

WORLD WAR CTHULHU



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N - A quick note to let you know that all is proceeding well on the matter we discussed last week. Also, you might find it interesting to arrange an interview with Flight Lieutenant Richard Hutchinson of 542 Squadron. He had a funny turn in his Spitfire over the North Sea - claims the water below became a writhing mass of something 'unnatural', and it 'saw' him. The shrinks won't let him fly, but they won't commit him either - he's otherwise perfectly sane and has found himself in a kind of limbo. The other tricky part is that he has refused to fly back over that patch of sea again, which is a bit of a problem for a Coastal Command pilot. I think he might be of interest to you and, due to the complications, his CO would be glad to be rid of him. I'll be in touch in a fortnight. GRL

To safeguard its collection in the event of fire or incendiary bomb damage, the British Library has taken the precaution to move some volumes to safe storage facilities outside London. A vehicle carrying a dozen crates of rare books broke down outside Coventry, and while the driver went to summon assistance three crates were removed from the lorry by persons unknown. The police have been informed.

A full list of the missing books will be circulated as soon as it is available, but until then, you are asked to remain vigilant for suspect persons attempting to sell such books, especially in cases where the seller is clearly unaware of the value of what they offer.

N, this was sent to all second-hand book-sellers and reputable antiques dealers last week. My contact at the BL says he is not sure what was in those boxes, but he cannot trace their copy of the *Book of Yoth*. Lorry driver also said to be suddenly very sick. Something's afoot.

- Leo

* * F I E L D R E P O R T * *

The *Baptiste* - a French fishing boat SOE converted for use delivering agents across the Channel - failed to return from its mission three nights ago. Such a delay was not unusual; German naval patrols in the Channel or bad weather can prevent a crossing, but this morning an RN destroyer picked up a man floating in the water. He was identified as Peter Monroe, one of the men off the *Baptiste*. As soon as he is well enough to be moved, I shall arrange to have him sent up to London for debriefing, but I managed to sneak into the naval hospital and questioned him briefly.

The poor chap raved about a storm that blew them to "strange seas" and how they landed on an "island of green stone" where there was a tower or lighthouse as well as "pits". As far as I can gather, most of the crew of the *Baptiste* were dragged or thrown into these pits. I am quite unable to reconcile Monroe's (admittedly deranged and incoherent) account with the geography of the English channel - either he is wholly insane, or that storm blew them out of our reality altogether!

You might think that an entirely fanciful theory, but I offer two pieces of hard evidence in support of it. First, when they pulled Monroe out of the water, he had clutched in his hand a chunk of greenish stone that I am as yet unable to categorise. (The traces of organic matter clinging to it, though, were clearly matted blood, hair and bone fragments, probably flakes from a skull). Second, the *Baptiste* left port three days ago, but when he was found, the formerly clean-shaven Monroe had an unkempt beard that must have taken at least three months to grow.

Intriguing - arrange debrief through TC. *N*



While I have yet to find an eyewitness to the event, I have heard similar accounts from other Greek soldiers who fought in the Battle of the Metaxas Line in April of 1941, when the German forces invaded Greece. The Metaxas Line is a string of fortresses and bunkers along the Greco-Bulgarian border. The Line held against the invading forces for some four days before breaking, and some outlying emplacements endured even longer. The attackers deployed dive bombers against certain hardened positions (to weaken them before sending a ground assault) and it was at one of those fortified emplacements that the event took place.

The bomber attacked shortly after dawn, dropping a series of explosive devices on the mountainside around the fortress. One blast triggered a landslide, tearing thousands of tons of rock and earth away and exposing what most accounts call a 'tomb' or 'door' of tremendous size. What happened next is uncertain, but it seems the portal of the structure opened and something emerged. Again, I have yet to find an eyewitness, or even a second-hand account that even attempts to describe that which emerged; I can, however, confirm that the remaining garrison of the fortified emplacement were all killed. A German soldier who surveyed the scene afterwards reported that the garrison had expended thousands of rounds of ammunition and their entire stock of mortars and other explosives, apparently without effect.

Presumably, this 'door' or 'tomb' remains exposed on that remote Greek hillside. Whether the resident of the tomb returned there after attacking the garrison, or if it lumbered off down the valley to vanish in the waters of the Adriatic, I cannot say.

A superstitious tale to explain/excuse losses? Unconvinced, but worth a quick check if opportunity presents. N

the gentleman who sheltered us was a veteran of the Great War, and had in fact fought at the Battle of the Somme. He told us - one hesitates to say regaled us - some tales of his experiences there, and one in particular struck me as unusual. "At night," he said, "we would hear the shrieks and calls of des ghoul's as they emerged from fissures and bomb craters in 'no-mans-land'. The battle was a banquet for them, of course, and they dug tunnels up that intersected with our trenches."

He was quite matter-of-fact about this, as if subterranean cannibal monsters were just as much a part of war as trench foot and shell shock.

"A friend of mine was an artillerist, and he said that the creatures sometimes crept back through our lines and passed on remarkably accurate firing instructions to him. He would then direct shell-fire onto the German lines, and des ghoul's would have their fresh meat once the smoke cleared. Of course, I don't doubt that they were passing similar information onto the other side."

I should note that I was part of the British Expeditionary Force, and I saw German artillery units digging in before bombarding our position. At the time, I assumed they were simply fortifying their positions in the event of counter-attack, but now I am not so sure

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N,
 In reference to the list you sent me last month of proposed Special Operations Executive parachutist missions, I draw your attention in particular to Number #4. The objective there is within twenty miles of Villenburg Castle, a medieval fortress with a peculiar reputation. A former member of the Villenburg family, Johannes, claimed to have mastered the secret of the Philosopher's Stone and could transmute base metals into gold as well as prolong his own life indefinitely. Johannes vanished in 1751 (devoured by invisible mouths, according to one biographer), and his laboratory-tower in the castle has remained sealed to this day. The Villenburg family abandoned the castle more than hundred years ago, leaving only a handful of servants to maintain the crumbling edifice. Tales of strange sounds, mysterious disappearances and blasphemous rites cling to the castle like an unwholesome odour, and some claim that the castle is the gateway to a network of underground passageways or caves. Before the war, I wrote to Elena Villenburg; I claimed to be a historian, and asked for permission to visit the castle and examine its records. She refused, and hinted obscurely that attempting to enter the castle without her permission would be extremely unwise. I suggest, therefore, that reconnaissance of the castle be added to the itinerary of any agents assigned to Mission #4. We can, perhaps, claim that they are to dynamite the castle before the Nazis use it as a base of operations, or tell them that the underground vaults might be an excellent place to hide a radio set.

Agreed. N

Scheduled transmission from STATIONER last night was indecipherable due to radio interference from another transmitter on the same frequency. Triangulation suggests second transmitter is close to the location from which STATIONER attempted to broadcast. STATIONER is unable to identify any source of interference.

The radio operator charged with transcribing STATIONER's cyphertext claimed to hear 'voices' in interference. The operator has since been relieved of duty due to extreme spontaneous nervous exhaustion. Before being relieved, she made a partial transcript of the 'voices'.

Transcription begins: PH NGLUI MGLW
 NAFH CTHULHU RYLEH WGAH NAGL
 FTHAGN.

Other operators are now exceedingly nervous at prospect of hearing similar 'voices'. Please advise next action.

POLISH REFUGEES GATHERING OUTSIDE HOUSE

For the past three months, on the nights of the full moon, an elderly Polish priest, Fr. Iwanicki, has led a procession of refugees and other Poles through the streets of London. This procession always ends outside a particular house near Hyde Park — number 23, Leinster Gardens. The priest refuses to discuss the nature of this cryptic procession, despite complaints from ARP Wardens that the lights carried by the congregation are in contravention of blackout regulations.

My inquiries among the Polish community were less than successful, as any mention of the formidable Fr. Iwanicki would result in an instantaneous loss of the ability to speak English, no matter how fluent the subject of my interrogation had been a moment ago. I was able to learn that several children belonging to refugee families have allegedly gone missing since they arrived in London, although no such disappearance were reported to the Metropolitan Police.



During the most recent Blitz, our flak guns crippled the engines of a German Heinkel He 111 bomber. The pilot was able to crash-land successfully in a field in Wiltshire, and the crew subsequently surrendered to the authorities. During interrogation at Doncaster, the navigator, Oberleutnant Lohrenz, described seeing flying monsters several times during bombing missions. These creatures did not have wings or any other discernable method of flight, but seemed to be able to suspend themselves amid the clouds. These entities were, he said, seen by him and some other Luftwaffe officers as a good omen, and that any mission in which they glimpsed these creatures would be a fruitful one by which he meant highly destructive and resulting in great loss of life.

None of the other prisoners admitted seeing such creatures, and the general consensus was that Lohrenz was a little mad.

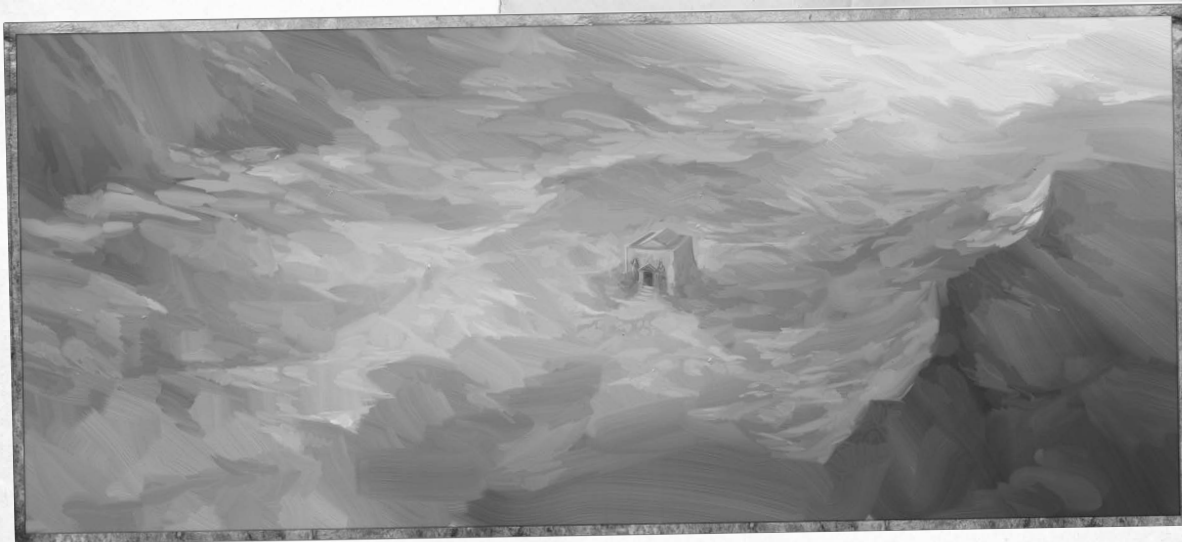
The other prisoners were all transferred to the holding facility for officers at Grizedale Hall in Lancashire. However, on arrival, it was found that Lohrenz had escaped or vanished. A full-scale search is underway, but as yet has found no sign of the escaped airman. However, one witness reported a fast-moving cloud that briefly enveloped the Doncaster facility during the night.

Attempt cautious verification from RAF sources. N

Elements of the 3rd Company, 11th Hussars reported the discovery with a 'ruin of black glass' in the depths of the North African desert. I was able to obtain the map coordinates in exchange for a bottle of rather excellent whiskey that I was sorry to lose.

There, a hundred miles north of the Siwa Oasis, I found the obsidian ruin they spoke of, poking out of the sands like the bones of some leviathan. The blocks of black glass that made up the shattered walls of this ancient site were covered in complex marks, which reminded me more of Sanskrit than any mode of hieroglyphics. I took rubbings of the most intact blocks which I shall send to you by separate courier. I also found what seemed to be to be a map of the lands around the Mediterranean, although the coastlines differed considerably from what they are today - and one is reminded both of the theories of continental drift, and the tales of the great flood that changed all the lands. There were markings on the map, and I intuited that the ruin where I stood matched the location of one such marker. Could the others also mark the site of similar ruins? I leave the unraveling of that mystery to your agents, my friend.

I have a second bottle of said excellent whiskey; perhaps we can share it when I next visit London?



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A black and white photograph of a vintage typewriter. A sheet of white paper is inserted into the carriage, and the text "Part One: Introduction" is printed on it. The text is centered and flanked by two horizontal dashed lines. The typewriter's mechanism, including the typebars and carriage, is visible. The background is a dark, textured surface.

Part One: Introduction

• INTRODUCTION •



WHAT IS WORLD WAR CTHULHU?

The 20th century saw conflict on a larger scale than ever before. The level of destruction was devastating and the cost in lives beyond tragic.

With war comes chaos and disruption. Dark days with deep shadows. In this confusion, things that must usually hide themselves away need not be so careful. Plans that moved slowly to avoid attention can be accelerated. For the agents of ancient god-things, war brings opportunities that they will not pass up.

World War Cthulhu is a line of settings for the *Call of Cthulhu* roleplaying game. Each setting examines a different 20th century conflict and the ways in which the agents of the Cthulhu Mythos try to take advantage of the situation to further their own ends. *The Darkest Hour* is a core book in our World War Two setting. The line will also include core settings in World War One, The Cold War and World War Three.

THE DARKEST HOUR

In *The Darkest Hour*, players will take the role of people exposed to the secret horrors of the Cthulhu Mythos¹. Recruited into the network of N, a British Intelligence spymaster, wartime investigators come from a wide range of backgrounds in espionage, the military or civilian life. They are tasked with fighting a hidden war on two fronts: against the Fascist forces and the insidious Mythos menace.

From the bombed-out cities of occupied Europe to ancient ruins revealed by shifting North-African sands, investigators must overcome their fears to combat both human and inhuman threats, knowing that to falter against either invites a terrible fate.

This book provides everything players need to create wartime investigators – a full character generation chapter, a primer on intelligence work to get them up to operational speed and a briefing on small unit tactics, just in case.

Keepers have their own section presenting advice on running games in the setting, a guide to key operational theatres for British intelligence, Mythos threats, rules and equipment, as well as a campaign.

The Darkest Hour will concentrate on Europe in the earlier part of the war – we will visit wider geographical areas and the late war in future expansions. We will also be publishing scenarios, both in print and electronic formats. We'll also publish a free scenario or two – take a look at www.cubicle7.co.uk for more information.

The default set-up has the characters caught up in the web of a spymaster, although you can substitute your own invention if you prefer.

The purpose of our spymaster is to provide a reason for the characters to work together, a reason (and the means) to travel to where the Mythos investigation needs to happen, and an added incentive not to give up!

CTHULHU MYTHOS

In *The Darkest Hour*, the Mythos threat is one half-glimpsed, lurking in the shadows, the province of the distrusted and insane. Most Mythos encounters will be with its mortal pawns. The unnatural and weird

1. For the sake of convenience, and mostly accurately, we'll use that term to summarise a whole range of weird eldritch terrors.

is very much on the outside of society. The sidelined, impoverished and degenerate are its most frequent congregation. The appeal of the Mythos is primal, primitive and unsophisticated – it is the deranged dissolute and the hopeless dispossessed in life's margins that are susceptible to its call. And the relationship is very much one-way. The humans are the puppets, no matter what they might think.

Creatures of the Mythos are unknowable and incomprehensible. Their goals and desires are beyond our understanding. Their plans move on a timescale of millennia, and they do not care or even notice the hopes or entreaties of the human race.

A modern, sane person recoils from these abominations instinctively, and on a deeply-buried level. The human mind provides its own protection in the form of rationalisation, amnesia and in extreme cases madness.

The vast majority of people would disregard even the most compelling evidence of the existence of Mythos creatures. Even the physical remains of the most unnatural kind can be attributed to a 'freak of nature', or a mysterious denizen of the deep.

NAZIS

The Holocaust and other atrocities are too awful, important and demanding of respect that we have tried to treat anything that touches on these subjects with sensitivity.

The Nazis were a human evil, and we have taken care not to include any material that could be seen to provide a rationale for their crimes.

Nazi investigations into the occult are treated here as they occurred historically – an attempt to find evidence of Aryan superiority, combined with a love of ritual, elitist cliques and the socially-useful idolisation of a semi-mythical pastoral past. That doesn't preclude individuals stumbling over some Mythos artefact or activity but, in all but the most psychopathic of people, human instinct to avoid or oppose the threat would kick in, rather than a counter-intuitive attempt to subvert the Mythos for the good of the Reich.

MOOD

The Darkest Hour is set against a background of utmost desperation. Britain stands isolated against a Europe overcome by the forces of fascism. As agents engaged in espionage, investigators are in incredible danger – paranoia and suspicion should never be far from their minds. As part of N's network, they have an even wider range of enemies hunting them – cultists, Abwehr, Gestapo and more.

Trust will be in short supply. The consequences of failure are terrifying. Victory is all that matters, and everyone must fight in the best way they can.

Only a few know that victory is needed against more than one enemy.





• BRITISH INTELLIGENCE •

A range of organisations fall under the loose heading of 'British Intelligence'. Most of them are fairly new – although intelligence services existed in some form long before the outbreak of World War Two.

In 1909, Britain formed the Secret Service Bureau, which contained no less than nineteen departments. Since these were concerned with military intelligence, they were designated MII to 19, with a few special sections also operating in various niche roles. The Secret Service Bureau dealt with all manner of intelligence work, from detecting enemy operatives to gathering information from its own spies. It was targeted against Germany for the most part, since at that time Germany was the primary threat.

Many of the Military Intelligence bureaus were closed down over time, or merged into other organisations, but two – designated MI5 and MI6 – formed the core of the British Intelligence establishment.

The following organisations are prime recruiting grounds for N, and he constantly monitors their personnel for hints of individuals with the experience he needs.

N'S NICHE

N is a highly successful spymaster, and has carved out a great deal of autonomy through his achievements. As long as he keeps delivering results, he has a very free reign and minimal oversight.

He operates as part of MI6 Section D until July 1940, when that unit became part of the new Special Operations Executive (SOE). It is to these organisations that investigators are seconded when they join one of N's teams. Usually these secondments are open-ended in duration.

MI5

Military Intelligence, Section 5 (MI5) focuses on internal security and the detection of foreign agents. At the time of

its founding, the threat was over-estimated and MI5 was lavishly funded, permitting it to expand into areas that were not strictly speaking within its initial remit. Originally created as a pure counter-espionage organisation, MI5 was able to target internal dissenters and various political threats within the country.

MI5 was successful in exposing many foreign spies during the Great War and the years afterwards. Many of these were German, but Russian agents were of increasing concern after the Communist revolution of 1917. Fears of a Bolshevik uprising in Britain were great during the troubled years of the 1920s, especially once the Great Depression began to bite. MI5 was effective at first, but over time its efficiency declined as foreign agencies became more sophisticated in their methods, and by the outbreak of the Second World War it was unequal to the task at hand.

MI5 was so obviously inadequate in 1940 that the new Churchill government replaced its existing head, Vernon Kell, and then rapidly demoted his replacement. Under the leadership of David Petrie, who came in from MI6, MI5 began to improve in efficiency.

The main contribution of MI5 to the war effort was its handling of 'turned' foreign agents. Rather than simply jailing spies, MI5 offered them inducements of various sorts to start working as double agents. Many volunteered for reasons of their own; others were persuaded or coerced. At this time, several special committees existed to perform special tasks, all identified by Roman numerals. Twenty Committee (XX) was in charge of running turned agents, leading to the term 'double cross'.

Turned agents were used to feed disinformation and misinformation back to the enemy during the war, falsely reporting the accuracy and level of damage cause by bombing raids, or supposed British military activity. These reports were kept plausible by the inclusion of just enough verifiable truth.

Turned agents also provided information on enemy intelligence methods, making it easier to spot agents, and on specific operations. MI5 was able to intercept and capture virtually every German agent sent to Britain



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during the entire war. Most were also turned, providing an ongoing source of information and a conduit for misleading the Nazi government.

MI5 operates in conjunction with the Special Branch of the Metropolitan Police. Its officers have no powers of arrest; that is a police function. In the shadowy world of WWII intelligence operations, this line is somewhat blurred and MI5 operatives might well have to take immediate and direct action against the enemy, but normally the procedure is to gather evidence and then have the spy arrested like any other potentially dangerous criminal.

MI6

Military Intelligence, Section 6 (MI6) was known by several titles during the Second World War, but became generally known as MI6 although its very existence was denied during the war and for many years thereafter. Where MI5 is concerned with 'domestic' matters, MI6 is in charge of overseas operations. As with most nations, the diplomatic service provided a useful cover for operatives, and MI6 was largely involved in rather genteel intelligence gathering through diplomatic and ambassadorial staff as well as more hands-on operatives.

Most of MI6's operations were related to intelligence gathering rather than direct action, and in many cases quite mundane. The economic espionage section collated data on shipping passing through ports and their cargoes, international trade figures and the like, to build a picture of the economic situation from which many conclusions could be drawn. Other sections dealt with counter-espionage operations overseas. Section D was tasked with covert but direct action of a political and sometimes

more or less military nature, and was an immediate predecessor of the Special Operations Executive (SOE).

MI6 was extensively retargeted in the 1930s as Nazi Germany became the obvious main threat, and much of its pre-war anti-Soviet activity was shelved, only to be reactivated in 1944 as the war drew to a close. The very real possibility of a continuation war, this time against Stalinist Russia, made espionage efforts against the Soviets a major requirement. However, the anti-Soviet section of MI6 in particular was heavily infiltrated by Soviet agents.

MI6 was responsible for numerous initiatives, of which the cryptanalysis operation at Bletchley Park was one of the most important. Such was the secrecy of the operation that a government official responsible for reporting to Parliament on the various intelligence operations made a point of doing nothing more than glancing at the outside of the imposing country house that was its home, skipping over the whole operation in his report.

During the war years MI6 collates information from a great many sources, most of which are 'human intelligence', or HUMINT. HUMINT assets include spies and legal observers such as diplomatic staff as well as secondary sources such as foreign newspapers and intercepts of enemy radio transmissions. All this data is collated and compiled, and made available to the military and political commanders or acted upon by covert operatives.

MI6 also conducts covert operations overseas. It is most active in the Far East and the Middle East, and much less so in the Americas where its pre-war responsibilities have been largely taken over by the US intelligence services.

One of the most successful MI5 double agents was GARBO, aka Joan Pujol Garcia, a Spaniard who initially convinced the Germans he was sending quality information from Britain, when in fact he had set up base in Portugal! When MI5 first became aware of him there was some panic as they tried to track down this spy who seemed to be operating on British soil. Eventually he contacted the British authorities and was brought to the UK, where he became part of the double cross system and created an entire network of imaginary agents he 'recruited' within Britain. The information he provided was so trusted that he persuaded the Abwehr to fund his fictitious network to the extent that they paid for the entire work of the Twenty Committee. Garcia was so well regarded by his German handlers he was awarded the Iron Cross, he was also given an MBE by a very grateful British government.



M16 agents were active in many theatres during the Second World War, often in neutral countries. One less well-known operation was the payment of huge sums of money in bribes to influence powerful figures in Spain to ensure Franco's government did not enter the war on the side of the Axis powers. If Spain had entered the war the whole Mediterranean and North African theatre would have been endangered. If the British base on Gibraltar at the tip of the Iberian Peninsula had fallen the strategically important entrance to the Mediterranean would have been lost to the Royal Navy. This could have led quite quickly to other losses, with Malta being the most vulnerable. All told the equivalent of \$200 million in modern terms was spent, a very significant outlay for the cash-strapped British government, to keep Spain neutral and Gibraltar safe.

as naval radar and guns sighting apparatus, NID created a special force of 'Intelligence Commandos' tasked with raiding enemy territory for information – though a certain amount of sabotage and destruction was of course acceptable along the way. A key figure in creating this force (30 Assault Unit) may be familiar to many – one Lieutenant-Commander Ian Fleming RNVR.

An important operation 30 Assault Unit (as this force was known) took part in was the disastrous Dieppe Raid. A force of over six-thousand, mostly Canadian, troops attempted a major assault on the port but was badly defeated, suffering over sixty percent losses. The objective of the small force of 30 Assault Unit commandos was to seize the latest version of the Enigma code machine, if one had been captured it would have been a major intelligence coup. The failed attack and fierce German resistance ensured this was not achieved, adding to the long list of things that went wrong in this engagement.

NAVAL INTELLIGENCE DIVISION (NID)

The Naval Intelligence Division predates most other formal intelligence agencies, dating back to 1882. It dealt with foreign intelligence but also other naval issues including mobilisation, sea trade and a rather wide remit for 'strategy and defence'. By the early years of the 20th Century NID (also known as Room 39 for its location within the Admiralty building) was a major force in all British naval planning and was consulted on matters ranging from ship construction to personnel recruitment and even branch insignia.

During the Great War, naval cryptanalysis, conducted next door in Room 40, was handled by NID with great success. The navy remained the cornerstone of the Empire in the inter-war years; Naval Intelligence was thus at the forefront of British strategy and political decision-making. This role continued into the Second World War, and was expanded to include more direct means.

Recognising the value of captured code books, maps, charts and other hard data as well as instruments such

INTELLIGENCE CORPS

The British Army had a fairly vague and random attitude to intelligence gathering up until the Great War, at which point there was a brief lurch towards a proper intelligence corps. Officers interrogated prisoners and debriefed personnel after an operation, while others were tasked with analysis of photographs taken by reconnaissance aircraft. The experiment was largely successful but no permanent intelligence establishment was created, so at the outbreak of WWII a new corps had to be formed.

Intelligence gathering was distinctly poor in the early stages of WWII. Troops deploying to defend Norway were given information based on the few tourist maps and brochures that were available, and were not prepared even for prevailing weather conditions – information available from anyone who had visited Norway at that time of year. In July 1940, the Intelligence Corps was formally established. Its personnel joined a number of important intelligence and special-operations units ranging from the cryptanalysis establishment at Bletchley Park to the Special Air Service, Long-Range Desert Group



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and the Special Operations Executive. Analysis of aerial photographs became once again an army intelligence function and proved extremely useful as a source of information.

