have serious security implications for the coming conflict. It's possible that the characters themselves are tasked with researching the tome (there actually may not be anyone better qualified at this time...); equally, if the Game Master desires to keep its secrets hidden for now, they may find it's mysteriously "spirited away" to a secret research station, location unknown...
- **Eugenics Experiments:** eugenics is a big thing all around the civilised world in the 1930s, including in the USA. However, the Nazis seem to be doing something very dark with it—and von Kammerstein's experiments in Castle Karlstein may be just the tip of the iceberg!
- **Himmler and the Occult:** it'll be of great interest to Section D that Heinrich Himmler and his SS are effectively sponsoring von Kammerstein's "work". What else are they involved in?
- **The Allied Response:** in 1939, on the eve of World War Two, the British wartime intelligence effort is still embryonic, and the American one even more so. Nevertheless, the intelligence gained from the Karlstein mission will help catalyse efforts in the coming months towards the creation of a unified "Special Operations Executive" in Great Britain, and, further in the future, the agency of the Coordinator of Information in the USA and, eventually, the Office of Strategic Services—the fabled OSS—itsself. In particular, information about the esoteric, occult, and plain weird research being conducted by the Third Reich will ensure that corresponding intelligence gathering and research efforts are conducted by the Allies too—and the characters may be pioneers!

The Gate

Game Masters with players who are already familiar with the powerful magics wielded by devotees of the Mythos may want a more supernatural conclusion. It's possible that the *Book of Shadows* grimoire may contain a spell to create a magical portal; or that the Devouring Retribution ritual actually opens such a gate for the shoggoth to enter; or even that a gate already exists somewhere in Castle Karlstein—and the grimoire or other writings in the castle offer clues to its location. In such cases the characters could create a gate—perhaps to Carnac, Helby, Stonehenge, Skara Brae, or some other suitably legendary location in Europe.



Epilogue

However the characters resolve the situation at Castle Karlstein, the Nazis will try to hush up everything that has happened there. This will obviously be a herculean task if Father Andrej's "Great Mass" succeeded, but the Third Reich is used to covering up some very big and very dreadful secrets already.

Find out everything they know! Use all measures at your disposal!
- von Walken.

Allies and Adversaries

This section presents stat blocks for the key allies and adversaries the characters may encounter in *Three Kings*. It's not an exclusive list: remember that war hasn't broken out in Europe yet, and it's possible there are even Americans, British, French, etc, in and around Prague on business approved and authorised by the occupying Nazi forces. There may be Russian émigrés, or even Bolsheviks hiding from the Nazis and trying to find the resistance. The Protectorate is a seething melting pot of intrigue and espionage in the summer of 1939—hence the ubiquitous paranoia and suspicion—and enterprising characters may run into all manner of interesting and exotic people.

THE HEER IN KARLSTEIN

The Third Reich occupation force has a stronghold at Castle Karlstein, led by Kommandant Hauptmann Manfred Kratz—see below. The following stats can be used for any soldiers encountered.

Typical Heer Soldier

Four types of *Heer* soldier are commonly encountered. The first is a 5-man *Trup* of riflemen, armed with GEW 98 rifles; the second is a 3-man machine gun *Trup*, with one M34 machine gun and 2 pistols; the fourth is a sentry or guard (armed with an MP38 submachine gun); and the fourth is a squad leader (armed with an MP38 submachine gun) or a deputy squad leader (armed with a GEW 98 rifle). These use the same statistics; only their weapons differ.

TYPICAL HEER SOLDIER

- Good [+2] *Heer* Footsoldier
Technique: Physically Fit
- Good [+2] Alert and Watchful
- Good [+2] Rifleman
- Average [0] Loyalty
Technique: Resisting Interrogation
- Poor [-2] Unthinking Obedience

Weapons: GEW 98 bolt-action Mauser rifle (+4 damage modifier) with a bayonet (+2 damage modifier)

MP38 *Maschinenpistole* SMG (+2 damage modifier; *Autofire*)

MG34 machine gun (+4 damage modifier, *Autofire*)

Mauser C96 pistol (+2 damage modifier)

Officer

The three *Züge* (platoons) in Castle Karlstein are led by officers of *Leutnant* (lieutenant) rank. They are armed with Luger P08 pistols.

TYPICAL HEER OFFICER

- Good [+2] *Heer* Officer
- Good [+2] Sidearm
- Good [+2] Leadership and Tactics
Technique: Knows His Men
- Good [+2] Loyalty
- Poor [-2] Contempt For Non-Aryans

Weapons: Officers carry a *Luger P08 pistol* (+2 damage modifier)

Hauptmann (Captain) Manfred Kratz, Kommandant of Castle Karlstein

A nasty piece of work—a cold and calculating Prussian officer and a loyal Nazi, given this position as he's able to accept the terrible things von Kammerstein is doing here. Nevertheless he has a soft spot for Helena Svobodova (see below), flattered by the attention she pays him. He's no fool, though—he would kill her in a moment if he knew of her resistance activity.

HAUPTMANN MANFRED KRATZ

- Good [+2] Prussian Nazi
- Expert [+4] Kommandant
Technique: Administration
- Good [+2] Ruthless
- Good [+2] Cruel and Cunning
- Good [+2] Iron Will
- Good [+2] Commanding Voice
- Good [+2] Heavy Build
- Average [0] Marksmanship
Technique: Pistol
- Poor [-2] Hideous

Weapons: Kratz carries a *Luger P08 pistol* (+2 damage modifier)

THE SS IN KARLSTEIN

The SS (*Schutzstaffel*) in the Protectorate are actually the *Allgemeine SS* (the “General SS”); not a military unit, but rather raised to enforce Nazi racial doctrine and anti-Semitic ideals in the Third Reich and its occupied territories. In Karlstein the SS detachment under SS-Obersturmführer Heinrich Schlachter acts as a local security police supporting the Gestapo and Doktor von Kammerstein’s staff.

Use the standard stats on the previous page for troops and officers in the SS.

Heinrich Schlachter, SS-Obersturmführer

Schlachter’s rise in the SS came following Himmler’s re-organisation after the Night of the Long Knives, when his easy approach to skulduggery and violence utterly bereft of personal cunning came to light. Since then he has been a “man you can trust” in the Schutzstaffel—no matter what the job, however shady or distasteful, Schlachter can be relied upon to get it done, with a minimum of fuss and with total discretion.

Tasked with protecting and safeguarding Doctor von Kammerstein’s work, Schlachter does his job

dispassionately and with great efficiency. He’s usually fastidious about leading the various “requisitioning sorties” to collect new test subjects from the local population.

In any attack on the castle, Schlachter and his 10-man detachment will be found protecting von Kammerstein, wherever he is.

HEINRICH SCHLACHTER, AGE 36, SS-OBERSTURMFÜHRER

- Good [+2] SS-Obersturmführer
- Good [+2] Heartless
- Expert [+4] Burly Brawler
- Good [+2] Fine Shot

Technique: Pistol

- Good [+2] Persuasive
- Good [+2] Smarter Than He Looks

Technique: Reading People

- Good [+2] Talent With Machines
- Average [0] Speaking English
- Poor [-2] Overweight And Out Of Shape
- Poor [-2] Lacks Willpower

Weapons: Heinrich carries a brand new *Walther P38* pistol (+2 damage modifier)