Intelligence Corps personnel worked alongside many other intelligence gathering units during the war. They frequently worked alongside the SOE and were parachuted into France alongside their operatives and some forty percent of Bletchley Park's complement was from this service. In one operation to disable a tank parts factory in France an Intelligence Corps officer, Captain Harry Ree, worked as part of an SOE team. Ree managed to succeed where bombing raids and direct action had failed he managed to persuade the pro-Allied factory owner to sabotage his own business! Ree escaped into Switzerland as he fled from the Nazis, despite having been shot multiple times.

ROYAL AIR FORCE INTELLIGENCE

RAF Intelligence was formed in 1939, largely from personnel who had some gained experience of intelligence work in the rather informal previous environment. Until the formation of a specialist department, intelligence was an odd job given to anyone available, which often meant that an injured or otherwise grounded pilot might serve as intelligence officer until he returned to flying duties.

RAF intelligence undertook a range of information gathering and analysis operations, including analysis of reconnaissance photographs, signals intelligence and estimates of enemy capabilities or intentions based on available information. It supplied personnel to Bletchley Park and ultimately became an integral part of the Air Ministry's planning process.

RAF Intelligence was primarily concerned with matters involving friendly and enemy air power, such as reconnaissance of bomber targets, prediction of enemy bombers' intentions, location of enemy formations and capabilities of their radar equipment. Information gathered

by airborne means but more useful to other agencies was largely dealt with by the relevant units, including the air intelligence component of MI6.

Perhaps the most famous member of Royal Air Force Intelligence is the actor Sir Christopher Lee. His service included time with the Long Range Desert Group and involvement in the Sicily and Italian campaigns. When asked about his exploits during the war Lee replied 'Can you keep a secret?' when told this was the case Lee would add 'So can I!'

SPECIAL OPERATIONS EXECUTIVE (SOE)

SOE was formed in July 1940, at a time when Britain was threatened with imminent invasion. The situation was beyond desperate; the army had lost most of its heavy equipment in France and was inadequate for the task of resisting invasion, and the navy could only promise to delay one for a time. Everything hung on the Battle of Britain, in which an overmatched RAF struggled against heavy odds.

In this environment, it was logical that the first units to be formed were the Auxiliary Units, 'stay-behind parties' intended to cause as much damage and disruption as possible in the wake of an invasion. Parties from the Home Guard were to hide in prepared, concealed locations and emerge after the main enemy forces had gone past. They would then harass supply lines and rear-echelon units.

Also formed at the same time were the Independent Companies, intended to operate more on the lines of guerrilla fighters. The Independent Companies were trained for autonomous operations behind enemy lines or against isolated targets. The aim was to disrupt enemy forces and make the conquest and occupation of Britain as costly as possible. These were the tactics of despair, but they were the only real option available at the time.

SOE was initially conceived as three mutually supporting departments – MI6 Section D, guerrilla warfare research unit MIR (Military Intelligence Research) and the propaganda organisation EH – but as it evolved its nature quickly changed. Propaganda operations were transferred



to the Political Warfare Executive, and by August 1942 the organisation was concerned almost solely with direct operations against the Axis. Its operations were broken down by country and region rather than type of operations undertaken; in many cases these were the same but some theatres had very different characteristics and required a different mode of operations.

MD1 - CHURCHILL'S TOYBOX

One part of Military Intelligence Research (MIR) that didn't become part of SOE was MIR(c), later becoming Ministry of Defence 1 (MD1) a unit devoted to developing weapons for irregular warfare. The unit was also known as 'Churchill's Toybox', due both to the devices they invented and the British Prime Minister's gleeful support. MD1's successes included the sticky bomb, PIAT anti-tank weapon, and Limpet Mines, among many others.

Operations are supported by a research division which collates and analyses all available information as well as creating equipment for operatives to use. Much of this equipment is more mundane than might be imagined, such as (relatively) compact radio equipment and concealable handguns, but some of it is really quite exotic.

SOE was famously instructed to 'set Europe ablaze' by organising and assisting local resistance fighters and by carrying out its own raids. Operations took place worldwide, with varying success, and were generally of a more buccaneering nature than those of other intelligence services.

Where MI6 preferred to quietly obtain information which could be acted upon by the regular armed forces when directed, SOE was charged with causing as much mayhem as possible. This meant at times working with questionable allies such as Bolshevik or Communist groups, of which the British government officially disapproved. As far as SOE was concerned, it does not matter if the enemy of my enemy is my friend or not, so long as he is causing trouble for the other side.

The organisation took over a number of British stately homes during the war, using many of them as training camps for missions of sabotage and assassination. Skills like parachuting and demolitions could be taught, but what proved much harder was the ability to pass for a local in the area of operations.

Wherever possible, recruits were sought who were either displaced natives of the target region, descendents of natives, or at least had connections with the target country. Fluency in a language could possibly be mastered, but the ideal operative had the sort of local knowledge that would enable him or her to not seem out of place even if questioned.

"At the end of my training I knew that I could fight more intelligently and efficiently than the majority of men and that, single-handed, I was capable of blowing up a bridge, of sinking a ship, of putting a railway engine out of action in a matter of seconds with a mere spanner, or of derailing an express train with my overcoat. I had been taught to drive a locomotive, how to kill an enraged dog with my bare hands, jump from a fast-moving train, throw a horse, decode a message, make invisible ink, receive and transmit Morse."

The training officer looked and spoke like a bishop, very quiet and mild. In his lectures he would say the most gruesome things in his soft bishop's voice. During unarmed combat, if you get the chance, insert a finger into the corner of your opponent's mouth and tear it.

You will find the mouth tears very easily." And after describing the most ghastly ways of disarming and maiming an enemy, he would often end with the advice "and then kick him in the testicles."

Many SOE operatives were members of the target country's armed forces who had escaped capture and joined free forces on the Allied side, though this was mainly the case with northern Europe and Scandinavia. Personnel from Balkan countries were less commonly available, and in any case the situation was different there. France and to some extent Norway were controlled by Nazi Germany but relatively peaceable; regions such as Yugoslavia were battlegrounds for overt guerrilla forces. Thus an agent

destined for France might have to live as a citizen; one operating in Yugoslavia could be housed at a guerrilla camp and not have to pass for anything other than a British agent.

SOE was notable for recruiting anyone with the requisite skills and aptitudes, regardless of background and possible previous misdeeds. Criminals were a useful source of certain skills, while a poor record in the military, perhaps even including a court martial, did not necessarily mean that the individual could not make an excellent SOE agent.

In my view, women are much more suited than men for this work. Men don't work alone; their lives tend to be always in company with other men. Women have a far greater capacity for cool and lonely courage than men.

There was resistance to this policy until it came before Churchill. He said, "I see you are using women to do this," and I replied, "yes, don't you think it is a very sensible thing to do?" "Yes," he said, "good luck to you."

SOE operatives worked, where possible, in conjunction with local resistance forces though an agent or team of agents could at times undertake a mission alone. SOE agents might be assigned as liaison for resistance or guerrilla groups, relaying information home via radio or requesting support as needed, usually in the form of supplies and weapons parachuted into their area of operations. Often one SOE group would pass information back, to be acted upon by another.

Advice given to resistance fighters ranged from tactical considerations to instruction on how to use captured weapons or those supplied by the Allies. A single SOE expert could teach numerous resistance fighters the rudiments of demolitions, making their attacks much more likely to succeed and more effective if they did. Their function was also psychological – the presence of a British agent was a reminder to the resistance group that



their struggle had not been forgotten by the Allies, which might be a factor in keeping them in the fight.

Sabotage was another major SOE operation, which could be conducted by stealth (e.g. sneaking into a rail yard at night to set explosives that would destroy locomotives) or deception (e.g. pretending to be a worker to gain access to a dockyard and cause damage). Explosives, particularly plastic explosive, were a favoured means but more basic methods like stealing or smashing key components would also work.

SOE was also active in assassination operations. Killing a key official or an important officer could derail local operations and cause very significant disruption to enemy operations. There was also a psychological effect – the occupying force was sent a message that they were not safe anywhere, whilst the people of the occupied country might be cheered by the death of a hated official.

Overall, SOE operated very much on faith. That is, most of the actions its operatives undertook were of relatively small importance in the grand scheme of things. However, sufficient disruption would tie down large numbers of Axis troops, undermine morale, show occupied countries that it was worth resisting, and cause a modest but

significant drain on resources. In the bleakest days of the war, faith that by doing enough little things the Axis might be undermined and ultimately halted was the only light to be seen during a very dark night indeed.

The agents of the SOE were a brave and resourceful group of men and women. A prime example is Yvonne Cormeau, an agent who was parachuted into France in 1943. She made many transmissions to Britain from France and was involved in operations against the occupying forces. She was betrayed by an enemy agent, but managed to stay one step ahead of her hunters. On one occasion she was shot in the leg but escaped, on another she was stopped at a road block and, with her fake ID claiming she was a district nurse, managed to persuade her interrogators that her radio was in fact an x-ray machine! She survived the war and was appointed an MBE and awarded the Légion d'honneur.



• NETWORK N •



There is a certain side street in London, near Trafalgar Square, that few people ever walk down. On that road there is a gloomy building, with a closed bookshop on street level and offices on the floors above. Knock on the door beside the bookshop, and you may be admitted into the most secret of sanctums. Ascend the creaking stairs – stepping over the bundles of yellowed newspapers collected from all over the Empire, and the teetering piles of mouldy books – and you find yourself in a little waiting room, with tattered yellow-cushioned chairs and a flickering gas lamp that makes the shadows dance. The sound of typewriters and low voices can be heard through one door, but you wait for the other door to open – the door to N's office.

On rare occasions, you've bumped into other clandestine visitors. Names are never exchanged, of course, so you think of them by whimsical codenames. The Duffer Old Gent, moustaches flaring like a walrus. The Clergyman, pale and nervous, clutching a leather-bound book to his chest. The Smoking Girl; the smell of her acrid French cigarettes filling the room even after she departed. The Sailor, with his tattooed forearms. The Foreign Prince, swarthy, slender and sinister. What business these people have with N you cannot guess.

Then comes the command, "Come forth!", and you obey. N awaits you. You are struck, as always, by the contrast between the desk and the rest of the room. The desk is clear, empty, save for the same few necessities. Two

telephones – one of which, you suspect, is a direct line to some exalted echelon of government. A pen and inkwell. A single folder of documents that contains all you need to know. And a strange paperweight, an idol of clay that squats in the corner of the desk. It seems oddly heavy for its size, on the rare occasions he has to move it. The rest of the desk is pristine. Behind and around the desk, though, is a chaos of paper and books. Files overflow their boxes, maps and reports lie scattered recklessly, and the bookshelves

groan under the weight. Directly behind N's desk is a locked cabinet containing those books that require special handling. The *Necronomicon*, requisitioned from the British Library for the duration of the war. *Nameless Cults*, liberated from the personal collection of an English aristocrat who died mysteriously. *De Vermis Mysteriis* – stained with some green ichor. Other books come from N's personal library. The room reflects its occupant. A storehouse of knowledge, eccentrically catalogued, perhaps shot through madness, but utterly focussed and precise when it comes to the matter at hand.

N, then. Younger than you might expect, for a man of such influence. Well dressed, but unaware of it – you suspect that he has a valet who takes care of such mundane matters, and that N would hardly notice if he were dressed in sackcloth and ashes. From his curious mode of speech and slight lingering tan, you guess that he grew up overseas, under the hot sun of India or Egypt or Palestine. Highly-strung, possessed of a frayed, nervous energy. From the pronounced limp and the scars on his lame left hand, you do not need to guess that he suffered some terrible injury in the past, but he is not a military man. He is ascetic. You've never seen him drink, or smoke, or to have any vices at all beyond the amphetamine pills he uses to avoid sleep.

"I don't care to dream", he said once, and that was the only glimpse he ever gave into whatever drove him to this place.



N occupies a curious niche within the British establishment. From what you have gathered, he operated a private intelligence network of sorts before the war, composed of academics, clergymen, occultists and the like, and was able to provide the government with vital information about the Nazi *Abwehr* and their operations long before the official intelligence departments were able to do so. Now, N consults with the Special Operations Executive, adding his expertise to their mission of sowing chaos across the path of the Nazi advance. He's a regular visitor to planning meetings at SOE headquarters on Baker Street – and Downing Street too, from time to time.

A well-connected academic, a monkish eccentric who knows too much for his own good, a dilettante in the Great Game – that is how the government sees N.

You've seen another of his masks. You see it again as he passes you the folder. Inside, there are maps, typewritten documents... and a photograph. You turn it face down as soon as you glimpse what it depicts. Your hands shake.

"There's a lair marked on the map. The RAF intends to bomb the rubber factory here, three miles to the east. I need you to make sure they drop their bombs early. Wipe everything out."

There's an ophidian coldness to the man, an inhumanity that terrifies you. The bonds of morality and sanity mean nothing to him. You suspect that you mean nothing to him beyond your immediate value as a tool, a weapon. His intellect – vast, cool, and unsympathetic – regards you like an insect pinned to a slide. There's no backing out now. You know that he's used bribery, blackmail, veiled threats to get his way. They found the Duffer Old Gent in an alley in Whitechapel, his throat cut. You've heard the Sailor's in prison now, on suspicion of being a German spy. What else would N do to prosecute his private war?

"It must be done", he says. You have your orders.

You depart, stumbling down the cramped stairs with the folder of horrors. Later, you memorise it all, then burn it all, and as the flames consume the photo you imagine the incendiaries tumbling from heaven, burning the thing to ash. It must be done, no matter what compromises or sacrifices are needed to accomplish the mission. N's right, damn him.

As the flames in the grate die down, you try to sleep, but it does not come. You don't care to dream anymore, either.

"After a few months with Network N, I came to categorise N's contacts into fools, lunatics and madmen.

Fools were mostly eccentrics who had some odd hobby or obsession, and had come into the Network that way. They might have been amusing and harmless in peacetime, but in wartime they were a liability. I remember one gentleman who concealed us in his cellar, along with what he proudly called the 'largest known collection of maps of the hollow world'. We hid in that cellar for three days until the morning of the 15th. As we prepared to depart, we heard a car draw up outside. Our host had forgotten we were there, and had invited a fellow cartophile – who also happened to be the local Gestapo chief – over to see his collection.

Lunatics were genuine believers in the occult. Psychics, dowrsers, black magicians, theosophists, alchemists. To such people, our military objectives were utterly irrelevant, and I think most of them resented having to deal with such mundane matters as a war.

Finally, madmen appeared more practical and grounded at first glance, but scratch the surface and you saw the insanity. The old priest who had a cache of firearms and explosives in the bell tower, the frail librarian who kept a loaded elephant gun under her desk, the former explorer who knew more about survival and evasion than I did, but who was convinced that there were things watching him in the sky... they were veterans of some older war.

And after a few months with Network N, I realised we were becoming madmen ourselves."

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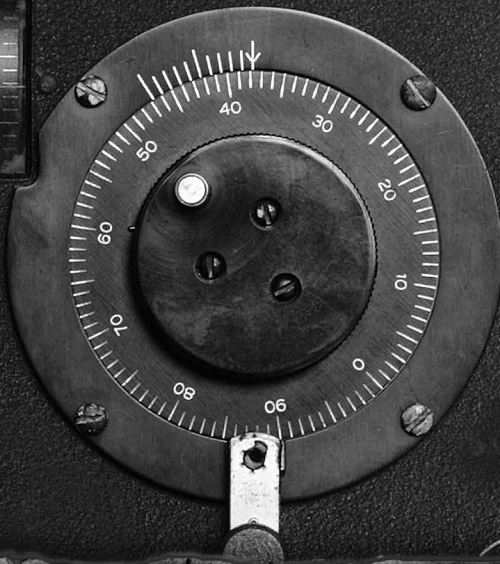
DIAL HUNDREDS

DIAL UNITS

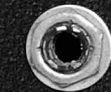
CORRECTOR



PART TWO:
INVESTIGATOR'S
RESOURCES



FREQ. BAND
LOW HIGH



PHONES

HET. XTAL XTAL
OSC. CHECK ONLY

GAIN

POWER
ON



• THE GREATEST OF ASSETS •



Healthy citizens are the greatest asset any country can have.

—Winston Churchill

You'll need a character to represent yourself in the theatre of horror that is *World War Cthulhu*. Though your character may be a military officer, spy, resistance fighter, civilian, or otherwise, all characters in *Call of Cthulhu* and *World War Cthulhu* are called investigators.

Your investigator is part of the Allied war effort, but also part of something else. After an encounter with something inexplicable and chilling, they have been approached and pressed into service by N, a mysterious spymaster dedicated to eradicating the horrors of the Cthulhu Mythos. All steps within this character creation chapter should aid you in creating such an asset to N's battle against this alien, eldritch evil. You can choose a ready-made investigator from the archetypes presented on www.cubicle7.co.uk, or you can create your own by following the steps on the following pages.

CREATING YOUR INVESTIGATOR

Copy a character sheet from the back of the book or download it and print it from Cubicle 7's website. Now, get a pencil and some dice handy. You may need to do

some erasing or changing things around, so it's a good idea to initially write faintly, or to make notes on another piece of paper and transfer the information to the character sheet.

This character creation system replaces the one from the *Call of Cthulhu* core rulebook. You can use a traditional *Call of Cthulhu* character in *World War Cthulhu*, though be advised that such investigators will have fewer skill points and may not be as able to survive the mental and physical rigors of the war. Page 38 of this chapter contains suggestions for bringing existing *Call of Cthulhu* characters from the 1920s into World War Two.

STEP ONE: CHARACTERISTICS

Characteristics describe your investigator's physical and mental qualities, comparing how one investigator compares to another. Characteristics are rolled randomly with D6s. Write your investigator's characteristics on the investigator sheet as they are rolled.

- Roll 3D6 to determine Strength (STR), Constitution (CON), Power (POW), Dexterity (DEX), and Appearance (APP).
- Roll 2D6+6 to determine Intelligence (INT) and Size (SIZ).
- Roll 3D6+3 for Education (EDU).



CHARACTER SHEET SUMMARY

WORLD WAR CTHULHU

NAME	BIRTHPLACE	STR	99-CTHULHU MYTHOS
PLAYER	WEALTH	EDN	DAMAGE BONUS
PERSONALITY	GENDER	SIZ	TOXA
COVER	AGE	INT	LUCK
NATIONALITY	BUILD	POW	MOV
PRE-WAR OCCUPATION	MILITARY SERVICE	DEX	HEAR
		EHA	
		EDU	

SANITY POINTS																HIT POINTS				MAGIC POINTS											
INSAN	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	0	-2	-1	0	1	2	3	0	1	2	3					
15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	4	5	6	7	8	9	10	4	5	6	7	8	9	10		
31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	11	12	13	14	15	16	17	11	12	13	14	15	16	17		
47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	18	19	20	21	22	23	24	18	19	20	21	22	23	24		
63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	25	26	27	28	29	30	31	25	26	27	28	29	30	31		
79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	32	33	34	35	36	37	38	39	32	33	34	35	36	37	38	39

SKILLS	%	FAST TALK (85%)	OPP. RVY. MCH (10%)
ACCOUNTING (10%)		FIRST AID (10%)	OTHER LANGUAGE (10%)
ANTHROPOLOGY (10%)		GEOLOGY (10%)	OWN LANGUAGE (INT)(5%)
ARCHAEOLOGY (10%)		GUNNERY (10%)	PIESHAFT (15%)
ART (10%)		HIDE (10%)	PIRACY (10%)
BARGAIN (10%)		HISTORY (20%)	PHOTOGRAPHY (10%)
BIOLOGY (10%)		JUMP (25%)	PHYSICS (10%)
CHEMISTRY (10%)		LAW (10%)	PILOT (10%)
CLIMB (40%)		LIBRARY USE (25%)	PSYCHANALYSIS (10%)
CONCEAL (15%)		LISTER (25%)	PSYCHOLOGY (10%)
COMMAND (10%)		LOCKSMITH (10%)	RIDE (10%)
CRAFT (10%)		MARTIAL ARTS (10%)	SNEAK (10%)
CRYPTOGRAPHY (10%)		MCH. REPAIR (20%)	SPOT HIDDEN (25%)
CTHULHU MYTHOS (10%)		MEDICINE (10%)	SURVIVAL (10%)
DEMOLITIONS (10%)		MILITARY SCIENCE (10%)	SWIM (25%)
DISGUISE (10%)		NATURAL HISTORY (10%)	TROW (25%)
DRUDGE (10)(2%)		NAVIGATE (10%)	TRACK (10%)
DRIVE AUTO (20%)		OCULT (10%)	TRADECRAFT(10%)
ELECTRICAL REPAIR(10%)		OPERATE RADIO (INT)(2%)	

COMBAT SKILLS	%	WEAPON	DAMAGE	ATTACK	SPECIAL	RANGE	HP	AMMO	SIZ
FIST (10%)			103-00						
GRAPPLE (25%)			104-00						
HEAD (10%)			106-00						
KICK (25%)									
FIREARM (HANDGUN) (20%)									
FIREARM (MACHINE GUN)(15%)									
FIREARM (RIFLE) (25%)									
FIREARM (SHOTGUN) (10%)									
FIREARM (SNG) (15%)									

POSSESSIONS	ESPIONAGE EQUIPMENT
MYTHOS ENCOUNTERED	RECRUITMENT - REASON FOR JOINING
PSYCHIATRIC HISTORY	IDENTITY DETAILS
MYTHOS TOMES READ	INVESTIGATOR HISTORY
MAGICAL ARTIFACTS / SPELLS KNOWN	
NOTES	
THREATS DISTANT THREAT 2/104 GENERAL THREAT 1/104-1 IMMEDIATE THREAT 3/103-3	



CREATING YOUR INVESTIGATOR

Determine Characteristics

- Roll 3D6 to determine Strength (STR), Constitution (CON), Power (POW), Dexterity (DEX), and Appearance (APP).
- Roll 2D6+6 to determine Intelligence (INT) and Size (SIZ).
- Roll 3D6+3 for Education (EDU).
- Consult with the Keeper if your characteristics appear too feeble to continue

Determine Age

- Starting age is EDU +6
- Increasing age by 10 years increases EDU by 1
- Investigators aged 50 or older suffer reduced characteristics

Determine Characteristic Rolls

- INT x 5 gives your *Idea*, EDU x 5 your *Know*, and POW x5 your *Luck*.

Determine Derived Characteristics

- POW x 5 gives starting SAN
- Magic Points begin equal to POW
- CON + SIZ divided by 2 determines maximum Hit Points
- STR + SIZ determines damage bonus. See page 24.
- MOV starts at 8.

Nationality & Upbringing

- Choose a Nationality and apply the listed bonuses to your investigator's skills.
- Choose an Upbringing and apply the listed bonuses to your investigator's skills.

Identity

- Note your Investigator's name, college degrees (if any), birthplace, mental disorders (if any so far), gender and age.

Personality

- Choose a personality type (Brawler, Expert, Thinker or Leader) and apply the listed bonuses to your investigator's skills.
- Alternatively, create your own personality type. Pick 10 skills related to that archetype and increase each skill by +20 percentiles.

Pre-War Occupations & Skills

- Choose your previous occupation and note the skills associated with it. Multiply your EDU by 20 and distribute those points among those skills.
- Multiply your INT by 10 and distribute those points freely among any skills you wish.

Military Service

- Choose an archetype – Advisor, Agent, Civilian Operative, Commando, Diplomat, Infantry, Intelligence Analyst, Royal Marine, Mobile Infantry, Pilot, Radio Operator – or create your own. Apply the listed bonuses to your skills.

Mythos Encounter

- Determine how you became aware of the Mythos. Note the horrific effects of this encounter.

Recruitment

- Note how you were recruited by N – and how he keeps your loyalty. Apply the listed changes to your skills or SAN.
- N's clandestine training course further augments your capabilities. Apply the listed bonuses to your skills.

Income and Possessions

- Roll 1D10 to determine your starting income.
- Multiply this starting income by 10 to determine the total value of your possessions.



If your investigator's rolled characteristics are dismal, your keeper may allow you to do one of the following:

- Rearrange the results from the rolls for STR, CON, POW, DEX, and APP. You can also switch the rolls from INT and SIZ, if desired.
- Reroll all characteristics at 2D6+6 rather than 3D6, other than EDU, which remains 3D6+3.
- Move 3 points from one characteristic to another. You can do this up to three times.

If none of these methods work, ask your keeper if you can re-roll your characteristics from scratch. This is war, and the battle lines are no place for the incompetent or infirm.

STEP TWO: AGE

Your investigator's age is based on EDU+6. You can choose to play an older investigator by simply choosing a desired age. The older your investigator is, however, the least likely they are to be serving in the military. In the UK during World War Two, for example, conscription was limited to men between the ages of 18 to 41, though men up to 51 were potentially able to be called to serve.

For every ten years above the starting age, add another point of EDU. For every ten years over 40, subtract 1 point from one of the following: STR, CON, DEX, or APP. You cannot lower a characteristic to 0 or less.

The *Call of Cthulhu* rulebook has more information about characteristics.

STEP THREE: CHARACTERISTIC ROLLS

Some rolls are based directly on your characteristics.

- Multiply INT x 5 for the Idea roll. You can attempt an Idea roll when your investigator is stumped and needs a hint from the keeper, or when the keeper requires it to justify an idea you (the player) have that your investigator character might not.
- Multiply POW x 5 for the Luck roll. Your investigator rolls for Luck in situations where luck or chance are the sole determining factors in an outcome.
- Multiply EDU x 5 for the Knowledge roll. Use Knowledge rolls to determine if your investigator has some piece of general knowledge or information.

See the *Call of Cthulhu* rulebook if you want to know more about characteristic rolls.

STEP FOUR: DERIVED CHARACTERISTICS

Now that you've determined your investigator's characteristics and characteristic rolls, and modified them by age, it's time to figure derived characteristics.

Sanity (SAN): Your investigator's initial Sanity (SAN) is equal to POW x 5. Circle that number on the investigator sheet.

Hit Points (HP): Add your investigator's CON and SIZ together and divide by two, rounding up. The resulting value is your investigator's hit point (HP) total. Whenever your investigator takes damage, the amount of damage is subtracted from HP.

- When your investigator reaches 1 or 0 HP, unconsciousness ensues.
- At -1, -2, or -3 HP, your investigator is dying, and must receive medical treatment to bring the HP value to 0 or above.
- At -4 HP, your investigator is dead and can rest in peace, having given the greatest of sacrifices towards the greater good.