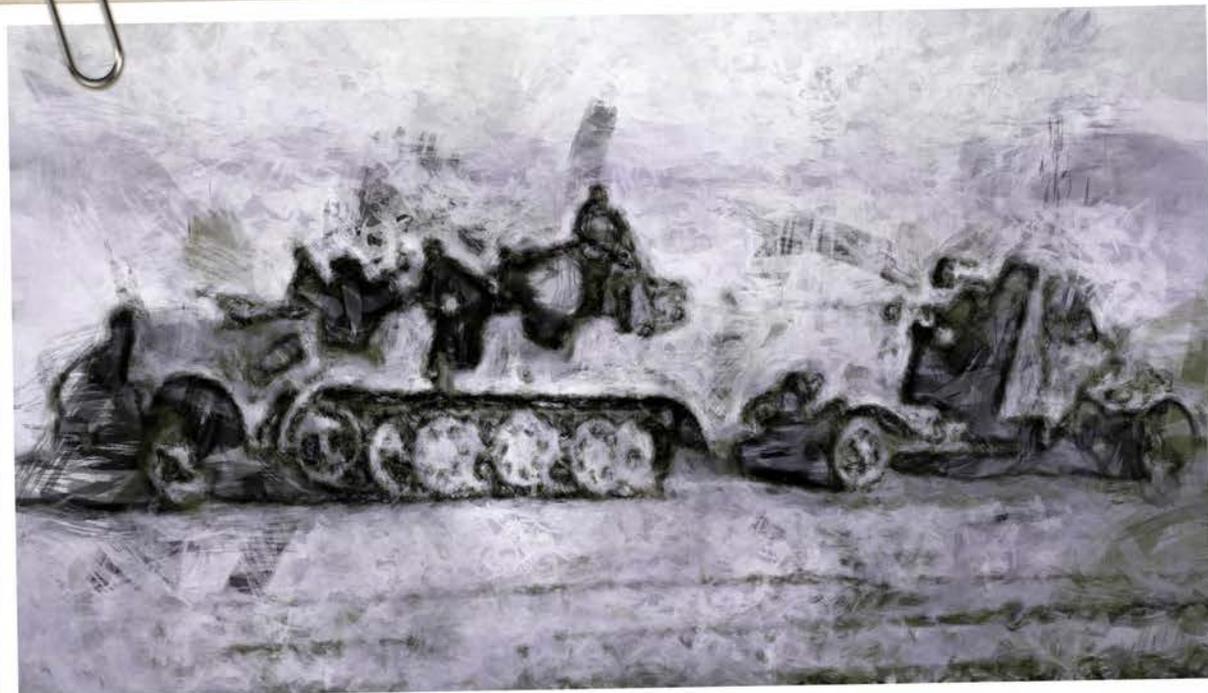


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Using a Half-Track

The Sd. Kfz. 7 (*Sonderkraftfahrzeug 7*) is the iconic half-track used by the German army all through World War 2. In 1939 they're still quite new, and are particularly useful in off-road patrols. The half-tracks in use around Castle Karlstein are all open-top models, and can carry up to 12 troopers. They have a top speed of around 30 mph, and 5/16" (8mm) armour.

SD. KFZ. 7 (SONDERKRAFTFAHRZEUG 7) HALF-TRACK

- Good [+2] Half-Track
- Expert [+4] All-Terrain
- Expert [+4] Towing
- Good [+2] Easy Handling
- Average [0] Speed

The half-track's cab provides some cover (Downshift to ranged attacks) to its occupants and is often mounted with an MG34 machine gun (+4 damage modifier, *Autofire, Stability*). For more information on vehicles in Conflict see page 19.

Appearance: Schlachter is almost the parody of an evil scheming SS officer. He is highly educated, yet with a terrible cruel streak: his flabby face is twisted in a sneer, and crossed by a long duelling scar. He is overweight, and limps heavily on his right leg; nevertheless some of his younger muscle is still there, and he can pack a punch from his old boxing days. He knows enough English to gloat and sneer effectively.

THE GESTAPO IN KARLSTEIN

The "Stapoleistelle Karlstein" is the local office of the Gestapo, the secret police of the Third Reich. In summer 1939 these are a plain-clothes outfit, typically fond of black leather trench coats and fedoras, and are rightly feared. Since the Occupation, they've taken over the former local police station in Karlstein village, and are now an ominous and oppressive force in the middle of the community.

Characters who are captured by the Nazis in or around Karlstein will likely end up at the hands of one of the Gestapo interrogators in the Karlstein bureau...

Gestapo Officer

Inspektor Schleicher has two Gestapo officers working for him, both of whom enjoy their jobs... no matter who they have to lean on or intimidate. They're from the Third Reich, but enjoy pushing around the three local Bohemian police officers who now have to work under them.

GESTAPO OFFICER

- Good [+2] German Secret Police
- Expert [+4] Intimidation
Technique: Scaring the Locals
- Good [+2] Uncovering Secrets
- Average [0] Marksmanship
Technique: Pistol
- Poor [-2] Feared By Everyone

Weapons: The Gestapo carry a *Mausers C96 pistol* (+2 damage modifier)

Appearance: Black leather trenchcoat and fedora...

**Inspektor Hans Schleicher,
Inspektor der Sicherheitspolizei und
des SD (“Inspector of the Security
Police and Security Service”)**

Inspector Schleicher is head of the Karlstein Gestapo office, located in the commandeered police station in the village rather than up in the castle. He’s officious, observant, pedantic, and a thoroughly nasty piece of work.

INSPEKTOR HANS SCHLEICHER

- Good [+2] Senior Gestapo Officer
- Good [+2] Intelligent and Efficient
- Expert [+4] Observant
- Expert [+4] Lurking
- Expert [+4] Intimidation

Technique: Interrogation

- Average [0] Sharpshooting

Technique: Pistol

- Poor [-2] Pockmarked and Ugly

Weapons: The inspektor carries a *Mausers C96 pistol* (+2 damage modifier), usually with an attached stock

Appearance: Schleicher’s face is pockmarked from childhood diseases, and his teeth are protruding, yellow, and stink. He uses both these features to great effect in his interrogations. He has a disconcerting habit of turning up silently and lurking in the shadows in his trenchcoat, eavesdropping on conversations. He doesn’t miss a trick.