Damage Bonus (DB): Strong and strapping investigators do more damage with hand-to-hand or physical attacks, and weaker, smaller investigators do less damage overall. Add your investigator's STR and SIZ together. If the value is equal to or between...

- ...2 and 12, subtract 1D6 from any physical attack damage
- ...13 and 16, subtract 1D4 from any physical attack damage
- ...17 and 24, damage is unmodified
- ...25 and 32, add 1D4 to physical attack damage
- ...33 and 40, add 1D6 to physical attack damage

This damage is applied to any unarmed attacks such as Fist, Kick, Grapple, etc., or physical attacks using hand-to-hand weapons (rifle butts, swords, knives, clubs, etc.). For bows and thrown weapons, the damage bonus is halved (roll and divide by 2, rounding up). If the reduced damage reduces the overall damage roll to 0 or a negative number, the attack does no damage.



Move (MOV): Movement is measured in units, and each unit equals one to three yards, depending on whether the investigator is walking, trotting, or running outright. All humans have a basic movement rate of 8. Record this on your investigator's sheet.

Magic Points (MP): Your investigator's initial magic points (MP) are equal to the POW characteristic. Circle the current value on the investigator sheet. Magic points can be used to cast dreadful spells, and can also be lost through other insidious means.

See the *Call of Cthulhu* rulebook if you want to know more about derived characteristics.

STEP FIVE: NATIONALITY AND UPBRINGING

Once you know your investigator's characteristics and derived characteristics, it's time to begin fleshing background out with the most basic of choices: where was the investigator born?

Nationality

Where is your investigator from? Many of N's operatives are recruited from the British civilian population or military ranks, but your investigator could be from somewhere else if you desire. Read the following list of nationalities and apply the bonuses to your investigator's skills.

Whenever a skill bonus is provided (such as +10), add that value to the investigator's existing skill total.

Only the Own Language skill can be raised to higher than 99%: any points above that are lost. Don't write any skill totals too darkly on the investigator sheet: you will likely be adding to that total later.

- **United Kingdom (includes England, Wales, Scotland, Northern Ireland):** Great Britain declared war immediately following Prime Minister Chamberlain's ultimatum to German in September 1939. The dominions of Wales, Scotland, and Northern Ireland were naturally allies, though Ireland remained neutral due to strained relations with Great Britain. Add +10 to five of the following skills: Art (any), Craft (any), History, Library Use, Other Language (any), Own Language (English), and any two academic skills.
- **European (choose a country):** Europe was a battleground throughout much of the war, and citizens from all countries and walks of life were drawn into it, whether by choice or by necessity. Many émigrés, notably from France and Poland, rallied in Britain and those with the relevant skills and experiences would be very attractive recruits for N. Add +10 to five of the following skills: Art (any), Craft (any), Credit Rating, Drive Auto, History, Library Use, Other Language (usually English or German), Own Language (Own), Persuade, Swim.
- **Australia and New Zealand:** Australia joined the British Commonwealth in fighting Germany in 1939, as well as fighting its own war in the Pacific, while New Zealand declared war on Germany itself.



fighting in all but three days of the entire span of World War Two. Both countries fought bravely alongside their allies in the United Kingdom. Add +10 to five of the following skills: Craft (any), Drive Auto, History, Jump, Grapple or Kick (pick one), Natural History, Ride, Rifle or Shotgun, Survival, and one academic skill. Own Language is English.

- **United States and Canada:** As a Commonwealth nation, Canada entered the war with the rest of the United Kingdom. America's early involvement was limited to semi-official and unofficial activities, though it committed entirely to the war effort after the bombing of Pearl Harbor in 1941. Add +10 to five of the following skills: Craft (any), Credit Rating, Drive Auto, Fast Talk, Mechanical Repair, Operate Heavy Machine, Other Language (any), Ride, Rifle or Shotgun, Throw. For Americans, Own Language is English. For Canadians, Own Language is English or French (pick one).

Future *World War Cthulhu* publications will describe additional nationalities for investigators, but keepers or players may wish to devise their own. To do so, pick 10 skills that represent characteristics common to natives of those countries, or skills that would be commonly learned throughout childhood and adulthood. These skills should be picked carefully: though they may verge on stereotyping they instead represent common opportunities for learning and excellence. Once the national skills are picked, the investigator applies a bonus of +10 to five of those skills.

Upbringing

In addition to nationality, it's also important whether your investigator grew up in a city or the countryside. Choose whether your investigator grew up in a rural or urban environment, and apply the bonuses to your investigator's skills. As with skills gained from nationality, no skill may be raised to higher than 99%: any additional points are lost.

- **Rural:** Add +10 to four of the following skills: Climb, Craft (any), Rifle or Shotgun (pick one), Listen, Natural History, Ride, Survival, Track.
- **Urban:** Add +10 to four of the following skills: Art (any), Bargain, Credit Rating, Drive Auto, Fast Talk, Library Use, Other Language (any), and one academic skill.

A rural and an urban upbringing are as different as night and day, but the lives of urban and rural folk from country to country are not that far apart. That said, while lives in cities and lives in the countryside were in stark contrast prior to the war, the conflict made countrymen of all men, unifying all against the common foe.

STEP SIX: IDENTITY

This is as good a time as any to figure out who your investigator is, with major elements such as a name, and other less obvious aspects such as where they matriculated, and where they were born.

- **Investigator Name:** Pick a name for your investigator. Choose carefully, and try to avoid names that are silly or stereotyped, as the joke will grow old quickly.
- **Colleges, Degrees:** If your investigator's EDU indicates a degree, this is where to put it. Furthermore, alumni often bond together during wartime, so this choice can create an instant friendship with someone your investigator encounters.
- **Birthplace:** The investigator's country of origin was decided in *Step Five: Nationality and Upbringing*, so this step determines where exactly within the homeland your investigator is from. Further detail such as city or town of origin can be provided here, if desired.
- **Mental Disorders:** Unless your investigator gains an insanity in *Step Ten: Initial Mythos Encounter*, this entry can remain blank for the blessed present.
- **Sex:** Pick a gender for your investigator. Though there were considerable and obvious social differences between the sexes, both genders are treated equally by the rules.
- **Age:** This was determined prior in *Step Two: Age*.

Unlike other steps, this step can be done later, if desired, once you have a better impression of what your investigator is like.

Places of birth and education can also be determined much later—even during game play—if the keeper approves.



STEP SEVEN: PERSONALITY

Everyone handles situations differently, and the manner in which one solves problems can greatly affect the skills your investigator has learned from personal experience. Pick one of the following personality types (or roll 1D4) to determine which method your investigator favours, and what was gained.

If none of the personality styles in the table below are to your liking, describe an alternate personality style for your investigator, and pick ten appropriate skills (only one can be a weapon skill), with the keeper's approval. Add +20 points to each of those skills.

Based on how your investigator's personality type is roleplayed, at the end of a mission your keeper may award SAN points depending on the way your investigator faced challenges faced during the adventure. See 'Debriefing' in **Chapter 8: Keeper of Arcane Briefings** for more information.

STEP EIGHT: PRE-WAR OCCUPATIONS AND SKILLS

Your investigator likely has a prior occupation interrupted by the arrival of war, a career that entailed skills and training. From the list of occupations in the *Call of Cthulhu* rulebook, the following professions are the most suitable for investigators in *World War Cthulhu*: Dilettante, Doctor of Medicine, Engineer, Farmer, Military Officer, Pilot, and Soldier, though any of the occupations are acceptable

choices. Additionally, 'New Occupations' on page 36 lists some additional appropriate pre-war occupations suitable for investigators. If you do not see an occupation that appeals to you, you may create a new occupation, choosing eight skills that define it. You should get the keeper's approval on this occupation before proceeding.

Professional Skills

Now multiply your investigator's EDU by 20. Distribute these points amongst the skills listed for your investigator's chosen occupation. You do not have to put points in every skill. Though the degree of skill does not reflect how successful your investigator may be at the occupation, it does reflect competency, so allocate points accordingly. No skill can be raised to more than 99%, and if a skill is already higher than 99%, no further skill points can be added to it. Allot all of these skill points: any unspent points are lost.

Personal Interest Skills

Multiply your investigator's INT by 10. Distribute these points amongst any skills you desire, other than the Cthulhu Mythos skill. These skill points represent training, education, aptitude, or other things your investigator does outside their occupation. These points can also be added to occupational skills, if desired, though the keeper may veto any inexplicable skills. As above, no skill can be raised to more than 99%, and if a skill is already higher than 99%, no further skill points can be added to it. These points, too, must be spent, or they are lost.

PERSONALITY STYLE

Roll	Personality	Benefits
1	Bruiser: When in doubt, your investigator throws punches, shoots, or tries to use brawn and agility to solve problems.	Add +20 to each of these skills: Climb, Dodge, Drive Auto, Fist, Grapple, Jump, Kick, Listen, Ride, Sneak, Swim, Throw, Track, and to one weapon skill.
2	Expert: Your investigator thinks that training and self-reliance are the keys to solving all problems.	Add +20 to these skills: Art (any), Craft (any), Dodge, Drive Auto, Electrical Repair, First Aid, Library Use, Listen, Mechanical Repair, Spot Hidden, any two academic skills, and to one weapon skill.
3	Thinker: Problems are like puzzles, and every one of them has a solution. People are the same, with weakness to exploit.	Add +20 to each of these skills: Bargain, Conceal, Disguise, Fast Talk, Law, Listen, Other Language, Own Language, Persuade, Psychology, Sneak, Spot Hidden, and to one weapon skill.
4	Leader: When a crisis emerges, someone has to make decisions, and better that role falls to your investigator.	Add +20 to each of these skills: Art (any), Bargain, Credit Rating, Disguise, Fast Talk, Insight, Listen, Other Language (any), Own Language, Persuade, Psychology, Spot Hidden, and to one weapon skill.

STEP NINE: MILITARY SERVICE

It is not so much what your investigator did before the war as what they do during the war. Once the war begins, your investigator has more likely than not been drafted, conscripted, or volunteered for military service. The service roles below represent the ones that N has aggressively recruited from, and are the most suitable for his purposes.

Choose a suitable military service branch/office and apply the relevant skill modifiers. If your character is already a military-related occupation (Military Officer, Pilot, Soldier, etc.) you can pick the equivalent wartime service from the list below and receive additional benefits, or choose a different means of service to broaden your investigator's expertise.

Note that these service roles are archetypes and are not specific to any country's military, rank, or title, and that the keeper may allow you to devise your own service archetype by dividing 100 points in +10 or +20 increments among a variety of appropriate skills.

If for some reason you would rather your investigator be unconnected with the military, and the keeper approves, you can skip this step and move straight to the horrors of *Step Ten: Mythos Encounter*.

ADVISOR – Usually coming from within the ranks of academia or industry, advisors provide expert counsel on matters directly or indirectly related to military activity. Occupations such as Doctor, Engineer, Politician, Professor, and Scientist make great advisors. In the secret war against the Mythos, occupations such as Antiquarian, Clergyman, and Parapsychologist may also be valued advisors for N's organization. Advisors are only rarely sent into battlefield situations or covert operations, but the nature of the war against the Mythos makes it an occasional necessity. Advisors could quite easily be attached to any of the Intelligence organizations described in *Chapter Three*. Add +15 to Credit Rating, Library Use, Own Language, and Persuade, and +20 to two academic or professional skills relating to the investigator's field of expertise.

AGENT – The backbone of clandestine intelligence operations is the agent, spy or other similar operative. These are among the most valued—and endangered—assets on either side of the war. Agents can be highly-trained, skilled impersonators able to assume cover identities for prolonged periods of time, or they can be civilians who have been 'turned' for one or more of the classic motives: money, ideology, compromise, or ego. Still others are double-agents, spies who have sold out their own country for those same reasons.





The compartmentalization of self required to live such a double life, often in abject fear of discovery, makes agents unusually suited for N's purposes, serving the war effort against the Axis all the while battling the unimaginable evil of the Mythos. MI5 and MI6 are the natural home of the spy, with the Foreign Office a handy cover organization.

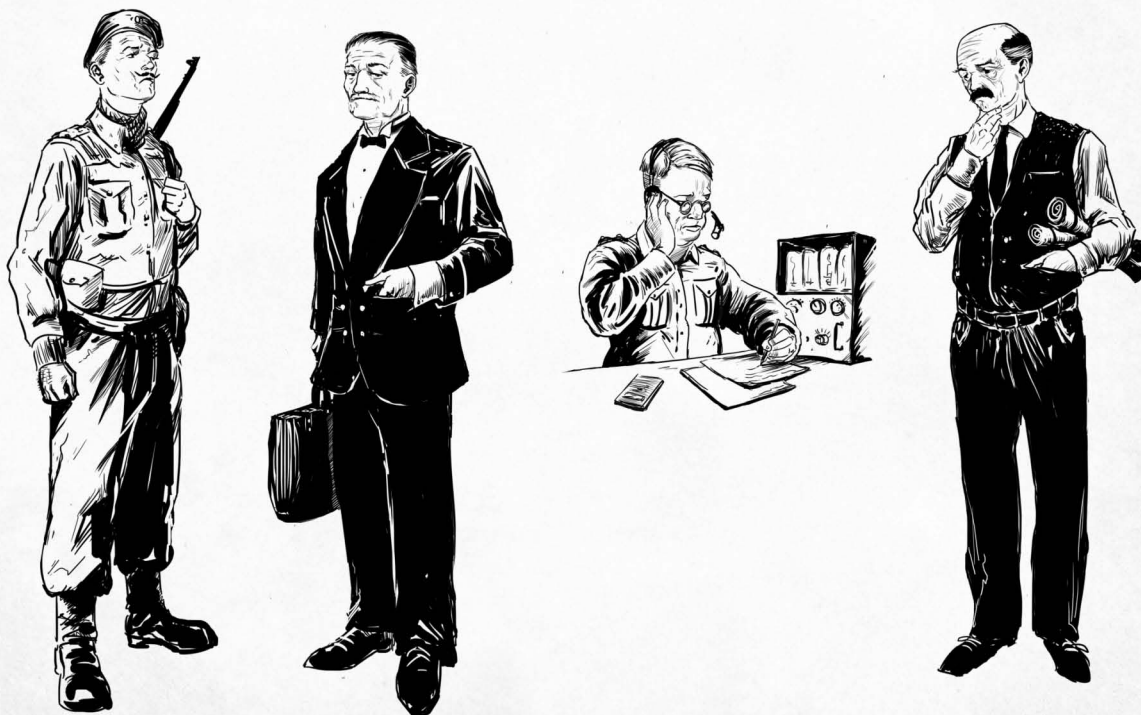
Agents trained by SOE are particularly useful to N's network. Add +20 to Tradecraft and +10 to six of the following skills: Conceal, Disguise, Fast Talk, Hide, Library Use, Listen, Locksmith, Military Science, Operate Radio, Other Language (any), Own Language, Persuade, Photography, Psychology, Sneak, Spot Hidden, and any one combat or fighting skill. Additionally, add +20 to any one skill that serves the cover identity.

CIVILIAN OPERATIVE – Everyday citizens caught up in the theatre of war, civilian operatives can be from any prior occupation. Whether shopkeepers, bureaucrats, farmers, academics, labourers... anyone can fight for their country the when the Axis powers occupy it. The French Resistance is renowned throughout Europe, a beacon of hope to the Allied forces battling alongside. Civilian operatives work independently or in concert with the military, providing information, smuggling supplies, hiding soldiers or operatives, conducting sabotage, and

even fighting alongside soldiers. N's operation depends upon the collaboration of civilian operatives. Civilian operatives could easily be associated with the SOE. Add +10 to Conceal, Fast Talk, Hide, Natural History, Own Language, Sneak, Survival, and three of the following: Credit Rating (representing black market connections), Cryptography, Demolitions, Operate Radio, Tradecraft, or any combat-related skills.

COMMANDO – Seasoned specialists in combat, reconnaissance, and infiltration, commandos are picked from among the crème de la crème of the military, and are utilized in assaults on difficult-to-reach enemy assets, over land, by water, or by parachuting in. The British Commando units were initially formed in June 1940 by volunteers from soldiers serving in certain units.

Commandos may specialize in intelligence/recon, combat diving, demolitions, infiltration, and as snipers. For an especially dangerous operation, N will pull whatever strings he can to get commandos onto the team. The Intelligence Commandos of 30 Assault Unit (see page 13) fall into this category. Add +10 to Climb, Hide, Martial Arts, Sneak, Survival, three combat-related skills, and two of the following: Demolitions, First Aid, Gunnery, Navigate, Other Language, Operate Radio, Pilot (any), Track.



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DIPLOMAT – Though war would seem an utter failure of diplomacy, the officials serving within the Allied diplomatic corps strive daily to seek peaceable solutions to the great conflict and to serve their homelands within the countries they were assigned to. Diplomats were couriers and envoys, advisors, arranged papers for citizens and noncitizens, and maintained official channels even between warring countries. No small amount of diplomatic action served as a smokescreen for spy activity, whether providing cover identities or helping mask clandestine activity. MI6 is the natural home of the Diplomat with certain 'other duties'. Add +10 to the following skills: Bargain, Credit Rating, History, Law, Library Use, Other Language, Own Language, Persuade, and add +20 to one of the following skills: Cryptography, Drive Auto, Fast Talk, Photography, Psychology, Tradecraft.

INFANTRY – The backbone of the Allied fighting force, these soldiers are trained to fight afoot on land, moving rapidly across battlefields, minefields, trenches, and in war-torn city streets. Though there is little glamour to the soldier's life, they are among the most dedicated and resilient of combatants, seizing and holding enemy territory, frequently opposed by land and airborne artillery. Soldiers are everywhere in the European theatre, and N has little trouble enlisting them in his service. Add +10 to ten of the following: Climb, Dodge, Fist, Grapple, Gunnery, Handgun, Jump, Machine Gun, Operate Radio Rifle, Shotgun, Sneak, Spot Hidden, Submachine Gun, Throw.

INTELLIGENCE ANALYST – These military officers specialize in collecting and analyzing data from the field, whether firsthand reports, intercepted communications, information obtained from captured or defecting enemy units, and other sources of reconnaissance, and using it to advise their commanding officers. Though usually assigned to desks and working out of military intelligence offices, sometimes their presence is needed in the field for rapid first-hand assessment of information on as critical operations are underway. Most of the operations N conducts are exactly in this category, and the nature of the encounters frequently defy the practice of transmitting intel back to the home office for analysis. Add +20 to Cryptography, Library Use, and Military Science, and add +10 to four of the following: Accounting, History, Natural History, Occult, Own Language, Other Language, Photography, Psychology, Tradecraft.

ROYAL MARINE – Military trained for rapid deployment via naval vessels, marines are renowned for their sense of discipline and their adherence to tradition. Whether serving on massive battleships, submarines, or on attack boats defending coastal waters, marines are doughty men to the last, fearless and resilient, ready to plunge headlong into combat. Marines are the combat troops who travel on naval vessels, while sailors are those who pilot and maintain those ships.

Due to the restless, aquatic nature of many of the Mythos entities and the extent of the naval aspect to the war, marines encounter beings of the Mythos with distressing frequency, and N is quick to notice. Add +10 to ten of the following skills: Climb, Demolitions, Dodge, Handgun, Jump, Knife, Machine Gun, Martial Arts, Military Science, Other Language (any), Rifle, Sneak, Spot Hidden, Submachine Gun, Survival, Swim, Throw.

MOBILE INFANTRY – A military branch descended from cavalry, mobile infantry are mechanized vehicle-borne infantry, mounted on horseback, troop transports, or tanks. At the war's outbreak, the Polish and Soviet armies still used horse-mounted soldiers to a significant degree, but other nations had transitioned to armoured vehicles. Mobile infantry are utilized before and in support of ground-based infantry, breaking enemy lines and allowing rapid deployment of heavy firepower. Add +10 to ten of the following skills: Demolitions, Drive Auto, Electrical Repair, Fist, Grapple, Gunnery, Handgun, Knife, Machine Gun, Mechanical Repair, Military Science, Navigate, Operate Heavy Machine, Pilot (Tank), Ride, Rifle, Submachine Gun.

PILOT – Whether commercial pilots, hobbyists, or military personnel assigned to the Royal Air Force, pilots are the essential element of the war for the skies of Europe, defending their homelands and striking deep into enemy territory with equal ferocity, whether flying one-man fighters or large bombers. The duties of the air force also include aerial reconnaissance, delivering essential supplies to troops in need, and transporting personnel into combat zones, whether for commando raids in the darkest of night to milk runs with military command, politicians, dignitaries and even morale-boosting entertainers.

Pilots from the U.S. entered the war as volunteers much earlier than the rest of their country, and were stationed in the United Kingdom and worked alongside their



R.A.F. allies. Add +20 to Gunnery, Navigate, and Pilot (any), and +10 to four of the following skills: Astronomy, Demolitions, Electrical Repair, Handgun, Jump, Mechanical Repair, Photography, Spot Hidden, Survival.

RADIO OPERATOR – Essential parts of the communication network that links the war effort, radio operators serve at home and on the battlefield, on missions and aboard air or sea-craft. Intelligence from radio communication can make the difference between a successful mission and a debacle, and for this reason N is careful to ensure that his operations do not lack for this resource. SOE Radio Operators are especially prized for their adaptability and quick-thinking. Add +20 to Cryptography, Electrical Repair, and Operate Radio, and +10 to Other Language (any), Own Language, Listen, and Tradecraft.

As with occupation and personal interest skills, no skill can be raised to more than 99%. If a skill is already higher than 99%, no further skill points can be added to it.

STEP TEN: MYTHOS ENCOUNTER

At some point, your investigator had an experience connected to the Mythos, a harrowing and unforgettable experience. The keeper may decide this for you, or may even allow you to make up your own frightening story and determine its effects on your investigator. Otherwise, roll 1D10 on the chart below to determine what happened and its long-lasting effects. If another investigator in the group had the same experience, you likely had it together. Whatever it was, that Mythos-related experience came to the attention of N, who began compiling a dossier on your investigator... with the goal of recruitment.

INITIAL MYTHOS EXPERIENCE

Roll	Experience	Effects
1	Stumbled across a group of cultists working in cahoots with a horrific creature of the Mythos.	-1D4 from starting SAN and add +1 to Cthulhu Mythos skill.
2	Became inadvertently entangled in a cultists' attempt to summon a nightmarish deity of the Mythos. The ritual failed, but the damage was done.	-1D6 from starting SAN and add +2 to Cthulhu Mythos skill.
3	While travelling through the countryside, encountered a village strangely beset by a mysterious and ghastly hue.	-1D4 from starting SAN and add +1 to Cthulhu Mythos skill.
4	Had recurring dreams of visiting a strange and fantastic world full of unimaginable creatures like nothing on this world.	-1D3 from starting SAN and add +2 to Cthulhu Mythos skill.
5	While visiting a spiritualist, had an unusual and unsettling experience that defied description.	-1D3 from starting SAN, add +1 to Cthulhu Mythos skill, and add +2 to Occult skill.
6	On an ocean voyage, ship was beset by strange and terrible humanoid sea-creatures, led by a massive, cyclopean being seen in the distance.	-1D6 from starting SAN and add +2 to Cthulhu Mythos skill.
7	Found a curious, baroque artefact in the ruins of a bombed-out building, and suffered intense and mysterious experiences related to the item before it disappeared.	-1D6 from starting SAN, add +1 to Cthulhu Mythos skill and +2 to Occult skill.
8	Recovering from an inexplicable five-year period of amnesia, during which friends and family report unusual behaviour and long absences.	-1D4 from starting SAN and add +2 to Cthulhu Mythos skill. Suffering from recurring nightmares: make SAN roll periodically (keeper discretion) or lose 1 point SAN.
9	Received a mysterious, mouldering tome from a relative in war-torn Europe. Read it and went temporarily insane.	-1D6 from starting SAN and add +3 to Cthulhu Mythos skill.
10	Encountered some of N's agents and became embroiled in a Mythos-related operation. Was recruited immediately thereafter.	-1D2 from starting SAN and add +3 to any one skill from your investigator's military service branch.

STEP ELEVEN: RECRUITMENT

At some point after their initial brush with the Mythos, the investigator is politely but firmly invited for a meeting with N. They don't realize it at the time, but this meeting is an interview. If N decides that the candidate is successful, turning down his 'offer' is not an option.

N recruits those who have experienced the Mythos as he knows that anyone who hasn't won't take him seriously enough. The fact that they have survived once and preserved their sanity means that they might do so again. While N hopes that his recruits will gladly agree to wage war on the unnatural entities they have glimpsed, he doesn't rely on that being the case. He will use threats, bribery, blackmail or any other lever he can use to make sure that he gets his way. Even for those who join him willingly, he will have a dossier of material to ensure their compliance, should their altruistic motivation pale.

The recruit finds themselves promptly signed up or seconded to MI6 Section D, or (after June 1940) to SOE, reporting to N, for an indefinite period of time.

Almost before they realize it, the investigator is now a foot-soldier and agent in the other, alien war, waged in the darkest, most hidden places in the battlefields of Europe and beyond.

Roll 1D6 or pick a reason your investigator became a part of N's organization:

After recruitment, the investigator undergoes indoctrination, a process described below.

Indoctrination

N puts all of his new recruits through a particular psychological-based process designed to instill the highest levels of loyalty and to increase the investigator's mental hardiness. Disguised as a training course (an SOE one after July 1940), this battery of tests, mind exercises, and psychological conditioning serves to ready his agents for the horrors they may encounter, and intensifies their loyalty to N and the Allies' war effort. It's a gruelling experience, a week of near-inhuman conditioning that almost qualifies as psychological torture, but to N, the end result justifies the means, and makes for better agents.

After this conditioning, once per game day, whenever your investigator is threatened in a way that will cause a potential Sanity loss, you can argue that their mental conditioning kicks in. Make a statement to the keeper explaining why this brain-blasting threat is a personal affront to your investigator's ideals or jeopardizes whatever it is they hold dear. The keeper will then determine if this is a legitimate interpretation of threat,

REASON FOR JOINING

Roll	Reason for Joining	Effects
1	Patriotic Fervour	Anything to serve God and/or protect one's Country. Add 1D6 to starting SAN and +5 to the Law or Own Language skills.
2	Call of Duty	Once knowing, your investigator could not turn away from service. The cost of inaction is too great. Add +5 to the History and Other Language skills.
3	Nihilism	Though the end it is at hand, the only choice is to strive against it. Lower starting SAN by 1D4. However, your investigator has become hardened to human death and suffering, and will lose only minimal SAN from any such sources.
4	Forbidden Secrets	The horrible allure of the Mythos is intoxicating, driving your investigator to seek more blasphemous, hidden knowledge. Lower starting SAN by 1D4, but add +5 to the Occult and Cthulhu Mythos skills.
5	Financial Gain	Your investigator is in it for the money, and has finagled an initial fee as well as a greater payout at the end of the war. Add £2,000 to your investigator's starting income (see <i>Step 12: Income and Possessions</i>) and +5 to the Credit Rating skill.
6	Blackmail	Your investigator is cooperating under duress. N holds information that, if revealed, would cause your investigator's life to collapse, hurting family and destroying reputations. Lower starting SAN by 1D4, but add +5 to the Conceal and Fast Talk skills.



and whether that threat qualifies as being *distant*, *general*, or *immediate*, or if it is not a personal threat at all. Once this is determined, you can make a POW x 5 roll for your investigator:

- If this threat holds no personal significance to your investigator, do nothing.
- A *distant* threat is one that will likely have long range effects, but nothing near at hand. *For example, a distant threat would be "I cannot let these cultists escape: they pose a threat to all I hold dear!"* If the POW x 5 roll is successful, subtract 1D4 SAN from a single SAN loss about to be inflicted upon your investigator. If it is unsuccessful, there is no modification to the SAN loss.
- A *general* threat has definite and foreseeable effects within the near future, such as *"If this abomination is not stopped, it will kill the rest of these Allied soldiers!"* If the POW x 5 roll is successful, subtract 1D4+1 SAN from a single SAN loss your investigator is about to suffer. Subtract 1 point even if the roll is unsuccessful.
- An *immediate* threat is one with consequences that will happen within the next few minutes, such as *"My team! This monstrous thing will tear them apart!"* If the POW x 5 roll is successful, subtract 1D3+3 SAN from a single SAN loss your investigator is about to suffer, and subtract 3 points from the SAN loss even if the roll is unsuccessful.

These SAN points are subtracted immediately from the amount of the potential SAN loss in that instant. Only the remaining SAN loss, if any, is applied to the investigator's current total of SAN points.

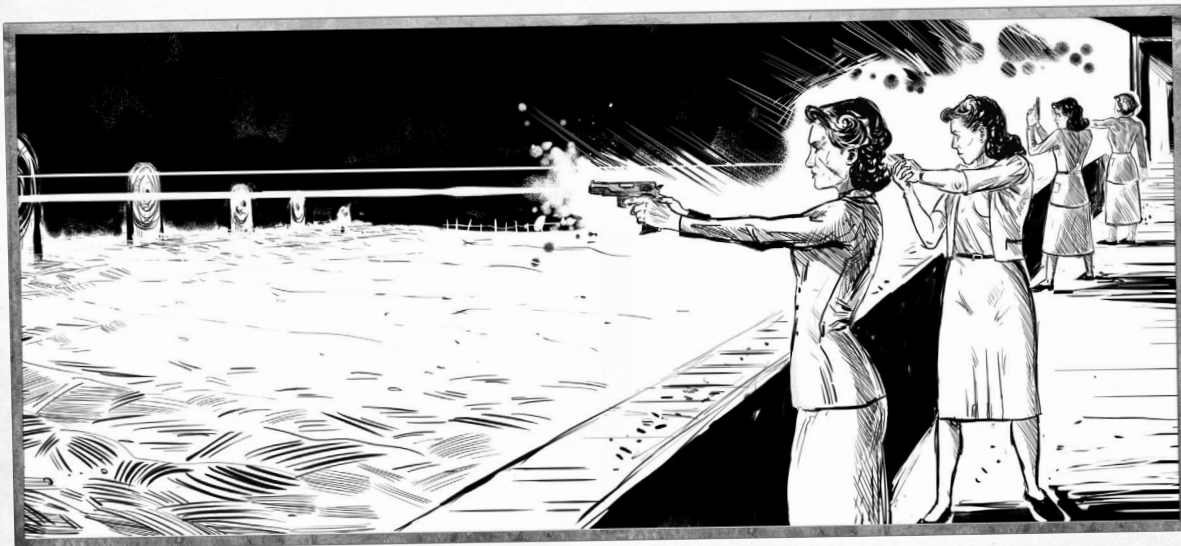
Though this conditioning is extremely useful, it is not without its cost. Every time this conditioning is used—successfully or unsuccessfully—your investigator must receive a successful Psychoanalysis roll from a qualified psychologist or equivalent specialist, a process taking an hour of discussion and treatment after the investigation is complete (usually between game sessions).

If the roll fails, your investigator loses 1D2 points of SAN at that time, due to reliving the prior psychological trauma.

Additional Training

At this point, N put your investigator through a short course of physical training and instruction in the military skills required of his agents. This was accompanied with a battery of tests and lectures to strengthen loyalty and harden the investigator against the enemy.

- Add +10 to each of the following skills: First Aid, Other Language (any), Psychology, Tradecraft, and one of the following: Handgun, Machine Gun, Rifle, Submachine Gun.
- Add +20 to one of the following skills: Cryptography, Demolitions, Military Science, Occult, Operate Radio, Survival.



No skill can be raised to more than 99%. If a skill is already higher than 99%, no further skill points can be added to it.

STEP TWELVE: INCOME AND POSSESSIONS

Economic conditions in the Allied countries during wartime were bleak, and rationing of food, sundries, and other supplies was commonplace. Livelihoods were lost during the Blitz, and often barter or credit replaced actual salaries or payment. Roll 1D10 for your investigator's relative yearly income and standard of living: 1 = living in a shelter, 2 = works for room and board only, 3 = £50,

4 = £100, 5 = £200, 6 = £250, 7 = £350, 8 = £500, 9 = £1,000, 10 = £2,000. In 1938, one British Pound Sterling (£1) was worth roughly \$5 in U.S. dollars in the 1930s and \$4 from 1940 onwards.

Your investigator has property, and other assets valued at roughly five times yearly income, though the market is a rough one due to the war. One-tenth of this property is in the form of cash and/or war bonds, held in either the bank or at home. Another tenth of this property is in the form of savings bonds or stock certificates. The remainder of property is in the form of a house or apartment, vehicle(s), personal belongings, objects d'art, and other possessions as desired.

EXAMPLE OF INVESTIGATOR CREATION

Here is an example of investigator creation, walking you through all steps with the story of how Lieutenant William Hoadley of the Royal Marine Corps came into the service of N, and began fighting against a horror even greater than that of the Third Reich. Any steps that are identical to those from *Call of Cthulhu* are described only briefly here.

STEPS ONE THROUGH FOUR

After rolling the appropriate dice, the investigator's characteristics are determined to be STR 14, DEX 11, INT 13, CON 15, APP 13, POW 13, SIZ 12, and EDU 16. Adding +6 to EDU results in an age of 22. The resulting characteristic rolls are Idea 65%, Luck 65%, and Know 80%. Starting SAN is 65, hit points are 14, damage bonus is +1D4, MOV is 8, and initial magic points are 13. With characteristics indicating someone who's strong and tough, the player begins to think that a soldier might be an appropriate role for the investigator.

STEP FIVE: NATIONALITY AND UPBRINGING

The player selects the United Kingdom as nationality, and chooses to add +10 to Art (drawing), History, Other Language (German), Persuade, and Swim. The investigator, the player decides, is of German descent, and learned to speak German from older relatives. The other skills are skills gleaned at home or in the neighbourhood. Next, the player picks a rural upbringing for the investigator, and chooses to add +10 to Climb, Shotgun, Natural History, and Ride.

STEP SIX: IDENTITY

With the role of a soldier in mind, the player picks the name William Hoadley, Bill to his friends. After some thought, the player decides that Bill was born in Devon and graduated from the University College of the South West of England. As determined previously, Bill is 22 years old, and fortunately at this time has no mental disorders.

STEP SEVEN: PERSONALITY

Bill's a rough and quick sort of fellow, with his strengths being physical more than psychological, so the player selects Bruiser as his personality style, giving him +20 to Climb, Dodge, Drive Auto, Fist, Grapple, Jump, Kick, Listen, Ride, Sneak, Swim, Throw, Track, and to one weapon skill. For the weapon skill, Bill picks Rifle.

**STEP EIGHT: PRE-WAR OCCUPATION AND SKILLS**

Though Bill, the player decides, finished university with an engineering degree, he instead chose to enlist in the military first as a member of the Royal Marines (the soldier occupation). The player has 320 points (EDU 16 x 20) to allot amongst professional skills, and chooses to distribute them like so: Dodge +30, First Aid +30, Hide +40, Listen +40, Mechanical Repair +60, Rifle +40, Sneak +40, and chooses Gunnery +40 as a personal specialty. With an additional 130 points (INT 13 x 10) to spend on personal interest skills, the player distributes them as following: Drawing +30, Credit Rating +20, Navigate +20, Other Language (German) +40, and Throw +20.

STEP NINE: MILITARY SERVICE

When the war broke out, Bill rose within the ranks of the Royal Marines, and specialized as a commando (though the Special Service Brigade was formed in 1940, the year after the campaign begins). As a commando, Bill can add +10 to Climb, Hide, Martial Arts, Sneak, Survival, three combat-related skills (he chooses Handgun, Knife, and Machine Gun), and picks Gunnery and Navigate from the latter skill choices.

STEP TEN: MYTHOS ENCOUNTER

The player rolls 1D10 for the initial Mythos encounter and gets a result of 7: Found a curious, baroque artefact... As a result, Bill subtracts -1D6 from starting SAN, adds +1 to his initial Cthulhu Mythos skill, and adds +2 to his Occult skill. The player rolls a 3 for the SAN loss, meaning Bill's starting SAN is reduced to 62 points.

STEP ELEVEN: RECRUITMENT

The player decides to pick the reason Bill chose to join N's organization, and selects Call of Duty. As a result, Bill adds +5 to his History and Other Language (German) skills. The additional training N provides adds +10 to First Aid, Other Language (German), Psychology, Tradecraft, and the player selects Machine Gun. Additionally, Bill gets to add +20 to Military Science.

STEP TWELVE: INCOME AND POSSESSIONS

Rolling 1D10 for income and getting a result of 8, Bill's income is £500, a fairly decent living wage at the time, far more than an average soldier receives. The player and keeper decide that Bill inherited some wealth from a source within the family. This means that Bill likely has a house and assets worth £2,500, with around £250 in available cash or bonds. Another £250 is in stock or savings bonds. The keeper tells Bill's player that equipment will be provided appropriate to his first mission.

WRAPPING UP

Adding all of the points put into skills, Bill ends up with Art (drawing) 45%, Climb 80%, Credit Rating 35%, Cthulhu Mythos 1%, Dodge 72%, Drive Auto 40%, First Aid 70%, Fist 70%, Grapple 45%, Gunnery 50%, Handgun 30%, Hide 60%, History 35%, Kick 45%, Knife 35%, Listen 85%, Machine Gun 35%, Mechanical Repair 80%, Military Science 20%, Natural History 20%, Navigate 40%, Occult 7%, Other Language (German) 46%, Own Language (English) 80%, Persuade 25%, Psychology 15%, Ride 35%, Rifle 85%, Shotgun 40%, Sneak 80%, Survival 15%, Swim 55%, Throw 45%, Track 50%, and Tradecraft 10%. All of his other skills are at their base percentages.

Personality-wise, the player decides that Bill is affable and courteous. Despite his skill with weapons and physical superiority, he remains even-tempered even when provoked. He is not overly religious or close to his family, but is extremely patriotic and has a special hatred of the Third Reich instilled from his love of Germany, a fondness inspired by his grandfather's stories of his youth there. The keeper notes that Bill's facility with the German language makes him an excellent choice for undercover operations, a feature that N is sure to exploit fully.

NEW OCCUPATIONS

The horror of the Mythos can extend its ghastly tendrils into anyone's life, and thus the field of potential recruits is broad. Many fields of expertise are useful to N, so he draws his agents from a wide range of disciplines. Following are a few new sample occupations you can choose for your investigator.

POLITICIAN – Politicians usually spend their days dealing with paperwork and people, meeting constituents and participating in process of governance. Whether elected or appointed, politicians are expected to serve country and countryman alike, and in this time of great strife, the lowliest bureaucrat and the more respected of statesmen must struggle side-by-side to overcome the greatest adversities the world has known: the twofold horror of the Axis powers and the threat of the Cthulhu Mythos. Though public office generally exempts one from military service, this does not stop many politicians from enlisting voluntarily. Occupation skills for politicians are Bargain, Credit Rating, Fast Talk, Law, Library Use, Listen, Own Language (specialty), and Persuade.

SCIENTIST – Whether connected with a university, corporation, self-driven, or working for the government, scientists work behind the scenes across the world. They perform practical research, gather data to test and verify theories, write papers, conduct experiments to broaden human knowledge, and challenge existing scientific dogma. Famous scientists of the period were Albert Einstein, Enrico Fermi, Niels Bohr, and (later) Robert Oppenheimer, and throughout the era, the Soviets and the Nazis were enthusiastic in their support of the sciences. Occupation skills are Craft (any), Credit Rating, Library Use, Other Language (usually Latin), Own Language, and pick three of the following: Archaeology, Astronomy, Biology, Chemistry, Electrical Repair, Geology, Medicine, Pharmacy, Physics.

SPY – Intelligence—in the form of accurate information about enemy activities and capabilities—is among the greatest weapons a military force can possess. Though the war began rather abruptly, the Allies have actively used spies for decades, trained agents working directly for government agencies (such as MI6, the SOE, or even the OSS) or foreign nationals who have been turned through means voluntary or involuntary. Spies lead perilous lives, engaging in sabotage, surveillance, theft, deception, coercion, as well as transmitting information that can

get them killed. This occupation can also represent case officers who handle spies, and analysts who decode and utilize clandestine information. Occupation skills for spies are Conceal, Disguise, Fast Talk, Hide, Listen, Other Language (any), Spot Hidden, and Tradecraft.

NEW SKILLS

Investigators will engage in a wide range of military activities, from decoding enemy transmissions, using explosives, taking part in military raids, surviving behind enemy lines, and the business of spying. The following skills are added to those found in *Call of Cthulhu*.

COMMAND (05%)

Your character can use this skill to inspire, direct and coordinate followers or allies, guiding them through simple or complex tasks and improving the effectiveness of the group as a whole. This skill is fundamental in the day-to-day duties of a military officer, politician, or business executive. Whenever you want to manage or lead a group, this is the skill to do it with. A successful use of the skill means that your team is well-coordinated and guided and works at peak efficiency. Failing this, any attempts they perform are less effective, take longer, and they suffer poor morale. This skill is primarily used for dealing with Non-Player Characters instead of investigators. You can attempt to directly command a number of Non-Player Character followers equal to your character's POW characteristic. For numbers above that, delegation or additional leadership is required or any attempts become Difficult.

CRYPTOGRAPHY (00%)

Cryptography is highly important for the clandestine operations, allowing your investigator to create coded information, to relay it, and to decrypt information that has been coded. With this skill, your investigator can attempt to crack unknown ciphers and codes. However, depending on the code's complexity such attempts may take more than one successful roll. The skill also allows recognition of common codes and cryptographic methods, and lets your investigator identify, maintain, and operate common coding machinery and even highly-specialized devices such as the Enigma Machine. Repairing such devices may require an Electrical Repair or Mechanical Repair roll in addition to a successful Cryptography roll.



DEMOLITIONS (00%)

With this skill, your investigator knows how to recognize and use explosives and related equipment effectively. Anyone can light a stick of dynamite or pull the pin on a grenade, but successful use of Demolitions allows the investigator to estimate exactly how long a fuse will take to burn, how to defuse a land mine, and how to jury-rig a booby trap using a grenade. It also gives knowledge of larger explosives: where to place them, how to wire them together effectively for sequential or simultaneous detonation, and most importantly, how to defuse an active bomb. This skill can also be used in conjunction with (or in place of) Chemistry to make some types of chemical explosives.

GUNNERY (00%)

Gunnery is the specialized skill of firing fixed heavy weaponry: guns, mortars, cannons, and other such ranged weapons traditionally mounted onto the ground, buildings, or vehicles. It also covers the loading, repair, and proper maintenance of these weapons. With this skill, an investigator can recognize where heavy weapons would best be utilized, what their ranges are, and how to identify them by sound or sight.



Though the difference between a .30 calibre machinegun, a mortar, and a 3-inch gun are tremendous, for reasons of simplicity this skill governs all of these types of weapons.

MILITARY SCIENCE (00%)

Military Science governs the practical use of manpower, equipment, territory, and resources to achieve a desired military goal. Though it can apply to the grander, political field, this skill covers small-to-large battlefield tactics; effective use of environment, firepower, and resources; and day-to-day issues such as logistics and morale. An investigator would use Military Science to analyze a potential environment for the ideal method of entering and securing it, to assess soldiers to best determine what roles they should play in a military action, and to estimate enemy actions based on knowledge of their tactics or a short examination of their behaviour. It can also cover squad tactics, disinformation strategies, morale-affecting actions, and the practicalities of making sure troops are kept fed, well-equipped, and ready to fight. For covert operations, it provides knowledge of the best insertion points into an enemy-held locale, and can help with setting up an ambush. However, Military Science does not substitute for actual skill at related military tasks (such as Drive Auto or Machinegun).

OPERATE RADIO (INT X 2%)

This skill enables the investigator to assemble, maintain and operate a shortwave radio set. It covers sending messages (in core or in the clear), intercepting and interpreting enemy radio traffic, and dealing with atmospheric interference and other technical problems, as well as correctly receiving them. The skill also covers evading radio-detector vans and patrols.

SURVIVAL (05%)

Investigators are sometimes placed behind enemy lines or forced to survive in hostile terrain. The Survival skill governs the basic requirements of finding and identifying safe sources of food and water, methods of preventing hypothermia or heat exhaustion, and finding or constructing adequate shelter. A successful roll of this skill allows the investigator to find enough sustenance and shelter allowing for one day of survival for a single person in an inhospitable environment. In more forgiving locales, a single successful use of the skill may cover a longer period of time and/or apply to more people.



In matters relating to survival (*Can I eat this?, Can I hunt that animal?, What herbs can help this illness?, etc.*) the Survival skill can be used in place of the Biology, Natural History, or Track skills. Sometimes the keeper may require the investigator to use Sneak and/or Track skills to approach wild game and a combat skill (usually Rifle or Shotgun) to kill it.

TRADECRAFT (00%)

The Tradecraft skill governs the procedures and technical knowledge of being a spy, from understanding how to shadow a target (or lose a tail), arranging information exchanges, surveillance, concealing items so that they might be found by allied agents, covert signalling, infiltrating organizations, creating fake identities, and any other number of espionage-related activities. It also confers knowledge of spy organizations, including their methods of operation and their personnel.

As with the Martial Arts skill, Tradecraft can be used by itself, but is most often used in conjunction with another skill like Conceal (secreting items or documents at a drop point); Craft (forging official papers); Credit Rating (bluffing one's way into high society); Cryptography (operating and maintaining a cryptograph device without detection); Disguise (posing as an enemy soldier or officer); Drive Auto (tailing someone or losing a tail); Electrical Repair (installing a listening device); Fast Talk (convincing someone your investigator is not a spy); Hide (surveillance); Library Use (finding official documents in an enemy office); Other Language (passing oneself off as a native speaker); Persuade (coercing or convincing someone to become an Allied operative); etc.

When using Tradecraft, one roll is made and the result compared to both relevant skill totals. If only the Tradecraft roll is a success, the activity remains covert. If only the skill roll is successful, the action is performed but may become obvious. If both Tradecraft and the other skill are performed successfully, the action is performed without difficulty or increased risk of exposure. The keeper may rule that a missed Tradecraft roll causes a loss of cover value (see the *Rules Chapter*) for more information. At the keeper's discretion, when performing

clandestine activities, the Tradecraft skill can be used in place of any of the above-listed skills.

ADAPTING *CALL OF CTHULHU* INVESTIGATORS TO *WORLD WAR CTHULHU*

Call of Cthulhu uses the 1920s as the traditional setting for adventures and campaigns, with investigators ranging in age from teen to elderly. The onset of World War 2 was in September 1939, a scant decade and a half from this period, making it likely that any investigators surviving the 1920s and 1930s will be alive and likely candidates for N to recruit.

To bring a 1920s-era *Call of Cthulhu* investigator into the *World War Cthulhu* setting, simply do the following:

- Advance age by a number of years based on the investigator's initial age and the current year (1939 is the default). Apply age modifiers as described in *Step Two: Age* on page 24 if applicable.
- Allot +10 skill points per year of additional age from above to any desired skills (aside from Cthulhu Mythos). No skill can be increased above 99%.
- If the investigator has been conscripted or volunteered for military service, pick a branch of the service as described in *Step Nine: Military Service* and apply relevant skill modifiers.
- Apply modifiers from *Step Eleven: Recruitment and Indoctrination*, and if necessary, update wealth and material goods as advised in *Step Twelve: Income and Possessions*.

After this, your investigator should be ready to fight in both wars... against the Axis and the Mythos.

Cubicle 7's *Cthulhu Britannica* line of sourcebooks and scenarios provides a wealth of information about the United Kingdom in the 1920s, and may be of use.





INTELLIGENCE OPERATING PROCEDURES

Beyond a certain point, standard procedures can be dangerous, in that they lead to habits that can be predicted and create easy ways for the enemy to spot or thwart intelligence operatives. However, if everyone starts from scratch then many agents will be lost to basic mistakes. Thus a number of standard procedures have been evolved, which are used as the basis for operations but need not be 100% adhered to.

GENERAL RULES

There are certain rules within the intelligence community, mainly aimed at ensuring that intelligence work does not create a small local advantage at the expense of causing a wider problem. For example, it may be necessary to subordinate espionage operations to foreign policy.

If an intelligence operation is likely to sour relations with a neutral country, then it may have to be postponed or cancelled unless the object is so important that the mission must go ahead regardless of consequences. Likewise, if reprisals by the occupying forces are causing the locals to become alienated, intelligence operatives may be required to reduce the tempo of their operations. A small amount of damage to the enemy is probably not worth the defection of numerous potential allies.

There are also rules governing how much involvement British officials in neutral countries can have in espionage. Military and naval attachés, and ambassadors, cannot be seen to get involved in spying as this would be an abuse of their privileged position and might cause the official to be expelled. That would worsen relations with the neutral country, and there are few intelligence objectives worth pushing an entire country towards the enemy's camp. This does not mean that spies and agents cannot operate out of an embassy; indeed they often do. However, the top officials need to be able to distance themselves from any incidents or operatives who are caught, maintaining the genteel façade even while a cut-throat intelligence war is ongoing.

Intelligence operatives may find themselves at odds with embassy officials over their actions, as both have very

different agendas. It is not uncommon for the plans of one group to be stymied by the actions of the other, so although intelligence operatives and embassy staff are on the same side, cooperation may be grudging or not given at all.

Similar comments apply to neutral organisations such as the Red Cross. It is important that these remain above suspicion, and are not used by intelligence services as a cover except when absolutely necessary. For example, items useful in an escape attempt might be smuggled into a prison camp in aid packages, but these will normally be from invented organisations rather than the Red Cross. Thousands of prisoners of war would suffer deprivation if prison camp guards stopped all Red Cross parcels from entering, and this is not seen as a fair trade for aiding a few dozen prisoners escape.

Some intelligence operations are very general in scope. An agent may be sent to insinuate himself in an area and simply report whatever information he comes across, or might do so whilst waiting for specific orders that might not ever come. Some agents are simply sent to cause mayhem and chaos, usually in conjunction with active resistance groups. These agents may be given specific tasks from time to time but will often simply attack whatever targets of opportunity present themselves.

Other operations are very specific, with a target to be attacked or information to be gathered at a specific time and place. In such cases the operatives will normally be inserted into the target area just before the operation and exfiltrated afterwards. Extreme forms of these missions include commando raids to seize radar equipment or prisoners, or opportunistic boardings of damaged U-boats, after which the raiding force must rapidly withdraw.

Sometimes an operation is simple to set up or brute-force methods can be used, such as parachuting straight onto the target or landing from ships. If the target is deep inside enemy territory this may not be possible, and a lengthy operation may be required just to get personnel into place. In this case it is not uncommon for the mission personnel to be infiltrated, link up with others already



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in place and carry out their mission, then pull out again leaving the deployed personnel in situ.

Some missions are essentially one-way. That does not imply a suicide mission – those are rare and do not attract many volunteers – but it may be obvious that a team will not be easily able to reach friendly territory. In such a case, the mission is normally built around the concept that the team will carry out its primary mission then go into hiding or join up with resistance units, essentially becoming a deployed asset until it can be pulled out or is needed for a new objective in the same area. Some personnel are too valuable to send on this kind of mission, either because of what they know or their usefulness elsewhere.

SECRECY AND COMPARTMENTALISATION

Secrecy is the watchword of intelligence operations. Personnel are told only what they need to know, and those that know a great deal are often barred from field operations. Where possible, compartmentalisation is used to reduce what the enemy can learn from prisoners or observation of a covert operation.

Thus, the transport pilots may know only that they are to deliver one or more parachutists to a certain point, but have no idea who they are or what they are doing. Meanwhile, friendly resistance fighters or intelligence personnel already in the area may be told to assist a team moving through their area of operations, but will not be briefed on what that team is there to do unless they are

needed to assist. Even then they will be given details only at the last possible moment.

"The need for secrecy trumped every other concern, so that resulted in some problems along the way. There was this stone well in Poland that had been sealed for hundreds, perhaps thousands of years, until a Nazi archaeologist cracked the great stone seal that sat atop the opening. I wanted the seal replaced, and at great risk our agents in Poland managed to make a cast of the seal and smuggled it back to us. The boffins down at Station IX managed to match the peculiar composition of the stone and made a replacement seal. The plan was for us to fly into Poland and cap the well before anything crawled out.

The trouble was, though, that no-one on the Lysander that was scheduled to carry us was part of the Network. I can't imagine what they must have thought at the sight of two agents struggling to load a four-foot-wide wheel of solid concrete into a passenger seat..."