THE CZECH RESISTANCE

All types of people belong to the Czech resistance—some overtly, openly fighting against the Nazi occupation, others covertly, going about their everyday lives but doing what they can to fight against the occupiers. The following are some of the more helpful resistance members the characters may meet.

Typical Resistance Fighter

These come from all walks of life. Those still alive are suspicious to the point of paranoia, alert, stealthy, and ruthless. They’re generally also cool-headed and brave, and able to bluff their way before their German occupiers—something the characters may find difficult.

RESISTANCE FIGHTER

- Good [+2] Profession (varies)
- Good [+2] Living In Hiding
- Good [+2] Skill With Small Arms
- Good [+2] Sabotage
- Expert [+4] Courage And Conviction
- Poor [-2] Paranoia

Weapons (carried by most resistance fighters): *vz. 22 pistol* (+2 damage modifier)

vz. 33 bolt-action rifle (+4 damage modifier)

Appearance: The typical resistance fighter dresses in the everyday clothes of his profession if he’s “undercover” and still living in the community, or in heavily-worn thick clothing in dun colours if he’s hiding out and living off the land. Resistance fighters are typically very alert, but also generally very cool, and good at bluffing.

**Vaclav Zajic,
Head of the Local Resistance**

Vaclav Zajic is a former schoolteacher in the Karlstein area and now on the run for his life. He is the only member of the local resistance who knows the heads of all the local resistance cells (groups of a handful of people), as well as being one of the few who knows how to contact the Three Kings. He makes a habit of using captured German weapons he’s taken from soldiers he has killed as a matter of pride. He is supportive of Father Andrej’s rescue attempts, but insists that both adults and children should be rescued; this has led to friction within his resistance group, and he and Father Andrej are currently not on good terms. Secretly, Zajic doubts Father Andrej’s sanity.

**VACLAV ZAJIC,
HEAD OF THE LOCAL RESISTANCE**

- Good [+2] Guerrilla Warrior
- Expert [+4] Frightening Dedication
- Expert [+4] Large and Powerful
- Good [+2] Faster Than He Looks
- Good [+2] Cunning
- Good [+2] Shooting

Technique: Captured German Weapons

- Poor [-2] Most Wanted
- Poor [-2] Paranoia

Weapons: *MP38 Maschinenpistole SMG* (+2 damage modifier, *Autofire*)

Luger P08 pistol (+2 damage modifier)

Appearance: Zajic is a large, heavy-set man with a perpetual frown and a distant look. Despite his size he is surprisingly agile. The amount of killing he has done has left him with an oppressive aura which many meeting him for the first time find off-putting. Those who know him well, however, know his intentions are pure, and are ferociously loyal.

Helena Svobodova, the Spy in the Castle

Helena handles deliveries from the village to the castle, and is generally trusted (and flirted with) by most of the soldiers—the Svobodovs are a local family of grocers. She works for the resistance secretly, and may be the first person to alert them of the characters' arrival.

HELENA SVOBODOVA, THE SPY IN THE CASTLE

- Good [+2] Spy For The Resistance
Technique: Eavesdropping
- Expert [+4] Charming and Attractive
Technique: Flirting With Danger
- Good [+2] Trusted By The Nazis
- Good [+2] Nimble
- Good [+2] Sneaky
- Good [+2] Dedicated
- Poor [-2] Family In Harm's Way

Weapons: Helena is normally unarmed, but in a desperate situation she can get a *vz. 22 pistol* (+2 damage modifier) from her resistance contacts

Appearance: Helena is an attractive young woman who has probably only escaped molestation at the hands of the occupying troops because of her constant flirting with Captain Kratz, the castle commandant. She's playing a dangerous game with him, however, occasionally eavesdropping or obtaining information from the castle which would get her summarily executed if found out. She goes up to the castle almost every day—usually with special deliveries for the captain.

THE THREE KINGS

The “Three Kings” (*Tri kralove*) is probably the most famous Czech anti-Nazi resistance group currently active in the Protectorate, comprising Josef Masin, Vaclav Moravek, and Josef Balaban. The group was established earlier this year (1939) when Nazi Germany annexed Czechoslovakia; since then, their most important task has been to maintain radio contact with Frantisek Moravec in Great Britain, with whom they can verify the identity of the characters. They also liaise with an extensive spy network within the Protectorate, including a rumoured Nazi agent codenamed “A-54” located in northern Prague, and organise sabotage operations. They're national heroes, and of course at the very top of the Nazi occupiers' wanted list.