Ambassadorial staff in a neutral country may know that agents have arrived and may be ordered to assist them,

"There are methods of deception that are quite effective in the field. Not using greasepaint and false moustaches and so on, because the possession of such things is enough to incriminate you on the spot, but changing your appearance by parting your hair a different way, by wearing glasses when you normally didn't and generally changing your appearance by simple means – different clothing or walking with a limp – things that are not in themselves incriminating if you are caught doing it, but that do have the effect of changing your appearance.

Consider also the circumstances you find yourself in, as very little things can give the game away. For example, in some countries it is perfectly all right to go into a café or restaurant, but in other countries it is a considerable risk. I used to tell them an anecdote about a chap who parachuted into France and went into a café and asked for a black coffee, which immediately aroused the waitress's attention, because of course there wasn't any other kind of coffee available in France due to rationing."



but they will probably not be told the mission details. This can create friction, as most senior officials like to know what is going on in their 'patch', especially if they are likely to have to deal with the consequences. Similarly, friction is possible with deployed personnel, who may have to cope with increased enemy activity after a team sweeps in and carries out a high-profile mission. Regular forces may also be asked to cooperate with intelligence units, without being told much about what is going on. Indeed, it is not uncommon for intelligence or special operations units to use a cover story – what their own side don't know they can't blab about in a bar in Alexandria. Cover stories are typically mundane; a special operations unit may pose as surveyors for a new fuel pipeline to supply forward bases, or as a 'special engineering detachment' carrying out unspecified but probably uninteresting works.

A team might visit a neutral area posing as something innocuous, such as a film crew searching for locations to be used in making a movie, as representatives of a trading firm or shipping company, or something equally mundane. Alternatively, secrecy might be maintained by remaining entirely covert, slipping agents into the target area from a submarine or by parachute at night, or by dropping off one or two personnel from a raid or other

mission that loudly and noticeably undertakes a mission then withdraws.

Ultimately, secrecy is best maintained by either not letting the enemy know the agents are there at all, either by operating covertly or by pretending to be someone that is supposed to be there such as local farm labourers. If the presence of operatives in an area cannot be concealed, then it is vital to deny the opposition as much information as possible – how many agents, their location, their equipment, their objective, who they intend to contact and what they intend to do. There is no guarantee that routine security will not stumble over the operatives anyhow, but the less the enemy knows, the less likely a deliberate response or search is to find the team in time to stop them.

COMMUNICATIONS

Communications presents a problem for a covert operations team. Photographs and any items recovered (e.g. parts of a code machine or Mythos artefacts) must be physically taken to friendly territory, which can be a challenge. Messages can be difficult to send as well. Radio communications can be intercepted by the enemy, and while this does not prevent information being passed on it can result in the capture of the operator.



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Radio direction-finding is advanced enough in the 1940s to permit the position of a radio set to be triangulated and patrols sent to its location. The only answer is to make short transmissions and to move the transmitting location. Even if the enemy does not find the operator on one search, they may gain an idea of where he is located and might be much quicker to respond on another occasion.

"When I was arrested, the Germans themselves told me how they pinpointed wireless operators. Apparently, there was a listening centre in Berlin which controlled all radio output operations and which was able to identify the direction from which the transmissions came. If they came from France, then the Germans alerted their people in Paris and so it was narrowed down. In my case, I was operating in the Lyons area and they tracked me down there. There was a direction-finding van in operation which picked up the messages and detected me and the exact position I was in."

The enemy can gain a lot of information from what is transmitted – knowing what your enemy's spies have seen is useful in its own right. Intelligence teams use ciphers and codes to conceal as much as possible from their enemy, and although any cipher can ultimately be broken a good cipher system will deny the enemy information much of the time. Early in the war intelligence operators were forced to make lengthy transmissions, but the science of communications developed quickly, allowing a great deal of information to be encapsulated into a short transmission.

For communications with deployed agents, a system of pre-arranged codes offers the best chance of secrecy. Some are obviously code phrases or enciphered transmissions, but more subtle means were also available. A particular piece of music, or a poem, or a news report about a fictional person's actions could be broadcast as part of regular programming on the radio. Such codes would have no meaning to anyone but the intended

recipient, and better still might not be recognised as a code at all. The drawbacks of prearranged codes are their inflexibility and the limited amount of information that can be conveyed.

Communications can be carried by an individual, which is in some ways very secure and in other ways open to disaster. A local person, who is not otherwise associated with the resistance, can in many occupied areas act as a messenger without attracting suspicion. Alternatively, some agents specialise in liaison work, slipping into an area to deliver orders and information to deployed assets and taking their reports out again. This is among the most hazardous of intelligence assignments, but it does allow a detailed briefing or information transfer to be undertaken. Agents operating in this way need a cover story that explains their movements, such as working as a travelling sales representative or, if fewer places are visited, visiting family.

Several steps can be taken to mitigate the risks of physical meetings and communication.

- * Use an innocuous object as a pre-arranged danger code at the location. A vase left in a particular window or a flower worn in a particular way can all be used to warn of danger and abort the meeting.
- * Use code phrases to help confirm identity when meeting strangers. If the agent you are meeting has been compromised, they can signal danger by giving the wrong phrase, or withhold it from an enemy agent who is taking their place at the rendezvous.
- * Set a fall-back time and location for the meeting, so that if the first meeting is compromised (or looks risky) there is a pre-arranged alternative. This helps everyone keep calm and minimises panicked mistakes.

If a messenger is captured, the enemy can learn a great deal from them. Meetings are normally compartmentalised, with whoever meets the courier taking them to a secondary location rather than the courier making a direct rendezvous with the agents in place. More than



one step might be included in the process, though too many risks something going badly wrong. This kind of setup should ensure that if the courier is intercepted or the meet is discovered, the assets in place are not also compromised.

The final resort as far as security goes is the cyanide pill. Agents and couriers who care captured by the enemy will probably be shot or otherwise executed sooner or later, but in the meantime they are likely to be tortured. Being taken alive is undesirable at best, and given the savagery of the enemy, suicide is more than just a means to deny the enemy information; it is a way to avoid a much worse fate.

Given the work that certain SOE personnel undertake, there may be other circumstances where the cyanide pill may be an attractive alternative. Although most Mythos creatures do not really care about human secrets, suicide may be a better option than whatever they might do. And who knows? Maybe you'll poison whatever eats you.

INTELLIGENCE GATHERING

Information is a precious commodity in wartime, and many operations are all about obtaining reliable intelligence. Even where the primary mission goal is sabotage and destruction, something useful might be turned up. In many cases a raid will be undertaken to grab items such as code books, radio sets and examples of new weapons like anti-tank rocket launchers or mines. These can be studied to determine their capabilities, enabling the Allies to create a countermeasure or copy the design.

Items like uniforms, mundane weapons such as pistols and grenades, and the like, are still useful to the intelligence community. They can be issued to agents or

raiders to help them pass for enemy personnel or copied for much the same purpose. Uniforms can also be used to determine what sort of troops and what specific units are in the area, although this can also be done by observation.

HUMINT

Human Intelligence (HUMINT) is the term given to reports by people who have seen things. Exactly what sort of things varies considerably. An agent in a port might be able to inform his superiors of what ships sailed when, and what cargoes they have aboard. The deployment of warships can be inferred from the equipment loaded aboard – tropical kit implies that the ship is not destined for the North Atlantic.

In occupied territory, it is possible to discern much from the troops deployed to the area. Second-line garrison forces normally undertake occupation duties, with a few better units in reserve or sent to the region for rest and refitting. If a given area is suddenly full of Panzer crewmembers of Panzergrenadiers then it is likely that something is afoot, and the Allies will need to know about it.

HUMINT reports can be very mundane yet useful. For example, how many trains went through a junction can indicate much about local industry and troop movements. Collating this information with other data gathered elsewhere is the task of the intelligence analyst; the people actually observing the rail junction can only have faith that their reports will ultimately be put to good use.

HUMINT can also be more dramatic, such as an agent daringly penetrating and enemy airbase to report on aircraft numbers or to steal a technical component.

"It soon became clear that it was too dangerous to keep the cyanide pills we'd been issued with. You were supposed to take that pill in the event you were captured by the enemy, but in the dark hours of the night, thinking back on the things we'd seen in the woods, the thought of escaping into oblivion became almost irresistible. After George translated the first part of that diary, then killed himself, I decided to confiscate the pills and hide them away.

Of course, I couldn't take their pistols, and that was how we lost Ann, too."

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Operations of this sort tend to be quite specific – the risks inherent in getting into a sensitive installation are such that it would only be done if absolutely necessary unless enemy security is appallingly bad. That said, in some areas local workers are employed on bases or sensitive facilities and may be able to walk in and out through the gates every day.

One important use of HUMINT is to report on the effects of a bombardment or an air raid. An observer on the ground can make a more accurate assessment than is normally possible from the air, and can assist a raid in other ways too. An agent on the ground may be able to supply the location of air defence concentrations and identify camouflaged targets that might otherwise escape attention.

Of course, HUMINT depends entirely on what the observer can see. If the enemy lets the agent see something misleading, then his report can contain serious misinformation. For example, before the 'Channel Dash' the German vessels' crews were issued tropical kit as if they were headed for the South Atlantic. This was duly reported and when they put to sea the Allies assumed the ships would go south. They thus gained a head start on the Allied response as they made their daring run through the English Channel.

HUMINT reports can be deliberately misleading. An agent might be 'turned' or captured and impersonated by the enemy. Use of code phrases and secret identification can help prevent the latter, but an agent who is voluntarily working for the enemy can feed his superiors a steady diet of lies for a long time. This is one of several reasons why information from any source is compared to other data in the hope of corroborating or discrediting it.

Deception works best if several channels are used; information from just one source is rarely trusted.

SIGINT

Signals Intelligence (SIGINT) derives useful information from enemy communications and other signals. This does not just mean radio transmissions; the emissions from radar sets can be an extremely useful source of data as the type of set can be deduced from its characteristics. That in turn gives an indication of the platform it is mounted on, e.g. ground based air defence radar, a capital ship's gunnery radar and so forth.

Similarly, even if a signal cannot be read or correctly interpreted it can still yield some useful information. The number and type of radio sets in an area indicates the type of troops in the region, although deliberate signals deception can be used to conceal this or mislead the enemy.

Few radio transmissions are made 'in clear'; most are encoded or ciphered, using a variety of methods. The most famous Axis system is Enigma, of which there were many variants. All were extremely hard to decipher, and some virtually impossible. The science (or art, or black magic practices depending on who you talk to) of cryptanalysis is aimed at breaking into enemy codes and reading them in real time, i.e. as quickly as they can be sent.

Cryptanalysis is a complex business, and extremely secret. Most world powers have a cryptanalysis centre, possibly more than one, and much intelligence work is directed towards stealing code books or cipher machines that will give one side an advantage in reading one another's signals.

DEBRIEFING AND INTERROGATION

Interrogation can be considered to be a very hostile form of HUMINT, whereby useful information is extracted from prisoners. Interrogation does not always involve torture; other forms of coercion and persuasion can be used. One common gambit is to threaten to treat prisoners as spies (who are routinely shot) if they will not talk, and to grant them combatant status (and incarceration in a POW camp) if they cooperate.

Psychological techniques can be effective, such as isolating prisoners and telling them that their comrades have already talked and are on their way to a relatively comfortable internment, or setting up a firing squad to make the agent think he is about to be executed. Making a captured spy dig his own grave can be an effective trick, or it might just be a piece of sadism. Other simple options include withholding food and water, keeping the agent cold and/or wet, or denying medical treatment.

Interrogation with torture is not necessarily more effective than psychological trickery, and in many cases it is less so. An agent or prisoner may be tricked into revealing something that he would take to the grave given a conscious choice.



In case of capture and interrogation, SOE agents were instructed to hold out for 48 hours. This should in theory give others in their network time to realise what had happened and make their escape.

It is likely that more useful information will be garnered from questioning of ordinary sailors, soldiers and airmen than foreign intelligence agents who will have been trained to resist interrogation. Details of a unit's equipment and daily routines can be very useful, as can information in its training level, morale and state of combat readiness.

Debriefing of friendly agents and personnel is usually (but not always) more gentle than interrogation of hostiles. Personnel returning from a mission or who have survived some disaster will be debriefed to obtain as much information as possible on what happened and why. Tiny details that seemed unimportant at the time can be collated by the intelligence services into a clear picture of what the enemy is doing in the area.

Debriefing is usually routine, such as after a bombing mission or a raid on enemy territory by commandos. However, when something unusual happens, such as when the enemy deploys a new weapon or a force is unexpectedly overrun it can be important to find out as much as possible about what has happened. A few fragmentary pieces of information garnered in a debriefing can become the basis of a covert mission to recover an example of the new weapon or to further investigate what has happened.

RECONNAISSANCE

Reconnaissance is an integral part of intelligence work. In this context it can mean ground-based observation by motorcycle troops, foot patrols or armoured cars, or perhaps static observation positions, or aerial reconnaissance using fast aircraft equipped with cameras. Ships can undertake reconnaissance as well, of both coastal and open sea areas.

Reconnaissance of this sort is fairly overt, though recon units generally prefer not to be spotted and engaged. Indeed, ground recon has at times been described as 'go down that road until something tries to kill you. If you survive, pop back and let us know what it was'. Covert reconnaissance is sometimes undertaken by conventional troops, such as patrols who have become adept at

stealthily creeping into an area and out again. More commonly, covert recon is a 'special forces' task.

One example is beach reconnaissance undertaken before a raid or landing. It is important that the recon unit is not detected, or the enemy will know that something is afoot. Beach recon is a complex business involving measurements of tide and current, even water temperature and the composition of the sand, clay or whatever other materials are present. More basic data includes location of defences or locations that a defender will be likely to use, and maps of rocks that might endanger the landing vessels.

Covert reconnaissance might also be undertaken before a glider or parachute landing, or a sudden armoured assault. A small party has a better chance of remaining undetected than a conventional force, and might include specially trained experts.

Reconnaissance of a facility or installation is one of the most hazardous operations, especially if it is a highly secret installation with alert and well-drilled guards. Most occupation and security troops tend to be fairly complacent unless there has been a lot of resistance activity in the area, and can often be avoided or fast-talked into letting an apparently innocuous visitor wander around. Good security is more difficult to avoid, and often in this kind of mission eliminating any of the guards will cause the mission to be blown.

Data from reconnaissance missions is fed into the intelligence process, and is often used to corroborate or confirm intelligence from other sources. This can be a double-edged sword; high command tends to place a lot of credence on what was seen by a direct recon mission and may refuse to take seriously data from other sources if not confirmed from close up... and of course a recon team can make mistakes or be deceived just like any other form of information gathering.

MOVEMENT OF PERSONNEL AND EQUIPMENT

Getting personnel and equipment into the target area can be problematical. Where possible, equipment is covertly parachuted onto a prearranged location, or landed using light aircraft such as the Lysander. The down side of air dropping equipment or personnel is the possibility that the drop might be spotted or the parachutes blown off



course or even dropped in the wrong place. This will alert the enemy to covert operations in the area and, if their counter-espionage people are on the ball, might give an indication of the sort of activity being undertaken.

Equipment can be landed by sea or slipped ashore by friendly fishermen and then carried by local transport to its final destination. This is only practical somewhere near the coast; inland areas are very difficult to resupply. Thus many covert operations teams are largely on their own, relying on whatever they carried with them when they entered enemy territory plus whatever their contacts can supply.

Capturing equipment from the enemy is one way to obtain it, but again this may alert the opposition that something is going on. The theft of a large quantity of explosives might be taken as a hint that sabotage is planned, whilst small arms and machineguns would suggest a possible uprising.

As a general rule, resistance units are not supplied with heavy weapons like machineguns by the Allies. They are too bulky to be easily moved or hidden and would possibly restrict their mobility. Smaller weapons such as the Sten gun, which can be easily disassembled and hidden, are a better proposition.

The same comments apply to the equipment of cover operatives; it is for the most part small and portable, easily concealable and lightweight. This not only makes it easier for the operative to conceal his equipment but also allows more to be carried either by the operatives themselves or crammed into a resupply drop.

DIRECT ACTION

Direct action by intelligence operatives normally takes the form of sabotage or assassination, though occasionally a military assault will be undertaken. Ideally the team will pass on information, allowing an attack to be set up using other means such as an air strike or assault by more conventional troops moved into the area for the purpose. The operatives might also help resistance fighters set up an attack, supplying expertise while the locals provide manpower.

However, there are times when an intelligence team has no choice but to undertake a military operation on its own. This is never the first choice, as special-operations

personnel are high-value experts who can do more good for the Allied cause by obtaining intelligence and assisting others in making attacks. Where a team does need to engage in combat, its members' skills at covert operations can be used to stack the odds by striking at the right time in the most vulnerable place and ideally by complete surprise. Attacks to simply cause casualties are unlikely in the extreme; normally a special operations team will hazard only for a high-value goal.

Sabotage and assassination are more likely missions, and to some extent they are the same thing. Key personnel can be killed using explosives, or by more personal methods such as shooting or stabbing; even poisoning is an option if the opportunity arises. Dirty tricks can be used to eliminate an enemy official, such as the 'exploding lightbulb' invented by British scientists. It looks like an ordinary bulb but is packed with explosives and lead shot. When switched on it fills the room with shrapnel, making a kill very likely. The only drawback with this kind of weapon is the difficulty of getting it in place.

In order to make sure of killing the target, a close-range assassination is generally favoured, perhaps using a suppressed handgun or a knife. Ideally, the target is isolated and the attack will not be discovered for a while, enabling the killer to escape. However, less subtle methods like blowing up the target's office, throwing a grenade into his car or shooting him with a sniper rifle are all options that might work.

Blatant assassination of this sort requires a rapid escape from the area or else a killer who is willing to be expendable. Such an individual can be recruited from among resistance fighters, and may be genuinely motivated to make a self-sacrificial attack or perhaps manipulated or even coerced into the deed. Whilst distasteful, some covert operatives would consider the necessity to be great enough that it justified such methods.

Sabotage can be undertaken on a great or small scale, ranging from blowing up a munitions dump to quietly disabling a general's radio or staff car at the critical moment. Explosions tend to inform the enemy that something is going on, so ideally a bomb will be timed or triggered by something such as a train going over the mined section of track.



Sabotage is an art, and a skilled saboteur can get a lot more out of the same amount of explosives or the same opportunity. Blowing up a train is one thing; bringing down a railway bridge (or damaging it so that it collapses under the weight of the train) is more elegant and will deny the enemy the ability to move supplies and personnel by that route until it is repaired – which requires pulling engineers off a different task. Thus the bridge attack ultimately causes more damage to the enemy war effort than blowing up some wagons in a marshalling yard.

Taking the train analogy a little further, more damage can be done to a moving train for less effort than one that is standing at a station. It may not be necessary to blow up the train, just to cause it to derail at a point where it will go down an embankment or into a river. Derailment can be achieved for fewer resources than destruction, and the damage will be just as severe thanks to the train's momentum.

Trained saboteurs think about how to achieve the most disruption with the resources they have. Anyone can

plant a bomb but someone who knows what he is doing will put it where it not only causes as much damage as possible but also causes disruption in other ways. Sabotage can, for example, be used to draw the enemy into an ambush.

Engineers trying to assess and repair the damage could be attacked by resistance fighters or, more subtly, an explosion at a remote outpost could draw a major response which is then led into a mined section of road. Alternatively, a campaign of graphic sabotage might be used to pull troops out into the countryside to guard roads and bridges, opening up their base for an attack.

A covert operations team must constantly seek ways to maximise its effectiveness and cause disruption to the enemy, which does at times translate to doing nothing. A lull in attacks may cause security troops to become complacent or be transferred to more active areas, opening up new opportunities for mayhem once the heat has died down.



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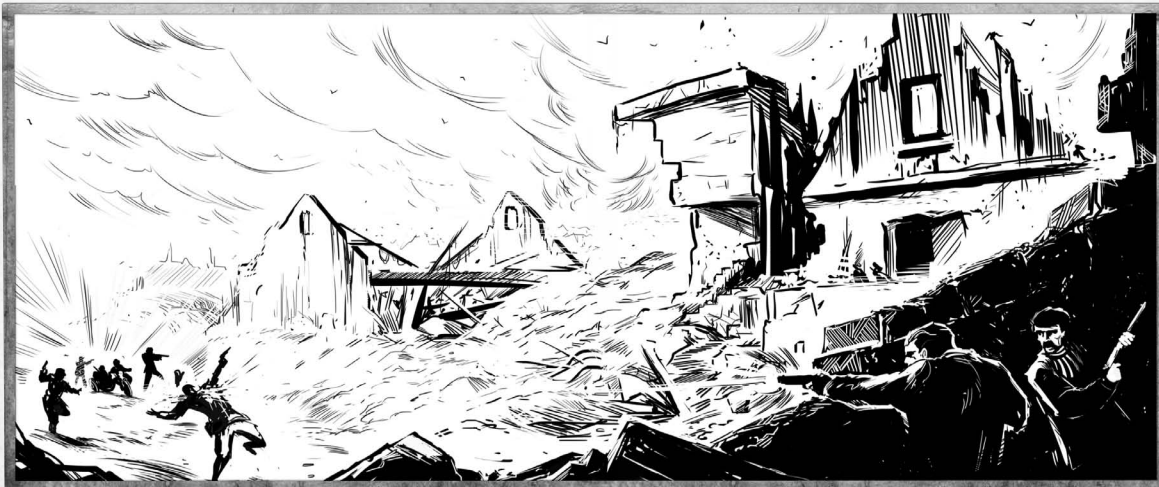
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• SMALL UNIT TACTICS •



It has been proven time and again that a small team whose members cooperate closely with one another can defeat a much larger but less well organised force. This applies whether the hostiles are raw conscripts with an incompetent leader or a well-drilled unit that has been thrown into confusion by circumstances. Ideally, the enemy is ambushed or attacked by surprise, and thrown into confusion by darkness, smoke, fire coming from unexpected directions and the like.

A team that has confidence in one another can undertake manoeuvres that members of a mob of individuals probably dare not. For example, if one operator knows that his team mates will cover him, he can rush out onto the flank to get a better position, knowing that the enemy will be distracted or suppressed by heavy incoming fire.

An individual who tries to dash up close to use a grenade or light automatic weapon against an enemy position will be singled out and targeted by a lot of weapons, but a team can confuse the enemy by drawing fire by presenting a threat and thus enabling a team-mate to undertake whatever action he has in mind.

Team-mates are trained to support one another – you may not have a clear shot at the hostile who is firing at you, but your squad-mate might. However, if he's totally fixated on what's in front of him, he will not be in a position to assist you. Thus to a great extent success in small-unit combat is a matter of teamwork and good

communications or at least the ability to predict what your squad-mates will do – and to know that they will support and assist you. A team fights better than a mob. However, there is another well-known rule – the longer a fight goes on for, the greater the advantage that goes to the more numerous side.

For a small raiding force or a team of intelligence operators, it is best not to have to fight at all, and if you do then it needs to be on your own terms – and you want it to be over fast.

WEAPON HANDLING

Basic infantry skills are the bedrock of small-unit combat, and they begin at the individual level. Personnel need to be able to operate their weapons with confidence rather than fumbling with the safety catch and perhaps jamming the mechanism by misfeeding ammunition. Personnel also need to know the capabilities of their own weapons and those of friends and foes. Being able to guess when an enemy needs to reload, or to estimate the effective range of a weapon, can be a fight-winning skill, and selecting the correct weapon for the job at hand can also result in a huge advantage.

Handguns such as revolvers and semi-automatic pistols have a very limited range and will not penetrate even light cover. They are easy to conceal and useful for surprise attacks, and may suffice if nothing better is available, but



there are few situations (other, perhaps, than a close-quarters scramble in a confined space) where handguns are the weapon of choice. Most users cannot hit a target even at close range, so hostiles armed with handguns are low-priority targets unless they are obviously commanding other personnel, in which case eliminating them will reduce enemy effectiveness.

Rifles and Carbines are the standard infantry weapons and are normally bolt-action weapons. This means that the user must take his weapon off target after every shot while he works the action, slowing his rate of fire. Rifles are dangerous at any range, since they fire powerful rounds that will penetrate many objects that might be used as cover. The most effective use of rifles is for aimed fire at medium to long range, but of course a rifle can be used at close quarters, striking with the butt or bayonet. Firing on the move is generally ineffective; aimed fire is the order of the day with bolt-action weapons. Personnel armed with a semi-automatic weapon can 'walk' their shots onto target by firing rapidly. This is wasteful of ammunition but does enable a group of targets to be rapidly engaged, or repeated shots to be taken at a difficult or fast-moving target, increasing the chances of a hit.

Light Automatic Weapons such as submachineguns, some light machineguns and the few automatic rifles that are available can be extremely deadly at close quarters. Automatic fire can be used to spray a room or put several rounds into a target for a fast knockdown. Automatic fire is often hard to control, and is not very effective beyond close range other than as 'harassing fire' to pepper an area and make it hazardous for the enemy to be in the vicinity. The other main problem with automatic weapons is their high expenditure of ammunition; reloading does not take long with most weapons, but it leaves the user very vulnerable.

Shotguns are an excellent choice for close combat, offering a rapid knockdown and good chances of a hit even when shooting from the hip. However, shotguns are virtually useless beyond close range. They are sometimes carried by 'point men' in patrols, granting a fast response in the event of contact with the enemy.

Light Machineguns are most effective at medium range, and can be used to force enemy personnel to take cover rather than shooting back. A common tactic is for the machinegunner to suppress the enemy with automatic

fire, making it possible for riflemen to move to good firing positions or pick off enemy personnel with aimed shots. Heavier machineguns are only useful in a supporting role; they are not mobile enough to be used by most field operatives.

Grenades and Explosives must be used with great care. Grenades can be lobbed over cover or even bounced off walls to get them into an enemy position, but there is always the risk that the grenadier may be shot as he tries to throw his weapon, or that it might bounce back from something. Grenades are thus best used with deliberation, either thrown out of cover or into an enemy position, e.g. through a firing slit into a bunker.

USE OF POSITION AND COVER

A good basic rule is 'take cover, not casualties'. Personnel should move into cover as fast as possible and have enough confidence to expose as much of their body as necessary to shoot, but not to become over-excited and end up being an easy target. Movement between positions of cover should be executed in fast rushes, and not in a predictable rhythm.

The key is to get into a position where your armament is most effective whilst denying the enemy effective use of their own weapons. Dead ground, i.e. dips in the ground or areas masked by terrain features, can be used to good effect, as can the phenomenon that most combatants quickly lose track of anyone they cannot see. Even something as flimsy as a garden fence or a hedge can give a tactical advantage – hostiles are likely to seek a better target if they lose sight of their opponent, who may then be able to move to a better firing position.

Wherever possible, personnel should dig in, creating at least a shallow scrape and ideally a good trench with a grenade sump (a hole at one end into which a grenade can be kicked) and – if there is time – some overhead cover. Sandbags or other artificial cover can also be used, and firing arcs or aim points can be marked out using a small stick jammed into the ground.

However this presupposes that there is time to create a defensive position. Personnel forced to fight a mobile battle or to engage in an assault must instead rely on mobility, firepower, aggression and teamwork to quickly overcome the enemy. Fighting for any length of time in the open is a recipe for heavy casualties.

THE OPEN ENGAGEMENT

The conventional infantry action, where two forces exchange fire at fairly long range, is an unlikely scenario for special operation units. If combat of this sort does occur, the best course of action may be to break contact and move away – set-piece battles are not something the intelligence community normally wants to become involved with.

"[General] Donovan and I came to a halt in the lee of a hedgerow that was being subjected to intermittent German machine-gun fire. Flattened out, the general turned to me and said 'David, we mustn't be captured, we know too much.'

'Yes, sir,' I answered mechanically.

'Have you your pill?' he demanded.

I confessed I was not carrying the cyanide pill.

'Never mind,' replied the resourceful general, 'I have two of them.' Thereupon, still lying prone, he disgorged the contents of all his pockets. There were a number of hotel keys, a passport, currency of several nationalities, photographs of grandchildren, travel orders, newspaper clippings, and heaven knows what else, but no pills.

'Never mind,' Donovan said, 'we can do without them, but if we get out here you must send a message to Gibbs, the hall porter at Claridge's in London, telling him on no account to allow the servants in the hotel to touch some dangerous medicines in my bathroom.'

This humanitarian dispensation having being made, Donovan whispered to me, 'I must shoot first.'

'Yes sir,' I responded, 'but can we do much against machine guns with our pistols.'

'Oh, you don't understand,' he said, 'I mean if we are about to be captured, I'll shoot you first. After all, I am your commanding officer.'"

An open engagement is unlikely to remain a purely infantry matter for long. Most forces can call on support in the form of mortars and artillery, and possibly tanks or other heavy support such as assault guns. An engagement

of this sort should be avoided if at all possible. If it happens, suppressing fire with machineguns combined with accurate rifle fire is most effective.

A team equipped for close combat may be at a heavy disadvantage in an engagement of this sort, unless it can close the range and make use of short-range intense firepower. It may be possible to eliminate a section of the enemy force by concentrating against it, breaking through or forcing a retreat which will enable the SOE team to move on.

CLOSE ASSAULT

It is far more likely that intelligence operatives will find themselves fighting at close quarters, often in an urban environment. Shotguns and submachineguns are very effective in this environment, with liberal use of grenades to clear rooms or bunkers. The assault force cannot afford to become bogged down and must take risks in order to keep moving.

Extreme aggression can, however, be counterproductive; charging head-on at a machinegun post is rarely a good option. If there is no alternative, enemy positions can be suppressed with heavy fire while a team member makes a rapid approach, ideally making use of dead ground, and either uses an automatic weapon or a grenade to quickly eliminate enemy personnel. It may be possible to bypass or flank enemy strongpoints, and thus is almost always a wise choice. Unless the mission objective is the reduction of a defensive position (unlikely) or it is absolutely necessary to accomplish a mission goal, then enemy positions should be left alone and not engaged if possible. Regular forces specialise in defeating the enemy and breaking his positions; intelligence units tend to have different goals.

URBAN COMBAT

Urban combat tends to take place at close range a lot of the time, with structures becoming strongpoints. Often one side is well dug in, with carefully prepared fields of fire and well protected positions. Reconnaissance is important in avoiding deathtraps, where a force can find itself under fire from several directions and often unable to even spot a target to fire back.

In an urban environment, the streets may be dominated by enemy machineguns and snipers, to the point where



movement is impossible. The technique of 'mouse-holing' from one building to the next through the walls is an effective way of moving undercover, but may require vigorous application of sledgehammers which can take too long. The only alternative is to move fast, use the cover of darkness or smoke, and dash rapidly from one position of cover to another.

Urban combat can be inconclusive, with personnel firing at muzzle flashes or movements dimly seen in a building. It is sometimes not possible to determine where shots are coming from, or to get a clear idea of enemy numbers. A lull in firing might mean the enemy has retreated or been killed, but could equally mean they are just waiting for a better shot. On the other hand, close combat can ensue – sometimes unexpectedly – when forces encounter one another or assault a defended position, and this tends to be both decisive and short in duration.

AMBUSHES

Ideally, the intelligence team will be the ones carrying out the ambush, striking from concealed positions at an unsuspecting enemy force. Ambushes can be made more effective by using booby traps such as tripwire-triggered grenades or mines. This is sometimes known as an 'explosive ambush' or 'mechanical ambush'. One variant on the standard ambush is to leave a direction clear for the enemy to seek cover, rather than using a crossfire. As personnel attempt to take cover, they will trigger previously emplaced mines or other booby traps.

In the case where a team is ambushed, the only good prospects are to either immediately break contact if an

escape route is available – though as noted above this can be a trap – or to react aggressively. Heavy firepower must be directed at any position suspected of containing an enemy soldier, while the team initially seeks cover and then begins manoeuvring either to escape or to overrun the enemy positions. Shotguns and submachineguns are excellent counter-ambush weapons in most cases.

SNIPERS

There is more to being a sniper than marksmanship; a good sniper is an excellent observer and can spot targets or threats at a great distance, and can conceal himself well. However, any reasonably skilled marksman can snipe at the enemy from a position of concealment or cover, and can achieve excellent results.

Sniping can be used to disrupt enemy command and control by killing officers, or can pin down an entire unit by eliminating any soldier who moves out of cover. Uncertainty is also a sniper's friend – he may patiently pass up several chances to take a shot, allowing the enemy to think he has moved on, and then make another kill. This can force an enemy unit to stay under cover long after the sniper has left the area.

To be effective, a sniper needs a clear field of fire, ideally an elevated position, but somewhere that he cannot be easily spotted and targeted by the enemy. Alternatively, an elevated position behind a defensive line is a good choice. German snipers are known to favour bell towers which, while predictable, give them a good field of fire while infantry at ground level prevent anyone sneaking up on them.



Dealing with a sniper is a difficult business. The best solution is usually counter-sniping, whereby another sniper works out where the sniper is shooting from and obtains a position from where he can eliminate him. For an SOE team with a mission to accomplish, this may be too time-consuming so either moving fast under cover or saturating the sniper's suspected position with small arms fire might be the only option.

TANKS AND ARMoured VEHICLES

Unless anti-tank weapons are available, there is little that a team can do against an armoured vehicle. Fortunately, a tank crew can see little when 'buttoned up' with the hatches closed, so it may be possible to avoid contact entirely or to cause the enemy to lose sight of the team. Most tanks have a co-axial machinegun alongside the main gun, which is aimed by turning the turret, plus one in the bow pointing forward. Some designs have a rear-facing machinegun for infantry defence. It is possible to remain outside the arc of fire of these weapons; turrets do not revolve fast enough to track a fast-moving infantry target.

If a tank must be tackled, then attacks from the sides or rear are most likely to succeed. Frontal armour is likely to be too heavy for even a Bazooka or Panzerschreck to penetrate, but other areas may be more vulnerable. Explosives can also be thrown under the tank or on the engine deck, and fire weapons such as a 'Molotov Cocktail' of flammable liquid may be effective if thrown onto the flat deck. Grenades can be dropped down a hatch if it is not dogged closed from the inside. The other prospects for dealing with a tank are to lure it into terrain where it may become stuck, such as dense rubble or boggy ground, or to bypass it using concealment. The most likely scenario for SOE teams encountering a tank is a relatively light model positioned as a sort of mobile bunker to defend the approaches to an installation. Good planning may enable the team to avoid having to deal with the tank at all by using a route that bypasses its position.

AIR ATTACK

Aircraft move fast and are not all that likely to spot a small team moving on foot, but might attack a vehicle. Bombs and rockets are extremely dangerous, and can only be defended against by seeking cover or downing the aircraft. Fortunately, few can be carried and most pilots will not consider a handful of men on foot to be worth wasting munitions on.

Strafing with machineguns is the most likely air threat. To strafe, a fighter or fighter-bomber must fly in a straight line and dive towards the target. This is not a particularly accurate means of attack and is normally used against large or static targets such as a concentration of infantry or a convoy on a road. Repeated passes are possible, but the attacking aircraft is likely to run low on fuel or ammunition quite quickly, so will probably not make many attacks. The pilot may 'lose' the target as he comes around for another pass, especially if the team has taken cover or hidden. Of course, an enemy pilot may report the target's position, and in truth it is the aircraft's radio that is the main threat to an SOE team – a force that thinks it has been spotted needs to go to ground or get out of the area, as additional aircraft or ground patrols may be sent to investigate.

Fighter aircraft are marginally vulnerable to small arms fire, but hitting an aircraft is problematical. The only effective method is to fire ahead of the plane with machineguns or massed rifles, creating a threat zone through which the aircraft must fly. This will hopefully result in at least some hits. Small-arms fire is unlikely to be very effective even if hits are obtained, though it is possible to get lucky. Returning fire is primarily important for morale purposes; a highly motivated SOE team might do better to seek concealment and escape than to try to fight off the aircraft, unless of course proper anti-aircraft weapons are available.

IN SUMMARY

Most importantly it is vital to remember that SOE agents are not there to fight battles with the enemy. If combat is necessary to completing a mission or escaping from the enemy then the team should aim to fight a short, sharp action and break contact as fast as possible.

Regular forces can measure their victories in terms of battles won and lost, but for SOE and other intelligence formations it is the mission that matters, not the results of a firefight. So long as the mission succeeds it really does not matter if the team slipped past a patrol, defeated it in a firefight or fled headlong into the woods.

Combat is a means to an end for SOE, and tactics must reflect that. Do not allow fighting the enemy distract you from your main goal. Your mission is infinitely more important than inflicting a few casualties on an enemy infantry company.

PART THREE:
**KEEPER'S
HANDBOOK**



KEEPER OF • ARCAINE BRIEFINGS •

I dream of a day when they may rise above the billows to drag down in their reeking talons the remnants of puny, war-exhausted mankind...

H.P. Lovecraft, Dagon

'Never fight a war on two fronts' is one of the oldest military maxims. The investigators of *The Darkest Hour* will know the horrible truth of this, as they strive to balance their conventional military objectives with their secret war against the Mythos.

GETTING STARTED

Players may select one of the archetypal investigators presented on our website www.cubicle7.co.uk, or generate their own using the rules in the *Greatest of Assets* chapter. Investigators may come from many walks of life. They may already have been part of Section D or the Special Operations Executive before joining N's private network, or they may have been recently seconded from their previous posting, or forcibly recruited from civilian life. Though they have all had a brush with the Mythos, their depth of knowledge will vary hugely, and they might be walking relatively blindly into the horror. Whatever their background, they have something in common: they are all brave, determined, resourceful individuals who are willing (or, at least, appropriately motivated) to

carry out N's orders. The investigators do not necessarily know each other well before the mission begins, but have probably trained together at least a little.

Players should glance at the intelligence and small unit tactics briefings. If appropriate to their investigator's background, they can have a look at the British Intelligence chapter too. We assume a basic level of familiarity with the *Call of Cthulhu* rules and style of play.

The Keeper should familiarise herself with this chapter, with the overview of British Intelligence and N, with the relevant material from the *Intelligence Theatres* chapter and the *Dark Lamentable Catalogue* chapter, and with the scenario being played, if using a prewritten scenario. The other chapters of this book can be consulted as needed. For your first adventure, we recommend a scenario that gets the players right into the thick of the action early. Begin with a baptism of fire, then pull the characters back to London for a slower build-up to occult intrigue.

PRECEPTS OF PLAY

Go dark! The game works best in what's called the 'Purist' style of *Call of Cthulhu* – a solemn, sober and increasingly disturbing investigation, where the horror is deeply rooted in the real world. The characters should





be real people, not pulp heroes. The war should be as close to the actual conflict as possible, not a melange of images ripped from movies and pop culture. When looking for inspiration, look first at documentaries and history books. The investigators are fighting for their lives, paranoid in case the Gestapo or a Mythos cult have uncovered them, always aware that capture or worse could be right around the next corner.

Fight on two fronts! The entities of the Mythos care nothing for human conflicts; they are not part of the war. The investigators' struggle against the Mythos is orthogonal to their missions in occupied Europe. The investigators must fight two battles, using the resources given to them for use against the Axis forces to defeat the servants of the Mythos.

The two threats rarely overlap – while the investigators may encounter the occasional ex-Ahnenerbe SS officer who has uncovered some pre-human tomb, there is no secret history to be uncovered here. Neither the Allies nor the Axis powers used magic or the Mythos in the war; there were no magical sacrifices in the concentration camps. The human war was a purely human evil.

Respect history! Or, at least, use history. *World War Cthulhu* is not a history textbook, and there's no need to get hung up on historical trivia. Both players and Keepers can benefit from doing research and reading about the period, and historical events provide wonderful inspiration for adventures, but it's much more important to keep the game going than to quibble over details. Where possible, ensure that events in the game follow the course of history; if the characters spend six months recuperating after an adventure, they will return to a very different Europe when they next go on a mission.

Don't pull punches! The investigators face almost overwhelming odds, and the Keeper should not be reticent in throwing challenges at them. Investigators will almost always be outnumbered and outgunned – or else up against entities that cannot be defeated by any force of arms. Let the dice fall where they may. This will result in a lot of wounded or dead investigators – embrace this. The victory of the survivors (if there are any) will be all the more satisfying if they know the Keeper did not hold back.

N'S NETWORK

N's network is one man's quixotic crusade against the Mythos. From his lair in London, N helps direct the war effort, but secretly dispatches his own agents under the cover of British intelligence to carry out covert investigations and attacks against occult threats. In the game, N's network serves several purposes.

- Gathering the investigators
- Missions against the Mythos
- Dispensing occult lore

GATHERING THE INVESTIGATORS

All *The Darkest Hour* investigators are part of N's network. The network draws the initial group of investigators together, and provides a way to introduce replacements in the event of an investigator dying. The Network recruits from many different sources – anyone with the necessary skills may be drafted by N. He has enough sway within the War Office to arrange for transfers and reassignments for military personnel, and enough blackmail material or criminal threats to convince unwilling civilians to serve. He only uses coercion when absolutely necessary, though – he prefers agents who are willing to sacrifice themselves to hold back the darkness for another day.

MISSIONS AGAINST THE MYTHOS

N possesses an alarmingly encyclopaedic knowledge of the Mythos. He knows where the Deep Ones come ashore on moonless nights. He knows the secret language of the ghouls in the catacombs under Paris. He knows that there is a staircase in a certain French castle that descends into tunnels carved by no human hand, and what dwells in the heart of the Black Forest. He knows the inhuman horrors that lurk beneath the skin of the world.

It is not just the agents of the Mythos that are taking advantage of the chaos of war. N's position within the British intelligence establishment during wartime gives him an unparalleled opportunity to take action against this accursed threat. Armed with the full strength of the Allied Forces, he intends to destroy as many of them as he can. Whenever a British operation comes close to a site of interest to N, he arranges for some of his agents to be included in the mission, and adds secret new objectives to their orders.

In play, N's orders and secret missions are the initial hook for the investigators. See *Mission Design* for more on designing *The Darkest Hour* scenarios.

DISPENSING OCCULT LORE & CLUES

Classic *Call of Cthulhu* scenarios involve research and piecing together clues. The investigators visit libraries, dig up old tomes, consult newspapers and decipher mysterious manuscripts. While all these activities also form part of *The Darkest Hour* – especially in scenarios on the home front, or in neutral territory – N also allows the Keeper to deliver occult lore directly to the characters. N has an extensive occult library, and may choose to provide agents with Photostats of certain pages from musty tomes, or even whole books. N doesn't hand the characters the answers on a plate, but can provide the edge they need to deal with otherwise impossible dangers.

The Network can also give investigators clues and guidance by coded radio messages.

STRUCTURE OF N'S NETWORK

Before the war began, N established a network of contacts across the world. He was an avid, obsessive letter-writer, and corresponded with hundreds of people. Most of his contacts were academics, but his inquiries ran the gamut from the clergy to politics and journalism to the criminal sphere. In some cases, N wrote to these correspondents seeking their expertise or special skills, but others just provided him with news and information relating to his peculiar interests. In N's mind, the observations of a lighthouse-keeper off the coast of Scotland were just as relevant as the expert knowledge of an archaeologist in the University of Hamburg or a *Times* journalist in Palestine. He especially cultivated those who travelled extensively, such as buyers or diplomats, who could carry bundles of letters and keep the information flowing across the network.

In the early months of the war, before conflict and censorship and internment broke up the majority of his original network, N had access to an unparalleled source of information about events in Europe. While no single correspondent was especially highly placed in the Nazi war machine, N was able to assemble a coherent picture of clandestine events in Europe – and, equally importantly, get reports past German censors and spies.

The SS, Abwehr and Gestapo arrested many of N's informants; an increasing proportion of N's assignments are now rescue missions, delivering professors of semiotics and rabbis and antique dealers from the clutches of the German authorities. Other informants managed to remain in place, and communicate with N by coded postal messages or illicit radio transmitters.

THE MYSTERIOUS N

Who is N? Answering that question is a turning point in a *World War Cthulhu: The Darkest Hour* campaign. Will the investigators find themselves taking over N's operations, or turning against their former mentor when they discover who he really is? N's true nature is up to the Keeper, but here are some possibilities:

- **N, the former investigator:** Back in the 1920s, N was part of a small band of investigators. They learned that our world is a soap-bubble of sanity, and that entities infinitely older and more powerful than we can imagine slumber fitfully in the darkness. N was the only member of that band to survive their encounters with the Mythos, and he dedicated the rest of his life to battling the horrors.
- **N, the conspirator:** N wasn't the only member of his brotherhood of investigators to survive. Other investigators achieved similar positions of power and influence throughout the world. Now, N's network is one cell in a global organisation that battles inhuman forces. N has a counterpart in the Third Reich who secretly passed intelligence to N, ensuring that the Englishman would have the influence needed to prosecute their secret war. Is N's loyalty to England or to his brotherhood?
- **N, the madman:** N was an investigator, but his experiences drove him insane. He is now utterly obsessed with revenge upon the horrors that devoured his friends. The investigators – and the whole war effort, for that matter – are pawns to be sacrificed in his doomed struggle. He will burn the world to hurt those things, if he can.
- **N, the sorcerer:** Those books of occult lore... those clandestine midnight meetings... those blasphemous rites! N intends to master the sorcerous knowledge of the Old Ones. In a secret laboratory deep beneath London, the shambling by-products of



his experiments writhe and cry out for death. Each successful mission to retrieve some tome or rob some tomb of its essential salts adds to his growing power.

N, the cultist: The Old Ones are almost incomprehensible to humans, but certain concepts are common to us and them. War, for example – for millennia, a war has raged between a cult associated with Hastur and certain other entities. N is a sworn member of this cult, and his allegiance is to the Yellow Sign. He uses his network and the investigators as unwitting agents of his cult.

Nyarlathotep: *"I remember when Nyarlathotep came to my city the great, the old, the terrible city of unnumbered crimes. My friend had told me of him, and of the impelling fascination and allurements of his revelations, and I burned with eagerness to explore his uttermost mysteries. My friend said they were horrible and impressive beyond my most fevered imaginings; and what was thrown on a screen in the darkened room prophesied things none but Nyarlathotep dared prophesy, and in the sputter of his sparks there was taken from men that which had never been taken before yet which showed only in the eyes. And I heard it hinted abroad that those who knew Nyarlathotep looked on sights which others saw not."*

"A war affords the opportunity for unscrupulous men to settle scores. That neighbour you always despised, you report as a partisan or a collaborator, depending on which way the wind is blowing. One can hide a murder in a bombing raid; 'why, he was out after the alert sounded, officer, and was crushed by falling rubble, the fool. Please, pay no attention to that bullet wound in his skull.' With N, I felt this same principle was in operation on a larger scale. So many of our operations felt like the settlements of debts incurred many years ago. Return to the house where my friends died, and burn it to the ground. Bind the thing I accidentally set free. Murder the cultist I was unable to stop."

THE OPPOSITION

While the investigators are working to achieve their objectives, various counter-espionage organisations will be attempting to thwart them. The level of intelligence these organisations hold about the investigators depends upon a range of factors: moles, leaks, targeted operations and dumb luck all have a part to play.

The main players in German counter-intelligence are:

Abwehr: Military intelligence organisation focussed on intelligence gathering – mainly HUMINT. The Abwehr spent a lot of time and money trying to infiltrate agents into Britain, only for many of them to be turned by the British to become double-agents.

Sicherheitsdienst (SD): The SS intelligence and security unit had a variety of information gathering roles, and strictly adhered to Nazi priorities. It targeted domestic enemies as well as those from foreign countries, and gathered lists of those to be rounded up when the Wehrmacht occupied a country.

Gestapo: The secret police of Germany and its occupied states. The Gestapo were ruthless and fanatical. Their reputation spread fear and terror across the occupied countries. Combating treason, sabotage and espionage fell squarely under the remit of the Gestapo, and they are one of the main foes that section D and SOE agents will have to contend with.

MISSION DESIGN

The Darkest Hour scenarios use the war as a backdrop to investigation. The convulsions caused by the conflict stir up all manner of things that might otherwise have slumbered eternally. Often, the war forces the investigators to deal with added dangers, or impedes their efforts to protect others from the forces of the Mythos.

Each scenario, therefore, has two strands of plot – the human and the supernatural.

First, we'll discuss the various sorts of plot strands common in *The Darkest Hour* scenarios. Then, we'll look at how these strands interact.

MISSION PLOTS

During the war, British intelligence and their allies launched many different sorts of missions and sorties into occupied Europe. As part of Network N, the characters may be attached to any operation, often with minimal notice and planning.

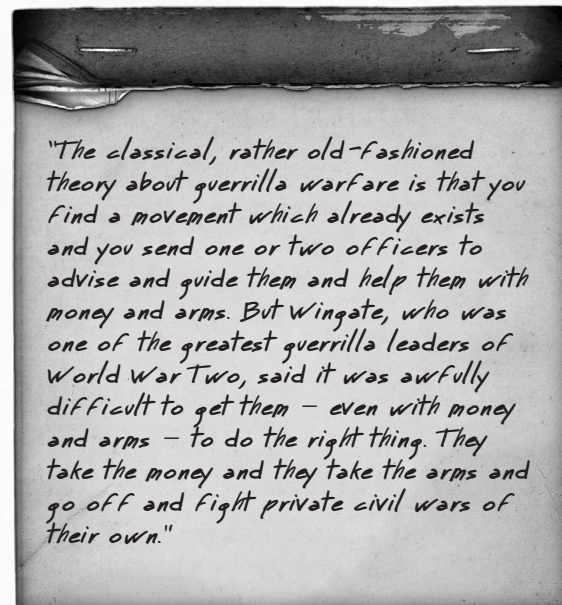
Intelligence

These missions take place within occupied Europe. The spies may already be in Europe, and receive new orders via radio or secret courier, or they may be dropped by parachute or otherwise smuggled in.

- **Spying on troop movements:** Either by identifying the units in question and watching them, or by stealing orders, or by weaselling information out of enemy soldiers. Any information about enemy movements can be useful – the presence of a particular officer in a particular place can signify a great deal.
- **Intercepting enemy communications:** Stealing letters and other documentation – especially codebooks. From the middle of 1940, the British have access to 'ULTRA' – the description of enemy radio messages encrypted with the Enigma coding machine. Still, the British need to be able to intercept other communications to verify that the enemy remains unaware that they have been compromised.
- **Recruiting spies:** Finding those with the motivation and ability to spy on the enemy is a key duty for a British spy – as long as the potential recruit is not an enemy agent planted as a trap. Newly recruited agents must be trained and prepared for their missions; a slow and painstaking process.
- **Making contact with spies and partisans:** Spies, resistance fighters and other agents on the continent may have useful information, but need the investigators to make relay it back to those who can make use of it.
- **Identifying targets for bombing raids or sabotage attempts:** Observing and learning the defences of key military installations, factories, command posts or fortifications. Passing on information about weather patterns, precise distances and landmarks is vital for a successful bombing raid.

- **Verifying information given by double agents:** The information given by a spy should be verified if possible, in case the spy has been turned by the enemy and is feeding false information.

- **Smuggling money, supplies or equipment:** Agents need money, weapons, passports and false documentation, explosives, radio sets and all manner of other equipment. Sometimes, these items can be dropped from a light aircraft; often, though, the items must be delivered by other agents in the field.



Disinformation

Deception and subterfuge are part of espionage; the enemy must be kept in the dark about our actions even as we bring theirs to light.

- **Feeding false information to spies:** The enemy is much more likely to believe information if he has to work for it. Ensuring that an enemy spy not only sees what you want him to see, but trusts it, is a difficult task. For example, one of the great successes of British intelligence was Operation MINCEMEAT, where the corpse of a Royal Marines Major washed up on the shore of Spain, clutching a briefcase with documents describing an Allied plan to invade via Sicily. The documents – and the Major – were both creations of British Intelligence.



• **Running double agents:** Spies can be turned back on their former masters, and the British – through the Twenty Committee and the Double Cross method – are experts at this. A double agent is an invaluable source – not only can the spy feed false information back to his unsuspecting former masters, he can also give information about his former employers. The trouble is that the double agent has to keep providing verifiable intelligence to keep his former employers from suspecting he has been turned, which may require clever deceptions. For example, the infamous Agent Zigzag – a British criminal turned German spy turned British agent – was assigned to blow up an aircraft factory by the Germans. The British arranged for a pyrotechnic explosion in the factory, planted false reports in newspapers, and covered the factory in specially painted canvases that looked like a bomb crater from the air, convincing German spotter planes that Zigzag had succeeded.

spies – need to be spirited out of danger. Perhaps they must be brought back to England, or helped escape into neutral territory like Switzerland.