Josef Masin, “the Father”

Josef Masin (born August 26, 1896) is a former Czechoslovak army officer. He fought in Russia (1916-1921), and later commanded an artillery regiment; since the occupation, he has been working in the resistance with Josef Balaban and Vaclav Moravek, undertaking intelligence gathering and sabotage missions.

Josef Balaban

Josef Balaban (born June 5, 1894) is a former Czechoslovak staff officer and lieutenant colonel in the Ministry of Defence. He's currently a leader of the resistance group *Obrana Naroda* (“Defence of the Nation”), established by former army officers, and has formed the Three Kings with Josef Masin and Vaclav Moravek.

Vaclav Moravek

Vaclav Moravek (born August 8, 1904) is a former pistol-shooting champion and staff captain of the Czechoslovak Army—his motto is “I believe in God and my pistols”! He has been working as a clerk in the labour office in the town of Kolin since being demobilised after the occupation.

Moravek is a founder of *Obrana Naroda* (see above), and a key member of the Three Kings. He's known for his incredible bravery and daring—sometimes bordering on the foolhardy. Once, when smuggling explosives to Prague by train from Yugoslavia, he was stopped and searched by a German police officer at Prague railway station. When challenged, he calmly replied “what may look like explosives to you, are in fact ordinary centrifuge transmitters”. Amazingly, he was allowed to pass!

Appendix One: Pre-generated Characters

Even as early as 1939, it's clear the Third Reich is up to some pretty weird stuff, and their activities have come to the attention of numerous interested parties in Great Britain, the United States, France, the Soviet Union, and elsewhere. It's possible that all manner of people might be interested in the rumours coming from Castle Karlstein.

For the purposes of providing pre-generated characters for the Section D "operations group", however, we've taken a relatively low-key approach. We've provided a local resistance specialist (a woman!), two military specialists, and one secondment from the US War Department's Military Intelligence Division, better known as G-2, who at this point is the only character who is looking for something more than currently meets the eye.

The future of the *Zero Point* campaign is going to get very grisly very quickly, and by the end of it no investigator will be a stranger to the abysmal evils being perpetrated across the war-torn world. For now, though, *Three Kings* provides a beginning...

Gear

For the *Operation: Three Kings* mission, each investigator is issued with the following items of basic gear in addition to weapons and ammunition:

- 2 hand grenades (Impressive [TN 15] Explosives)
- 1 dagger (+2 Damage Modifier)
- 1 water bottle
- 1 gas mask
- 1 entrenching tool
- 1 potassium cyanide "L-pill"
- 1 haversack containing:
 - » 2 packs of 24-hour rations (including tea)
 - » 1 ground sheet
 - » 1 enamelled mug
 - » 1 mess tin
 - » 1 collapsible stove
 - » 1 tin of fuel blocks
 - » 1 tin of water purification tablets

The operations group as a whole also carries the following equipment. Let the characters decide which of them should carry these items.

- 2 compasses
- 1 map set, showing the Karlstein area (see **Appendix Two**)
- 1 pair binoculars
- Wire cutters



Special Agent Nathan Chance, “the Professor”

The Military Intelligence Division of the US Army is in a shaky state at the start of 1939, with minimal staff and relatively unsophisticated operations. Nathan Chance is a civilian working for the MID (also known as “G-2”) gathering intelligence on some of the weirder activities going on in the Third Reich—things such as expeditions by the Ahnenerbe, Nazi research into the occult, and alleged secret weapons projects. Officially he still works as a lecturer in archaeology and anthropology at the Miskatonic University in Arkham, but recently he’s been seconded to Section D of the British Secret Intelligence Service in London—also known as MI6—as a “hands-on” liaison between the British and US intelligence efforts. Typical of the confusing intelligence situation in 1939, Chance has been appointed “group leader” for the *Three Kings* operations group—something which some of the Brits think is “damned irregular” and “needs sorting out”—though it remains to be seen how well he can lead those under his command.

- Good [+2] Occupation: Professor of Anthropology
- Good [+2] Nationality: New Englander

- Good [+2] Personality: Attentive
- Good [+2] Occult Lore
- Expert [+4] Keen Intellect
- Good [+2] Reading People Like Books
Technique: First Impressions

- Average [0] Speaks French
- Average [0] Speaks German

Miscellaneous: Nathan’s Occult Lore covers a variety of magical traditions and supernatural mythology from different cultures, with a smattering of “true” magical knowledge.