"I found there was a battalion of Soviet soldiers, from the eastern parts of the Soviet Union – Turkomans, Uzbeks, Kazaks – who had, I was told, killed their Russian officers and deserted to the Germans in the early stages of the war, but the Germans hadn't trusted them enough to put them in front-line service. I got in touch with these chaps through a Turkish-speaking priest and sent them a message, saying 'You're on the wrong side, the Germans are losing the war. You ought to kill your German officers and come over to me!'"

Sabotage

Churchill ordered SOE to 'set Europe ablaze'. So be it!

- **Blowing up key targets:** Sometimes, the only way to destroy an enemy target is to use a saboteur or a commando raid. A few brave men, properly prepared and equipped, can achieve what a squadron of bombers cannot – if they succeed against all the odds.
- **Severing lines of communication:** Destroying bridges, roads, railways, telegraph wires and the like to slow down enemy movements and communication.
- **Assassinations:** Eliminating enemy officers. Ungentlemanly warfare, not the sort of thing one wants to encourage.
- **Establishing and training resistance networks:** Motivating and mobilising potential resistance forces in occupied territories can tie up enemy forces. A single Allied agent in the right place can rally an army.
- **Supplying weapons and supplies to resistance networks:** Those partisans need weapons to fight against the occupiers. The spy must smuggle these weapons into the occupied territories.
- **Rescuing persons of interest:** Certain people – influential leaders, scientists, informants, exposed

The Home Front

Not every mission takes place in occupied Europe – and there are dark things in England too that draw the attention of N.

- **Training & war games:** Training exercises can be used as cover by N for investigations into the Mythos.
- **Investigating suspected enemy agents or fifth columnists:** There are German spies at large in Britain, not to mention sympathisers, Communists, anarchists, war profiteers and criminals. Intelligence has its domestic sphere as well as foreign operations.
- **Interrogating captured prisoners:** Prisoners of war, interned foreign nationals, known traitors and other captives can have useful information – if the investigators can make them crack. Interrogation is more than sitting in a room trying to browbeat a confession out of the prisoner; it involves following up on anything that the subject reveals, and using what you discover there to wring more information out of them.

MYTHOS PLOTS

This is not our world. Things ancient and eldritch slumber in the dark corners of the Earth, and in the spaces *between*, awaiting the day when the stars will come right

again and they can reclaim their domain. Until that day, their followers keep to the old bargains and old rites, offering worship and sacrifice to the old gods, the true gods – the Great Old Ones.

The war is an irrelevancy to such entities. To them, all of human history – from the first fumbling with stone tools to the brooding cities of Tyre and Babylon to the present day – is less than an eyeblink. However, in fighting a global conflict, people go into places that had previously shunned, and all manner of things get stirred up. The chaos of war brings humanity into unexpected contact with the Mythos.

Blasphemous Lore

Knowledge of the Mythos is a dangerous thing, carrying with it the potential for both power and madness.

- **Uncovered Books:** Incendiary bombs and book-burnings have scattered the libraries and private collections of Europe. Tomes that were once prized possessions, locked away in vaults, are now traded on the black market. Scrolls guarded by generations of Rabbis get confiscated by heedless SS jackbooted thugs. Cryptographers, driven half-mad by studying the enciphered transmission of the other side, turn to ancient books of lore and decode them as a hobby. N actively seeks out tomes and other documents related to the Mythos.
- **Looted Relics:** Similarly, museum collections, private art galleries, monasteries and other places where Mythos relics might be found were disrupted by the war. The investigators may be sent to recover some artefact now that its ancient resting place is no longer safe, or investigate the trail of horror left by a misused item of power.
- **Unholy Experiments:** There are those men – some are actually things wearing masks of human flesh, but others are truly human – who use the war to justify their unholy experiments. These experiments are not part of any grand plan or official project. Like N's network, they are rats in the walls. N wants these experiments stopped.
- **Terrible Dreams:** Shell-shock and suffering opens up doors in the human psyche. The telepathic call of dead gods seep into the dreams of the sensitive and the unlucky. Those afflicted by this may perceive
- **Ancient Rites and Sacrifices:** Old cults, old rites – and human sacrifice. Some cults have managed to ignore the war, and continue their rites unchanged. Now, though, N has the resources to put an end to their evil.
- **Disturbed by the War:** Other covens have been changed by the war. Perhaps members have been drafted, and they now carry out their blasphemous rites in secret at army billets. Others prey on refugees for use as sacrifices, or capture deserters or soldiers cut off from their units. Yet others may have seen their sacred sites disturbed or occupied by invading forces – and seek revenge.
- **War Profiteers:** Just as thieves and unscrupulous men can profit from the misery and terror of others, so too can witches and sorcerers. They might take advantage of the chaos to further their own goals – say, by arranging for a battle to take place above the grave of some sleeping god, so the spilled blood feeds their dread master, or by using desperate refugees as experimental subjects in some vile project. Others might be engaged in some mundane form of crime to fund their arcane activities.
- **Broken People:** Not all cults are ancient. The war breaks men, drives them mad and exposes them to horrors that are unthinkable yet human. Little wonder, then, that some turn to other, older faiths, or in their madness dream of strange alien gods commanding them to do unspeakable things. The

things others cannot, or commit hideous, deprived crimes – or both.

Cultists and Sorcerers

For uncounted generations, cultists have gathered in certain shrouded places to observe the ancients and worship their inhuman masters. As foulness shall ye know them, and ye shun them. The places where cultists dwell – the dark, tree-shrouded valleys, the rotting, inbred villages, the mossy ruins with those strangely carven stones – were shunned and feared by ordinary people for centuries. Now, the war brings strangers to those places.

Sorcerers, by contrast, hide among the people. They carry out their blasphemous studies and experiments in secret, but proudly present their saturnine and mocking faces to the world.



chaos of the war brings about an unwholesome blossoming of new Mythos cults.

Strange Places

This is a world war, with battlegrounds ranging from pole to pole and across the oceans. No place on Earth remains wholly untouched by the global conflict – and there are places on Earth where the walls are thin, and things slumber fitfully in the ground.

- **Uncovered Horrors:** What lies beneath the earth? What horrors lie concealed beneath clay and shale? New construction, explosions, bombings or military surveys could unearth pre-human temples or alien ruins – or the sleeping forms of monsters. Explorers on some Antarctic mission or Pacific patrol might find the remains of long-dead civilisations – and even in quaint, well-worn Europe there are secret places and horrors yet undiscovered.
- **Doors to Beyond:** And then there are the places beyond our world. The Great Old Ones could once plunge from world to world, and not all the doors they used remain shut. Unlucky soldiers might find themselves stepping from the blood-drenched soil of Europe to the halls of Celeano, or to the mist-shrouded streets of Carcosa... or to some airless planet, where their skin burns with radiation from the raging stars above.

Alien Horrors

It is a terrible thing to fall into the hands of a living god, and this world is inhabited by beings so powerful and ghastly that we cannot but worship them.

- **Hungry Ghouls:** The carnage of the war attracts certain lesser Mythos races. Ghouls, for example, swarm from their catacombs under the cities of Europe to feast on the unexpected bounty of fresh corpses. The Mi-Go chitter as they coldly observe humanity, and wonder if the conflict will endanger their own sinister projects on this planet. The strange folk of K'n-yan who dwell deep underground listen to the echoes of the bombs, and consider sending their undead scouts to the surface (and just why were some Nazi scientists convinced the world was hollow)?
- **Strange Sightings:** Lights in the sky, inexplicable radio messages that seem to originate from distant stars, scratches and impossible sonar traces on

submarines... military units in the field may encounter all manner of impossible, mysterious things that prompt investigation by N's network.

- **Slumbering Gods:** That is not dead which can eternal lie, and with strange aeons even death may die. The stirrings of the gods have nothing to do with the death throes of a continent, but should they wake, all the suffering of the war will be nothing compared to the devastation they will wreak blindly.



WEAVING STRANDS

With a Mission plot and a Mythos plot in hand, the next step is to weave the two into a mission. By braiding the two plots together, the Keeper creates a richer, more challenging scenario for the players. There are many possible ways to use the plots together. For example:

Mission as Cover: The investigators must conceal the true purpose of N's network from their superiors in British Intelligence. They must therefore investigate the Mythos threat while using the mundane Mission as a cover. For example, if the Mission is to make contact with a French spy, the investigators have to somehow explain why they spent six days exploring the catacombs under Paris.

Mission as Background: The Mission adds background colour to the Mythos investigation. The investigators



might be sent to some Norwegian fishing village, or to Tangiers, or to the heart of the Third Reich on some deep-cover mission. In this set-up, the Mission is just flavour.

Mythos Red Herring: Not every scenario need involve the Mythos. A wholly mundane military operation can be just as challenging – and just as horrific. N is not infallible – perhaps the rumours of Deep Ones were just Nazi frogmen, trying to recover the wreckage of a British submarine.

Two Jobs to Do: The investigators need to complete both their mundane and Mythos assignments at the same time, forcing them to brave two sets of foes.

Mission-Related Complications: The mission impacts on the Mythos investigation. For example, a German spy in the Czech partisan group reports the presence of British spies to the local SS commander. The investigators need to complete their Mythos-task (recovering an occult book from the mansion of a recently-deceased necromancer) while dodging the SS.

Mythos Underlies Mission: The Mythos threat is somehow linked to the mundane mission. For example, a Nazi scientist might be experimenting with Mythos sorcery, or have recreated Herbert West's formula for reanimating dead tissue. The investigators must destroy this evil, while also concealing its true nature from their superiors.

Clashing Priorities: The military mission clashes with the Mythos task. For example, the investigators are dropped behind enemy lines to gain intelligence about a German hydroelectric dam. Meanwhile, N instructs them to investigate accounts of a magical seal that contains some ancient horror. The characters suspect the dam is built

atop the seal – and if they relay accurate intelligence back home, the Allied bombing raid on the dam will break the seal. Which mission to they complete?

RUNNING MISSIONS

MAXIMS

Stay away from large-scale battles, and the front lines in general. Concentrate on events beyond the battlefield, on occupied towns and rear-echelon troops.

Name everyone. There should be no faceless, nameless, disposable guards. Never pass up an opportunity to humanise a non-player character by giving them quirks, habits or distinctive features.

There are inhuman, alien forces moving through Europe. These things care nothing for humans, but fumble blindly on their own inscrutable, incomprehensible purposes. These are the new gods – Nazism, Communism, Bureaucracy, and the War Effort. They have their cultists and acolytes, their rites and sacrifices.

Weapons are no use against the Mythos. Bullets and explosives can, at best, drive away a monster or kill a lesser creature, but that's it. Violence never works as an ultimate solution.

Look for ways to harass and impede the investigators. Gestapo spy hunters, betrayal by collaborators, unreliable British agents, inter-department paranoia, bad weather, criminals, bureaucratic tangles and missing papers, accidents, failed communications and all manner of other misfortunes can complicate an investigation.

COMBINATIONS TO AVOID

MILITARY MYTHOS: The occasional mad scientist or SS sorcerer is great – but if Nazi exploitation of the Mythos is too common, it changes the game into an alternate-history 'weird war', and that diminishes the horror. If the Mythos can be exploited successfully, then it becomes something rational, something predictable. Avoid at all costs.

SIMULTANEOUS CHALLENGES: Forcing the investigators to deal with both a Mythos and a military challenge in the same scenario is wonderful, and brings home the 'war on two fronts' theme of the game. However, avoid forcing the players to split up to deal with two simultaneous challenges. Don't have the cult's summoning ritual in the forest take place at exactly the same time that the Nazi officers gather for the meeting that the investigators are supposed to eavesdrop upon. Don't oblige the players to split the party.



Paranoia and isolation should be your watchwords. The players cannot completely trust anyone, not even their superiors. They carry the dual burdens of being spies behind enemy lines, and initiates into a dread secret that no-one else understands. Whenever they try to ease their burden – either by confiding or relying on someone else, or by failing to confront the Mythos – punish them.

KEEPING THE GAME ON TRACK

Pressure the players. Make them feel surrounded by their enemies. Any mistake, no matter how small, should result in consequences. These consequences should not be immediately lethal for the investigators (otherwise, the game will be over too quickly), but should force them to react. Possible consequences for mistakes:

- An ally is arrested or killed
- An innocent bystander is arrested or killed
- The characters lose some piece of equipment
- The characters have to establish new identities or reinforce their covers
- The characters have to use Fast Talk or another skill to undo their mistake
- German patrols go looking for the characters, forcing them to move or hide
- Security is increased at a key location

Escalate the pressure with each mistake. Build from German foot patrols on the streets to radio detector vans to house-to-house searches to elite Gestapo spy-hunters. Use this pressure to keep the players focussed on the mission at hand. Be aware that some players react to danger by ‘turtling’. Their investigators seek out a safe place and hide

instead of pursuing their investigations, or they refuse to act until they have planned out every possible contingency. While a cautious approach is laudable, too much caution is boring. Counter turtling either by having the enemy force the characters into acting (either mundane or Mythos foes can work here), or by having N contact the characters by radio and urge them to move. Radio messages and other communications from British Intelligence are an excellent way to provide guidance and support. The players cannot rely on N to solve every problem or guide them through every puzzle, but the occasional radio message with a hint or order works very well.

HISTORICAL ACCURACY

Any game set in the real world past (or a fantastic version of the real world with alien monsters in it) works best with a measure of historical accuracy. The pursuit of verisimilitude should never interfere with or delay the game, but both players and Keeper should do the research and try to stay true to real-world events. These days, basic questions about the period can often be answered in a few seconds thanks to the Internet; more complex questions should be put aside during play and answered during downtime.

Most *The Darkest Hour* scenarios take place at the fringes of known history. The characters get sent to obscure theatres of war and out-of-the-way places to chase rumours. They rarely involve famous historical figures or situations where a few investigators could change the course of history. Historical cameos are part of the fun, but don't devise a whole scenario that revolves around, say, General Montgomery or Operation Gunnarside (the

sabotage of Nazi heavy water plants in Norway) unless you are prepared for the possibility of deviating from history. In most cases, the deviation can be 'fixed' either by substituting someone else for a dead personage, or by running another scenario where the characters make another attempt on the failed mission.

DEBRIEFINGS

After a mission – or a series of missions, if the characters are abroad in Occupied Europe – the characters are debriefed by N or one of his agents. During this debriefing, N questions the characters, forces them to relieve and describe what they experienced, and cross-references their accounts with his grimoires and books of lore. The debriefing officer may provide added context or information about what really happened, or tell the characters what transpired after they finished the mission. The typewritten reports of completed missions are stored in N's archives; often, if one mission follows on from a previous effort, N issues copies of these reports to the next set of investigators. During debriefing, the Keeper should be careful to strike a balance between clarity and the lingering mystery. Keeping the players completely in the dark about what happened makes the game murky and confusing; the players are never sure what is going on or what, if anything, their characters accomplished. Explaining everything ruins the feeling of creepy, haunting horror.

Regaining Sanity: Characters may regain SAN during a briefing. SAN loss or gain is determined by a single dice roll. This dice starts at, effectively, a D0, and increases in dice steps (so, D0, D4, D6, D8, D10 or D12).

Increase the dice type used for a character by one step for each of the criteria met below:

- The Military mission goals were successfully completed
- There was no unavoidable injury or loss of life
- The character succeeded by acting in accordance with his Personality (see sidebar)
- The Mythos threat was temporarily defeated
- Innocents threatened by the Mythos were saved
- One or more Mythos creatures were destroyed

Decrease the dice type used if:

- The investigator's actions led to great suffering or loss of life
- The Mythos threat is still abroad in the world

- The investigator gained any Cthulhu Mythos during the mission

The player may also wish to decrease the dice by one step in order to have their character gain 1D3 Cthulhu Mythos during the debriefing.

Hypnosis: N has perfected a hypnotic technique that suppresses memory. An investigator may wish to have their memory of a single event partially erased from their mind. The character still remembers some aspects of the event, but the memory is softened, dulled and fragmented, making it easier to bear. For example, an investigator might remember that something devoured his squad, but would be unable to recall the shape or any of the horrible details of the creature. The character regains two-thirds of the SAN lost in that event. Only one instance of Sanity loss in a mission can be treated with hypnosis. However, if a character encounters the same horror again, he automatically fails the SAN check incurred by beholding it.

Investigators who have been part of N's network for some time may already have undergone hypnosis several times before, but be unable to remember it.

BRUISER: You succeeded by taking bold, direct and above all physical action – you didn't wait, you didn't hesitate, you didn't over think it, you just acted on instinct.

EXPERT: You succeeded through clever preparation, through human ingenuity, or through the application of science. Your training and education came through in the end.

THINKER: You succeeded by learning everything you could about the threat, and by using that knowledge to come up with a solution. Conventional science or weapons could not have prevailed; only intellect and adaptability could have saved the day.

LEADER: You succeeded because you were willing to take decisions and make sacrifices that no-one else had the courage – or the stomach – to contemplate.



• INTELLIGENCE THEATRES •

VICHY FRANCE

The Vichy government administered the whole of France except in situations where the occupying forces took direct local control. In practice this meant that the government was responsible for day-to-day matters but in any situation where security was an issue (or a German official felt like taking charge) its authority was subordinated to that of the occupying military.

Vichy France was essentially a collaborator state, as there was no alternative. Overt defiance would trigger occupation of the whole country and was doomed to failure in any case. Collaboration was the only alternative to a partition of France between Germany and Italy, and permitted France to maintain its national identity, albeit at a heavy price. Most of France's colonies sooner or later renounced their allegiance to the Vichy government and joined the Free French.

After two and a half uneasy years, Vichy France was occupied as a response to Allied landings in North Africa in November 1942, turning the whole country into an occupied zone. Before that, Vichy France was a somewhat less hostile operating environment for SOE agents. However, some elements of both the government and the population were surprisingly keen to collaborate with the Nazis.

Many of the personnel who volunteered for service with the Milice Francaise (referred to as the Milice in most cases) were particularly collaborationist, and participated in rounding up 'undesirables' as defined by the Nazis with more enthusiasm than was warranted. The Milice was also the primary force deployed against the French Resistance, whereas the army contributed a lot more to the resistance forces.

The French army was deprived of much of its transport and heavier equipment but permitted to remain in existence. Some personnel were taken to Germany as labourers, and within the Occupied Zone elements of the civilian workforce were either forced to undertake works in the local area or were taken elsewhere to work on fortifications and other major projects. Partly as a result of the reduction in size of the French army after

the armistice with Germany, and partly due to the harsh occupation, many former army personnel joined the Maquis, or resistance.

MISSIONS IN VICHY FRANCE

Operation Random

Date: 1941-1942

Location: Beziers

Official mission

A number of Maquis operatives have been captured in southern France where they were trying to set up sleeper cells in the event of the expansion of the area of France directly controlled by the Germans. Fortunately they have only been picked up by Vichy police for not having the correct paperwork and at this time are not in the hands of the Gestapo and the group is currently held at the police station in the large town of Beziers. As this is not occupied France an attempt is to be made to free the prisoners in a jailbreak, working alongside resistance contacts in the area. The investigators and freed prisoners are then to make their way to the nearby coast for extraction by submarine.

N's mission

Bezier has a long and bloody history: the town was wiped out in 1209 early in the Albigensian Crusade. While this was easily the worst incident in the history of the town, with the entire population of 20,000 or so either put to the sword or burnt alive, there have been other, more recent cases of bloodlust. This may well be linked to its ancient history, and N wants to find out.

The settlement was razed and resettled by the Romans some thirty years before the birth of Christ, and there were rumours of a strange and unorthodox cult thriving among the new occupants. History is uncertain if the Romans brought it with them or if it was local to Bezier. There are plenty of old Roman ruins in the neighbourhood, the agents need to try and discover what they can. Chances are that if the Gestapo get their hands on the captured Maquis they will never leave their prison cells alive; the place just seems to encourage such violence.



Operation Hullabaloo

Date: 1941 to late 1943

Location: Monaco

Official mission

The principality of Monaco is, at the current time, nominally a free and independent state. As such it has the advantage of agents not being constantly hunted by the authorities; however its tiny size makes inserting any force or using as a long term operational base unrealistic. However, for a one-off operation it does have some advantages. An Italian Regia Aeronautica officer is visiting parts of Italian occupied France. Maggiore C. Furnari is responsible for the preparation of airfields to receive new squadrons; this staff role means he has a lot of knowledge that front line officers do not have access to. The mission is to kidnap him and smuggle him to Monaco, where he will be kept hidden for several days before leaving on a boat with the agents and their Monaco contact, sailing for Gibraltar.

N's mission

Monaco has a treasure trove of various artefacts and books locked away in its banks. The collections of some of the wealthiest citizens of France are hidden away. Of course, were Monaco to be occupied by the Italians or

Germans this treasure would fall to the mercy of our enemies. One bank holds a particularly interesting array of items. The night the investigators are to leave with their prisoner they will have an additional mission, to empty a bank vault of a select list of items...

Operation Doncaster

Date: 1941-1942

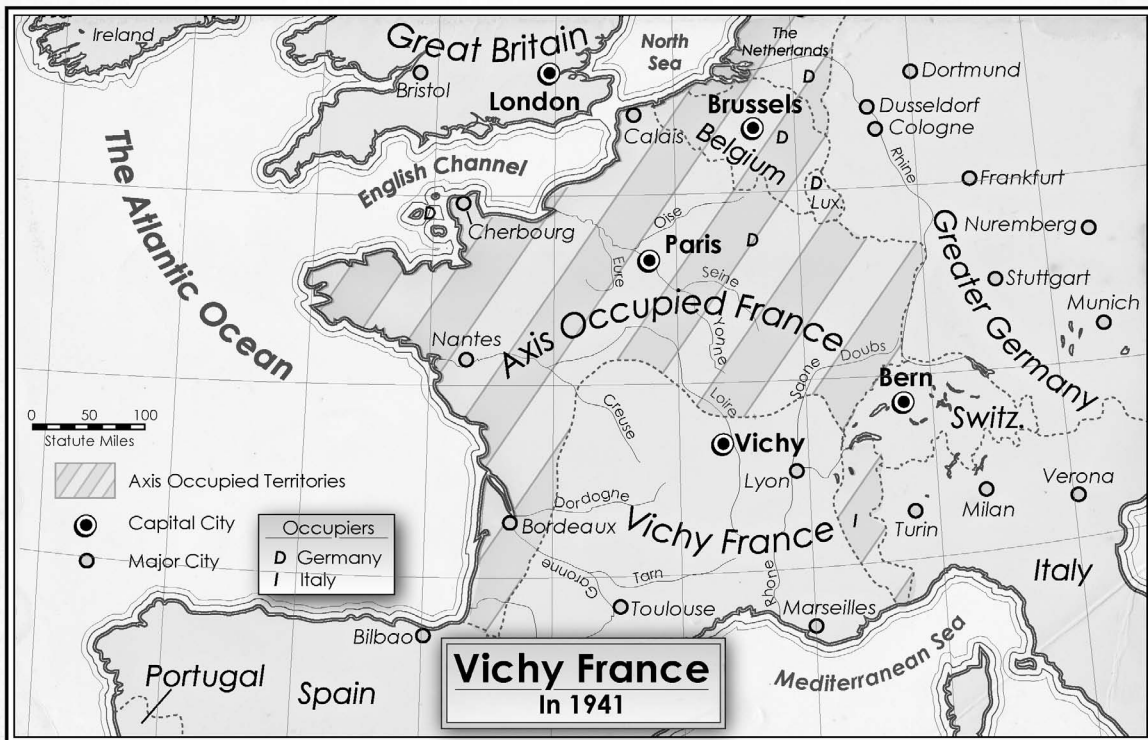
Location: Anywhere in Vichy France

Official mission

The area does not have many worthwhile targets but the railway network is always a tempting one. The agents are to place explosives on a stretch of railway track and wait for a freight train to pass, blowing up the tracks and causing the engine and wagons to derail. Every locomotive destroyed means one less to run the vital network, ultimately hindering industry and the movement of troops and supplies.

N's mission

The official mission is a simple one and can be carried out any time; N's mission relies on timing. A courier is taking messages between a pair of suspected sorcerers. It would be nice to find out what they are saying to one another. The best option is to secure the messages





somehow and copy them for later analysis. The courier must not suspect the message has been duplicated, or even seen, by anyone. While this is the ideal outcome it might prove necessary for an 'accident' to occur and the documents copied from the body. In either case it is preferable to leave the correspondence in place, to allow the pair to continue communicating unhindered for now as it would be best if they did not know N is onto them. Of course the courier is quite likely to be an agent of the Mythos, and possibly not even totally human, despite outward appearances.

Operation Puffin

Date: 1941-1942

Location: Anywhere in Vichy France

Official mission

There is an Abwehr cell operating clandestinely in Marseilles. This group is led by a pair of Germans posing as a married couple and includes several collaborators. They are busy collating information in case the rest of France is to be occupied. Eliminating them would hurt this intelligence gathering effort, probably setting our enemies back at least several months. Friends in the local police passed on information they had discovered about the group to the resistance, we are to go in and

remove them. The most important factor in the mission is the Germans, rather than their French allies. They will have with them code books and a transmitter at the very least; securing these items will help MI5 trace any enemy agents back home who might have slipped through the net.

N's mission

An additional name has been added to the list of collaborators and is, in fact, the priority target. This fiend has close ties with the ghouls of Marseilles and they have been feasting on refugees from other parts of France, making them disappear. Eliminating this man would be a good check to their activities, if you are able to also kill a few of his allies that would be even better.

GERMAN OCCUPIED NORTHWEST EUROPE

THE CHANNEL ISLANDS

By the middle of 1940, Axis forces occupied northern France, the Low Countries and Denmark as well as some of the Channel Islands. The latter were British territory and were held largely for propaganda value, though the

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pragmatic British government decided that the islands were of no real strategic value and did not attempt a defence. The islands were declared 'open' and were occupied bloodlessly, with the Axis forces initially trying to be friendly.