Weapons: Nathan carries a *Browning M1911 .45 Automatic Pistol* (+2 damage modifier, *Deadly*) and a *Thompson M1928A1* (+2 damage modifier, *Autofire, Deadly*)

Appearance: Chance is a clean, preppy type in his mid twenties, with a bookish air which sometimes gives way to a deep, penetrating, and even haunted stare. He’s a good listener—even when you don’t think he is—and a great reader of people. He becomes terribly earnest when talking about the dreadful things the Nazis might be up to—frighteningly so.

Margareta Novakova-Sedley, “the Girl”

Margareta Novakova-Sedley is a 22 year old intelligence specialist from Section D’s research division. Moderately attractive but inclined to dress like a librarian, she’s half Czech (on her mother’s side), and fiercely patriotic. She requested a transfer to more active duties when the Nazis invaded Czechoslovakia, and is attempting to learn the skills she’ll need in the field as quickly as possible, despite considerable resistance from the more conservative members of the intelligence establishment. She has become an expert on the nascent Czech resistance, and knows some of them personally (she calls Frantisek Moravec “uncle”). All the British soldiers call her “Miss”.

- Expert [+4] Occupation: Intelligence Specialist
Technique: Research
- Good [+2] Nationality: Half-Czech From Britain
- Good [+2] Personality: Determined
- Good [+2] Small But Tough

- Good [+2] Field Training
Technique: Observation
- Good [+2] Contacts In the Czech Resistance
- Average [0] Bilingual (Czech/English)
- Poor [-2] Petite

Miscellaneous: Margareta’s job as an *Intelligence Specialist* is mostly desk-work: research, analysis and cryptography but she’s been working hard on *Field Training* for small arms training and surveillance.

Weapons: Margareta carries a *Browning Mk I 9mm Automatic Pistol* (+2 damage modifier) and a *Thompson M1928A1 SMG* (+2 damage modifier, *Autofire, Deadly*)

Appearance: Very petite and even frail-looking, with dark hair and pale skin. Nevertheless she has amazing willpower and an endurance belied by her frame. Only time will tell how she’ll bear up under real pressure, but she’s determined to give it a try!

Sgt. Jack “Killer” Killarney

“Killer” Killarney is a 32-year old British Army sergeant assigned to Special Operations with Section D, and one half of the soldierly contingent to the mission. Born in Londonderry, his enthusiasm for violence stems from his early life in the 1920s and the Irish civil war; his hand-to-hand combat skills are second to none. Since then he’s grown tired of the problems afflicting his much-loved homeland, and now uses his undoubted abilities in what he regards as a greater cause. He regards the leadership “structure” of the mission with some weariness; while he’ll follow Chance’s orders, he considers himself and Ferret Farnsworth the only “proper” soldiers in the operations group, and will be very frank with his opinions if he thinks Chance is going astray.

- Good [+2] Profession: Army Sergeant
- Good [+2] Nationality: Irish
- Good [+2] Personality: Fearless
- Good [+2] Powerful Build

- Good [+2] Hand-To-Hand Combat
Technique: Fisticuffs
- Expert [+4] Precision Shooting
- Average [0] Surprisingly Fast
Technique: Dodging
- Poor [-2] Blunt Manner

Weapons: Sgt. Killarney is heavily armed, and carries a *combat knife* (+2 damage modifier), a *Browning Mk 1 9mm Automatic Pistol* (+2 damage modifier), a *Thompson M1928A1 SMG* (+2 damage modifier, *Autofire, Deadly*) and a *P14 Sniper Rifle* (+4 damage modifier, *Scope*)

Appearance: Jack is a big lad—over six feet tall and powerfully built—although he can move surprisingly quickly when he needs to. He has a shock of blond hair, and is usually clean-shaven. Some people have compared him to a leopard or a panther—he always seems about to pounce.

Corporal Ron “Ferret” Farnsworth

Every army unit needs someone who can whistle up essential supplies out of thin air—and Ferret Farnsworth is that someone. He’s a wiry-looking cockney who’s much tougher than he looks, cocky and always joking, and very light-fingered indeed. He’s ended up in Special Operations rather than facing court martial for appropriating army property—although he’s looking forwards to appropriating what he can behind enemy lines. He’s no hero, but he keeps a clear head when there’s violence. He can fix almost anything—and if he can’t, he can usually steal (or even make!) a replacement.

- Good [+2] Profession: Sticky-Fingered Soldier
- Good [+2] Nationality: Cocky Cockney
- Good [+2] Personality: Cool-Headed
- Good [+2] Mechanically Gifted
Techniques: Jury Rigging; Lockpicking
- Good [+2] Driving
- Good [+2] Tough as Nails

- Average [0] Handsome
- Poor [-2] Not So Smooth Talker

Weapons: Corporal Farnsworth carries a *.455 Webley Mk VI Service Revolver* (+2 damage modifier, *Deadly*) and a *Thompson M1928A1 SMG* (+2 damage modifier, *Deadly, Autofire*). He also carries a *combat knife* for backup (+2 damage modifier)

Appearance: Ferret is as ferret does—Ron is always checking out his surroundings, picking things up, “accidentally” pocketing things he thinks might come in useful later. If he has a shortcoming, it’s an alarming propensity to “clank” at inappropriate moments—his pockets invariably fill up with all manner of bric-a-brac and components. He’s quite handsome, in a weasely kind of way, although he tends to clam up when put on the spot or embarrassed—he definitely does not have the gift of the gab, although that doesn’t stop him trying.

Appendix Two: Operational Briefing



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HEADQUARTERS SECTION D
OPERATION "THREE KINGS"

Commanding Officer's Briefing
0915 Hours, 3 July 1939

/1939/CZE73.D

Section-7 Report:

The Protectorate of Bohemia and Moravia ("Protektorat Böhmen und Mähren; Protektorát Čechy a Morava") is the new name for a large part of what was previously Czechoslovakia. It was established on March 15 1939 by Adolf HITLER in a proclamation made from Prague Castle, incorporating it as an official part of "Greater Germany". Mr HITLER appointed Mr Emil HACHA, the



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former Czechoslovak president, as president of the new protectorate, but it is clear that it is being administered by Nazi party officials under the new "Reichsprotector" Konstantin VON NEURATH. The same proclamation banned all political parties and removed legal status from the Jewish population.

The population of the Protectorate is being mobilised to work for the economy of the Third Reich, and many workers have been transported into the territory of Germany. Rationing has been introduced, and shortages are widespread.

The German occupation does not appear unduly harsh. Major industrial plants such as SKODA, which manufactures products such as tanks and artillery, are still operational. There is talk of switching plants over to manufacturing goods according to German designs.

The Protectorate of Bohemia and Moravia comprises two regions (or "Länder", in German): Bohemia ("Böhmen") and Moravia ("Mähren"). Each region is divided into districts ("Oberlandratsbezirke") and sub-districts ("Bezirke").

The capital of the Protectorate is Prague ("Prag" in German, "Praha" in Czech), the cultural and political heart of the Czech people. It is popularly called the "City of a Hundred Spires". It lies on the Vltava river in central Bohemia. With a population of 800,000, it possessed a large German-speaking minority even before the Occupation, and a significant Jewish population.

Whilst considered part of Greater Germany, since the occupation the Protectorate has been assigned its own money (Crowns, or "Koruna") and stamps.

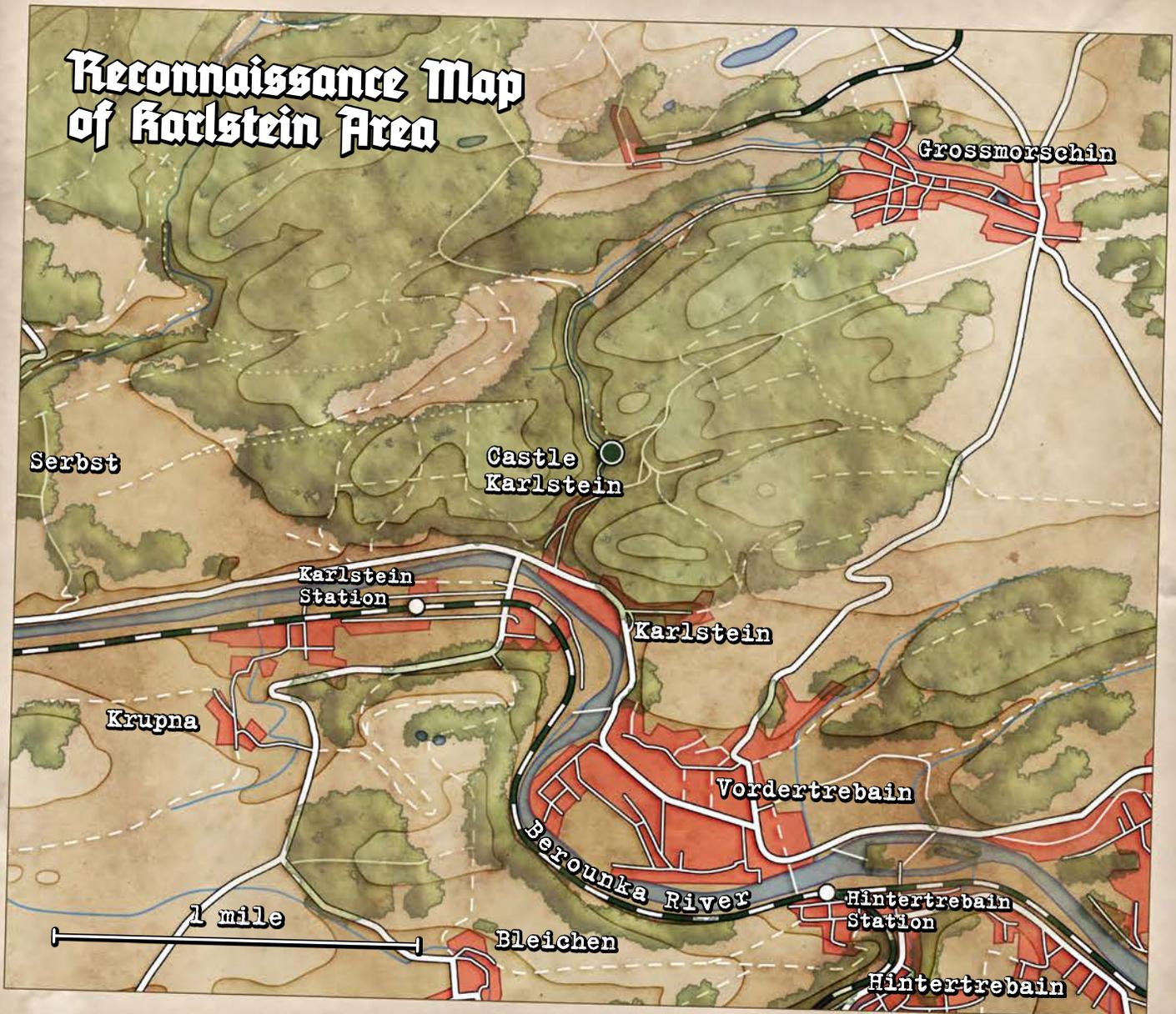
Section VIII Report:

Not everyone has accepted the Nazi occupation. At the time of the German annexation of the Sudetenland from Czechoslovakia in October 1938 (see briefing 1938/CZE45.D "The Munich Agreement"), the former Czechoslovak Republic president Mr Edvard BENES resigned, and has since been in exile in London. Mr BENES has been working to establish a Czechoslovak "government-in-exile", and is negotiating for international recognition.

Mr BENES has been working with Mr Frantisek MORAVEC, head of Czechoslovak military intelligence, to organise a resistance network in the former Czechoslovak Republic, comprising elements of the former army command, political activists, social democrats, and leftist intellectuals, including educators and trades unionists. The resistance situation in the Protectorate

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Reconnaissance Map of Karlstein Area



is dangerous and complex. However, with guidance from London, these elements are beginning to coalesce into a "Central Leadership of Home Resistance", known by the Czech initials "U.V.O.D.", intended to operate as a shadow government until the republic is liberated. A fourth resistance group comprises elements of the underground Communist Party of Czechoslovakia (now underground), whose leaders moved to Moscow following the Munich Agreement. It does not come under the U.V.O.D. umbrella.

In addition to mediating communications between the nascent government-in-exile in London and Prague, the U.V.O.D. is also transmitting military and

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intelligence reports to London using a secret radio station. This station is also capable of broadcasting to the Czech people, and makes morale-boosting announcements.

The U.V.O.D. has recently communicated to London station that a resistance member Father Andrej CERNY (Codename: ANGEL), former priest of the village of KRUPNA in the vicinity of the German-occupied castle KARLSTEIN (see map), has information concerning atrocities committed by German forces in the KARLSTEIN area. The KARLSTEIN area falls in the area of activity of a new resistance group known as the THREE KINGS.

Section D Analysis:

Further to previous intelligence reports concerning German experimental medical and scientific research conducted on captive test subjects, London station (S.I.S.) considers it appropriate to investigate German army activities at castle KARLSTEIN and to make contact with the THREE KINGS resistance group. Authorisation is given to sabotage and terminate German activities at castle KARLSTEIN if OPERATION: THREE KINGS group leader considers it appropriate.

*Inform me of the nature of these
atrocities soonest. What the hell are
they up to now?
C.*

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