Resentment grew over time, not least due to confiscation of radios and restrictions on watercraft, and by mid-1942 there was an active resistance effort in the Channel Isles. This mostly took the form of civil disobedience and minor sabotage; large-scale armed resistance was not really possible. Later in the war, Hitler decided that the Channel Isles were in fact extremely important – possibly because they were British possessions – and became determined to cling onto his worthless Channel outposts. Around 10% of the effort expended on the Atlantic Wall fortifications defending northern Europe was on the Channel Isles, which were in the event bypassed by the Allies.

Since the locals were not very cooperative, a great deal of labour was brought into the Channel Isles later in the war, some of it hired workers from occupied countries and some of it provided by slaves, largely captives from the Ukraine. Some of these workers were involved with resistance networks, and a small amount of trouble was caused.

The islands remained somewhat aside from the larger events of the war, though it is possible that SOE agents might have business there, perhaps to make contact with members of resistance groups, perhaps to obtain information on the defences in case an assault is necessary. And perhaps there was something on the islands that actually justified such massive defensive works.

DENMARK

Denmark was occupied from April 1940 until the end of the war. The initial occupation met with only token opposition, as the Danes had very small and underequipped forces and could not have resisted for long. Instead, measures were taken to obtain as favourable terms as possible for the occupation. This worked reasonably well, not least because the Axis mainly wanted Denmark as a base for operations against Norway.

In return for not rocking the boat too much the Danes got an occupation that was deeply uncomfortable rather than horrific, at least at first. As with the Channel Isles, the Axis was inclined to be relatively lenient in its occupation. There were hopes that Denmark could be used as a propaganda example; by showing how Axis occupation



was not so bad after all, German officials hoped that they might undermine other nations' will to resist.

There was some Danish resistance from the start of the war, with demobilised military units hiding arms against future need and the creation of a covert communications system with Britain. This grew throughout the war, partly as a result of treatment of the Jewish segment of the population. In fact, Danish Jews were not much persecuted during the early war years since Berlin did not want to antagonise the wider Danish population.

By mid-1942, relations between Denmark and Germany had deteriorated so much that open acts of armed resistance became common. The government, which had survived more or less intact, was dissolved and Denmark became an occupied enemy territory like any other. Persecution of the Jewish population began in earnest, but a determined civil stand against this was followed by a courageous rescue operation to get Jewish citizens to neutral Sweden.

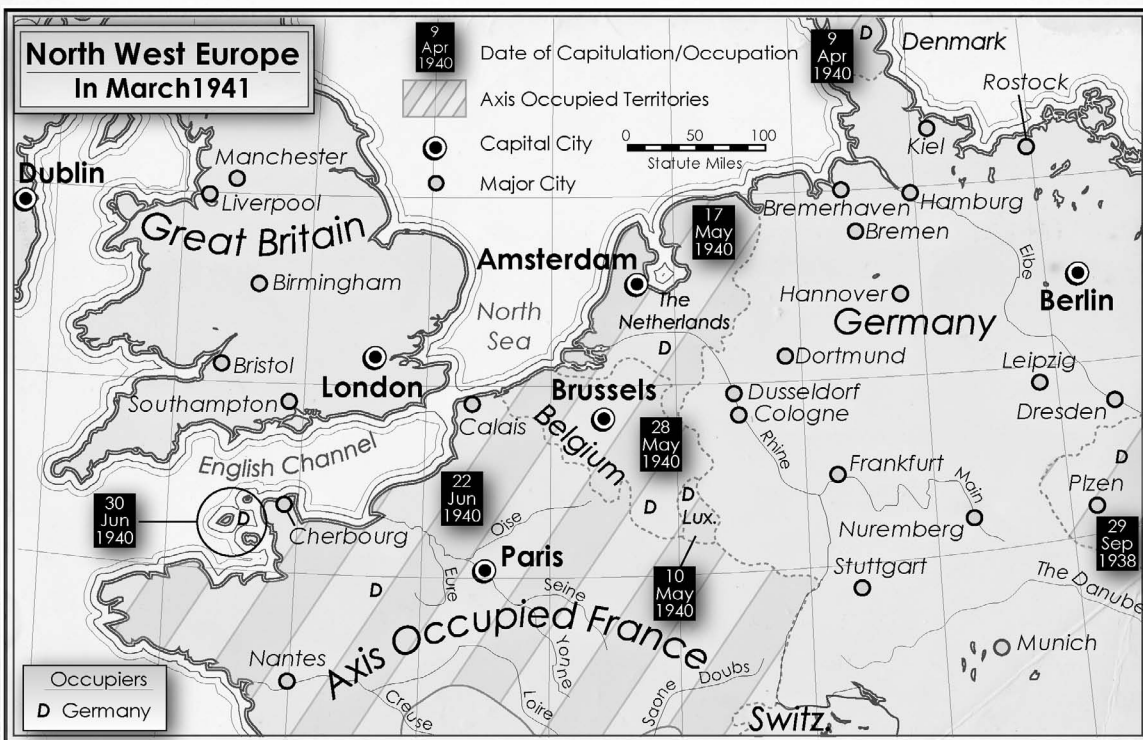
Danish resistance was rarely very significant in military terms, although a steady drain on Axis resources was accompanied by the occasional larger success. Most notably, sabotage of the rail network delayed troop

movements intended to oppose the Normandy landings. However, it was in terms of intelligence and information that Denmark was mainly significant to the Allies. SOE agents worked with Danish resistance groups to relay information back to Britain, and also liaised with anti-Axis groups in neutral Sweden.

THE LOW COUNTRIES

Despite a spirited resistance that achieved more than might have been expected, Belgium and the Low Countries were overrun early in the war and remained occupied until almost the end. In the Netherlands, the invaders were initially inclined to be well-disposed towards the population. Resistance was largely passive, but quite overt for all that. In 1941, persecution of the Jewish population led to a major strike and civil disobedience, and by 1943 there was widespread armed resistance.

Active resistance was more difficult in the Netherlands than many other areas, since the open terrain did not suit a rural guerrilla campaign. However, resistance groups did carry out a number of successful operations including assassination of key figures and the provision of information to the Allies.



In Belgium, resistance was overt and violent, with many different resistance groups fighting against a common foe without much cooperation between themselves. The Belgians excelled at sabotage and especially the destruction of railways, which were vital to troop and supply movements, and also helped a great many Allied aircrew escape captivity.

SOE operations in Belgium were modestly successful, with agents assisting the Belgians in their campaigns of mayhem and destruction. Operations were fairly conventional, such as training resistance fighters in the use of explosives and assisting with liaison to get fugitive aircrews to safety.

The operation in the Netherlands, conversely, was a disaster. Early missions were compromised and provided information that allowed successive agents to be lured into easy capture. It was not until late 1943 that the scale of the debacle became apparent and attempts were made to put agents into the Netherlands without the 'help' of the compromised resistance networks or turned agents supposedly already in place.

FRANCE

The Fall of France in 1940 resulted in a divided country. In the north, and along the Atlantic Coast, was an occupied zone controlled by German forces. The Italian invasion did not go very well, and Italy ended up controlling a narrow strip along the former border. The remainder of the country remained sort-of-free under a government operating out of Vichy.

The French resistance was widespread and effective, but by no means unified. Various factions existed, sometimes with very different goals. Resistance operatives came from the far right and Communist groups as well as those with a more moderate outlook. Rivalry and infighting between groups was not uncommon, adding to the level of tension when a resistance unit was forced to cooperate with another that was not completely trusted. The occupation was harsh, and resulted in shortages of food and other resources, especially among the urban working class. Starvation-level ration entitlements stimulated the growth of a thriving black market in the towns and a great deal of covert activity in the countryside that was more to do with getting enough to eat than resisting the occupation. This in many ways made the task of the security forces harder and created fertile ground for anti-Occupation ideas.

SOE created several networks of agents in France, starting in May 1941, each with a distinct code-name. These networks operated independently from one another, for security reasons. This was just as well; the AUTOGIRO network (around Paris) was compromised and its agents captured by early 1942, while the attempt to set up ARCHDEACON in mid 1943 failed from the start. The first agents sent were captured and the organisation was thereafter run by German intelligence, successfully luring more agents in to be captured and also securing supply drops intended for the Resistance.

Betrayal and penetration by enemy agents were not the only problems faced in France. Some of the resistance groups that SOE tried to work with turned out to be little more than grandiose wishful thinking on the part of the supposed organiser, having a handful of members rather than controlling an army of heroic saboteurs.

The most prominent example of these imaginary Resistance groups was the Carte organisation, which was more or less invented by a group of artists and musicians, who talked a good resistance but actually had no resources and never did anything. SOE made contact with Carte, hoping to gain its large numbers of personnel as allies, only to find that it was almost wholly imaginary. Carte was penetrated and dismantled by the German authorities anyway, leading to the capture of SOE operatives and members of real Resistance groups. Despite such setbacks, SOE was able to work with several Resistance groups in France, and created an effective network that covered much of the country. The number of agents involved meant that resources were spread thin, but for the most part the agents in place were there to teach the Resistance fighters, to provide them with intelligence gained elsewhere, and to call for supplies and equipment that would be necessary for a given mission or generally useful.

Several SOE groups operated around Paris, notably FARRIER, whose task was to facilitate the reception of new agents arriving by aircraft or parachute. Others were more widespread, such as DONKEYMAN, whose contacts all across France assisted the movement of escaped Allied aircrew and others who needed to get out of the country.

The Bordeaux region was home to the SCIENTIST network, one of the larger SOE groups in France. The region was considered a military zone by the occupying forces, largely due to the importance of its ports to the



war in the Atlantic. As a result, operations were difficult but disruption of Axis naval operations was a high priority.

The Channel coast region and northern France was the responsibility of the PHYSICIAN network, with was also unofficially known as PROSPER. PHYSICIAN had contacts in Paris and other major cities, and its agents helped set up other networks and sub-units of PHYSICIAN. The northern France region was in the Occupied Zone and was heavily garrisoned against Allied incursions across the Channel. This made operating there difficult but did create something of a target-rich environment as garrisons and fortification works require a great deal of supplies which must be moved though hostile countryside.

Northern France (and sometimes the Atlantic coast) was raided by Allied forces such as the commandos, who were often tasked with obtaining examples of a new type or radio set or land mine, or such like. Some of these raids were simply intended to cause disruption and damage. In both cases, SOE provided information on targets and sometimes on the results of the attack.

Northern and Atlantic France were among the places where SOE could make the most difference to the course of the war. Large garrisons, air bases, naval ports and the fortification projects of the Atlantic Wall meant that there were always targets to be attacked – either by resistance fighters or by air raids and commando operations coming across from Britain. These raids caused damage and additionally drained resources in the form of personnel tied down in security work – and all the effort absorbed in supplying them – and had a psychological effect on both sides. A successful resistance or commando raid in France would not weaken the Axis will to fight very much, but even minor successes were important to keep the hope of victory alive in France and Britain.

MISSIONS IN OCCUPIED NORTHWEST EUROPE

Operation Sideburn

Date: Anywhere between late 1940-1943

Location: Near Cherbourg, Normandy. (Alternatively anywhere along the northern French coast).

Official Mission

General De Gaulle is demanding an impossibly early liberation of his country. The latest tirade has been caused by the unhappy news one of de Gaulle's staff

officers has received. The Nazis have been busily looting the treasures of the conquered territories almost as soon as their troops had crossed the border and now they are targeting new towns and chateaus, having emptied those closer to Germany and the major museums and galleries in the cities. News has reached Lt Col Raymonde that his family home is on the list of targets and this has caused him great anguish, an anguish shared by his countrymen as their land is stripped of its wealth and culture. Fortunately a detailed schedule has been recovered and it may be possible to deal a morale boosting blow by attacking the Dienststelle Westen force sent to secure the treasures and then hiding the loot elsewhere at a location where the Germans will not look – the basement of a nearby police station where the officers are all still loyal to France! This should help keep Free French spirits up.

N's Mission

While the recovery of treasures from Chateau Raymond will help Anglo-French relations, of much more interest is the library of Chateau d'Arne. The people of this place have come to the attention of N, having long been suspected of wizardry and witchcraft but always managing to avoid the attention of the authorities, both police and inquisitor. A member of the Resistance hid at the chateau very briefly, but was betrayed by those present. While avoiding the collaborating police and Gestapo she found a secret room in which there were the accoutrements of Mythos-related wizardry. Upon escaping France her wild tales brought her to N's attention and while she is currently receiving treatment at a top asylum N is keen to take the opportunity of Operation Sideburn to destroy the secret room, its contents and the occupants of the Chateau in an 'accidental' fire.

Operation Ocelot

Date: Summer 1940

Location: A port in the Pas de Calais. (Alternatively anywhere along the northern French coast).

Official Mission

Following the collapse of France the attention of the Nazi war machine has turned towards Britain and an invasion force is being gathered in the channel ports. A large collection of invasion barges has been brought together and Bomber Command is attempting to sink as many of these as possible. However there is a real dilemma when it comes to allocating resources, with any barges in and around the Pas de Calais being of the most concern due to the close proximity of the English coastline. Mysteriously

there is a distinct absence of barges in several ports, the very ones where an invasion would be expected to come from. The mission is to check out a number of sheltered bays and small harbours near to one of these ports as it is suspected that there may be barges hidden from the air there. Once you locate the barges you are to count them so Bomber Command can decide whether the barges will be a worthwhile target or if their resources can be better spent elsewhere.

N's mission

A tiny fishing village has been the centre of disappearances for decades, possibly centuries. This village has come to N's attention largely because the frequency of these unexplained events has increased significantly since the conquest of France. When the other intelligence services were not able to pinpoint why this was happening the matter became all the more interesting to N. Collating information from several sources, a number of which are quite unorthodox, he has concluded that the threat comes from an offshore underwater trench. N suspects the culprits to be deep ones, who probably have allies among the villagers. The investigators are to travel to the village, after completing their military mission, commandeer a fishing boat and travel to the area above the trench. They are then to drop into the waters the explosive devices N has provided and make their way back across the Channel in their boat, hopefully avoiding any enemy patrols as they do so.

Operation Pinky

Date: Summer 1940–Winter 1942

Location: Occupied Belgium: (Alternatively this can occur almost anywhere in occupied Northwest Europe)

Official Mission

A top Belgian scientist is currently under suspicion by the Nazi occupiers of deliberately stalling a research program he has been working on since before the war. The investigators do not need to know what the scientist is working on but the indications are that it is only a matter of time before the Gestapo arrest him and, possibly, his young family. You are to parachute into occupied Belgium and move to the scientist's home on the outskirts of Ostende, where he works for a small Belgian company. Once his home has been located, any watching enemy assets are to be neutralised and the family is to be taken to a rendezvous point with a British submarine. Here the agents, the scientist and his family will take advantage of the moonless night to escape back to Britain.

An added complication is that the local resistance cells are believed to be compromised and should not be contacted at all during the mission. Should they be encountered it could prove tricky for the rescue mission. They may be friendly, but there could be an enemy among their number keen to stymie the plan by bringing the operation to the attention of the local military or Gestapo.

N's Mission

While the official mission is all very worthy, of far greater concern is a site several miles south of the professor's home. Here there are some old ruins that were watched over by the residents of a local abbey. These monks were part of a tiny order that defeated a Mythos threat back in the Middle Ages and had sealed it in the wreckage of an old castle (presumably destroyed by the unidentified creature). Every few years or so the seals were strengthened by a short ceremony, however during the fighting in Belgium the abbey received numerous bomb hits and most the monks were killed. The sole survivor fled the destruction and boarded one of our ships at Dunkirk and his wild tales brought him to the attention of N. The monk is too elderly to accompany the agents but has provided the necessary information in order for the ceremony to be completed. Failure to do so could be disastrous to the local area and potentially much further afield.

Operation Nonesuch

Date: Late 1940

Location: Brittany

Official Mission

German U-boats have been wreaking havoc among the convoys with an unsustainable number of merchantmen being sent to the bottom of the sea. A potential weak point has been identified – the communications network of the Kriegsmarine. We know the U-boats receive signals at a set time and we know the location of the transmitter. A well-timed attack on the transmitter will disrupt U-boat operations for a day, potentially saving many ships from an untimely end. Given it will be a moonless night, this will work well for both the attack and cause the maximum disruption to the enemy, considering U-boats also prefer to attack without lunar illumination.

N's Mission

A group of cultists have operated in Brittany for some time, taking advantage of the relative isolation from the rest of the country. They are supposedly led by a powerful sorcerer, from a long line of such deviants, and



conduct ceremonies at times when they are unlikely to be disturbed - such as moonless nights. You are to ambush the cultists, kill them and destroy the area of worship. You cannot be seen by the locals or in any way contact the resistance in the area, hopefully they will blame the Germans for the massacre as retribution for the attack on the radio antenna.

CENTRAL EUROPE

Much of Central Europe was under Axis control for the duration of the war, though the degree of cooperation varied considerably. Hungary threw in its lot with the Axis in 1940, and sent tens of thousands of troops to fight for the Axis cause. SOE was unable to set up a network of agents in the country, and while there was some opposition to Fascist rule there was no widespread resistance movement to work with.

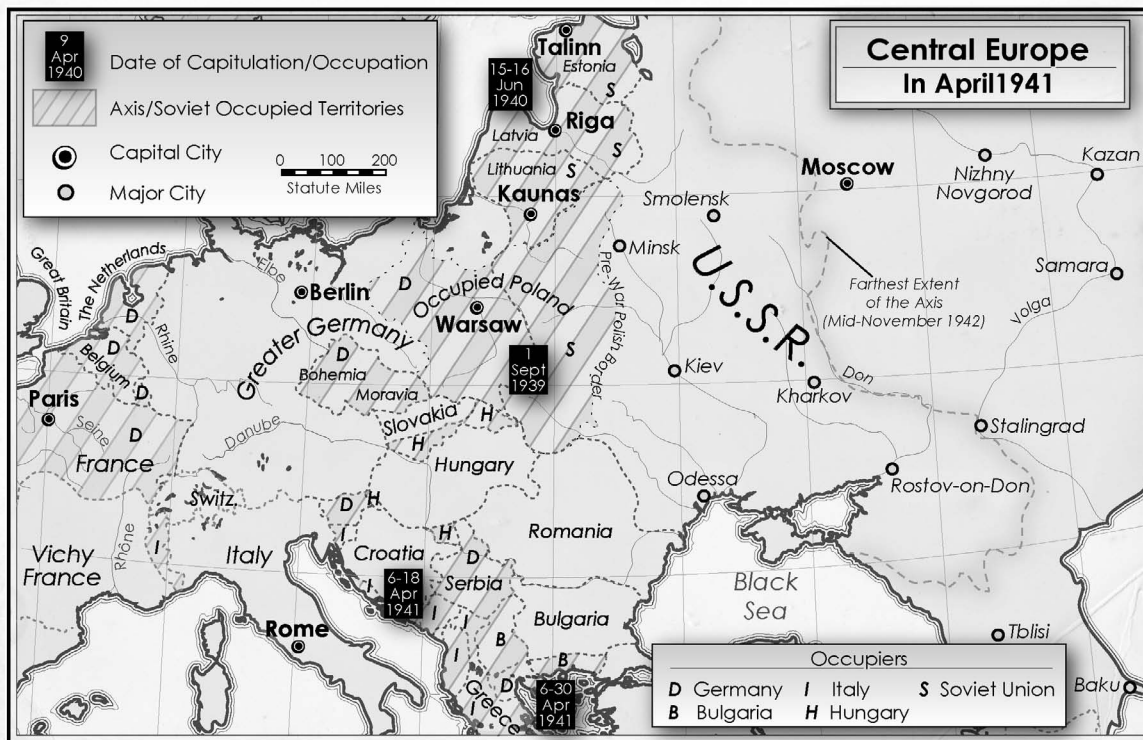
By 1944 Hungary was thoroughly disaffected with the Axis cause and wanted to join the Allies or at least become neutral, but this was forestalled by a German invasion that secured government centres and other strategic locations. SOE operations in Hungary would present a significant challenge throughout the war.

ROMANIA

Romania attempted to remain neutral, but a fascist coup was followed by alliance with the Axis powers in November 1940. Romania provided troops and, most importantly, oil to the Axis war effort. Attempts to set up an SOE operation in the country were not successful. In 1944 Romania was invaded by the Soviet Union and the fascist government was toppled in a counter-coup, after which Romania joined the Allies. Cooling relations with the Soviet Union, even during the war, meant that British operatives sent to Romania during this period had to tread carefully, and were as concerned with the move towards Communism as with removing the remaining Fascist influences.

CZECHOSLOVAKIA

Czechoslovakia was one of Hitler's earliest gains, with the Munich agreement ceding the Sudetenland to Germany and the later partition of the country meant the western half was absorbed while the eastern half came under control of Father Jozef Tiso, who led the puppet state. The resistance by the Czechs was significant, with the most well-known operation being the assassination of Reinhard Heydrich. Despite brutal suppression Czechoslovakia is a fertile ground for the SOE.



POLAND

Poland actively resisted the Axis throughout the war, cooperating with SOE and undertaking a range of intelligence operations that were of great importance to the Allies, and the Polish resistance was both overt and covert. Many army units hid some of their weapons when defeat became inevitable, and used them to fight a guerrilla war against the occupying forces. This was a serious drain on German capability to wage war, not merely because of the damage done but also due to the difficulty in supporting offensives in Russia via a supply line that ran through a distinctly hostile Poland.

Despite measures that included the use of armoured trains to patrol railway lines, the Poles waged a campaign of sabotage and destruction against German supply lines and the garrisons stationed in their country. Meanwhile intelligence operatives provided the allies with information on routine Axis military matters such as troop and supply movements as well as more sensitive data such as details of the Enigma code machine and V-2 rocket weapons.

The well-organised and effective resistance in Poland operated in a uniquely difficult environment. Specially modified aircraft had to be used when sending agents from Britain as the distances involved were beyond the range of most transport planes. Although part of the Allied cause, the Soviet Union was in no way a friend to Poland. Indeed, Soviet officials blocked requests for refuelling by Allied aircraft assisting the Poles, and Soviet fighters even fired upon them.

In 1944, with the Red Army advancing westwards, the Poles launched a massive uprising in Warsaw, hoping to meet the Russians as a self-liberated country. The Red Army halted its advance while the rising was put down and most of Warsaw was destroyed by the occupying forces, which then retreated in the face of the Red Army.

The reasons given for the halt were thin at best, and most Poles accepted that the real reason was that the Soviet Union did not want an independent Poland. This was, after all, the same regime that attacked Poland from the other side as the Polish army was trying to fend off the German invasion of 1939. In this environment, SOE agents were forced to keep an eye out for Soviet machinations or Polish fears of them, even while operating against the Axis army of occupation.

MISSIONS IN CENTRAL EUROPE

Operation Undertaker

Date: 1941

Location: Czechoslovakia

Official mission

Supporting agents and resistance groups in Czechoslovakia is problematic since the landlocked nation is far from any Allied airbase. Fortunately the Czech government in exile has at its disposal a number of hidden sites where munitions and other supplies were hidden prior to the German annexation of their country. One of these is in an area where a suspected traitor in the resistance caused the annihilation of the local cell, a new network needs to be organised and the arms there distributed.

The main task of the investigators is to meet up with a local contact and begin the distribution of the desperately needed equipment elsewhere. With their recent success the nearby Germans are more lax than usual so it should be possible to move some arms to another group nearby and supply them with much needed equipment, most notably working radios, which they lack.

N's mission

The twin castles of Zembrak and Tonic have fallen to ruin some time ago, both the victims of fire. The area is another of those steeped in bloodshed and more than one of the local lords had an unsavoury reputation.

As far as the SOE is concerned the local resistance were wiped out by enemy action, however there is no evidence of this, the group just disappeared one night when they were supposed to be setting up a new headquarters in the castles. It is possible that there is enemy activity going on there but it is doubtful. With the history of the place N suspects there are much darker forces at work...

Operation Octave

Date: 1941

Location: Poland

Official mission

The Poles are managing to tie down numbers of German troops through a steady stream of attacks on vulnerable parts of the occupying regime and this needs to be encouraged as much as possible. The city of Danzig is now in German hands but was Poland's major port on



the Baltic coast prior to the war. Information from there indicates a new facility is being worked on that may be of interest. While not a military site it appears as if it may be some kind of new factory being fitted with machinery. It would be good to know what is going on there, whether by bribing workers, sneaking in to take photographs or stealing documents. If we have a better idea as to what the Germans are doing we are more likely to be able to stop them in the long run.

N's mission

An SS officer based in Danzig has recently begun to act suspiciously. His superiors are asking questions of him and the local resistance reports that where once he was one the nastiest pieces of work in the city he now seems almost benevolent. He was part of an operation in central Poland earlier in the year which suffered heavy losses near to a location N has had his eye on for some time.

The local resistance claim they were too busy hiding from the German sweep to engage them. The Sturmbannfuhrer may have encountered something that caused his character to change dramatically, it would be a good idea to have a talk with the man and find out what he knows. Of course it is possible it is nothing, in which case there should be no hesitation in dropping the swine's body into the harbour.

Operation Julius

Date: 1941-1942

Location: Ploiesti, Romania

Official mission

It is oil that allows the panzers to sweep all before them: stop the oil and stop the panzers. A major part of the Nazi's supply comes from Romania and the oil fields around Ploiesti. At this time there are not enough long range bombers that can reach the fields to make a difference, so a small team may be able to cause some damage before escaping. If nothing else, it will lead to more troops being stationed in the area and away from the front lines. If the defences at the location are too strong, instead damage the infrastructure – rail bridges, oil wagons and the like. Try to gather as much information as possible; it will be valuable once there are enough bombers to flatten the place...

N's mission

Ploiesti is a major industrial site and it is unlikely the investigators will be able to do any meaningful damage as it is well guarded, even if those guards are a little complacent due to their distance from frontline areas. There are a number of interesting sites in the vicinity that bear investigation. Old ruins, unusual geological features and the like. Reconnoitre these to ensure there is no real threat. If something is found then it needs to be reported back to N so a better prepared mission can deal with it later.

THE SOFT UNDERBELLY OF EUROPE: ITALY AND THE BALKANS

ITALY

Italy was already allied to Germany at the outbreak of war, and was run by a Fascist state to which there was little real opposition. This made it a less than promising environment for SOE operations in the first half of the war. Intelligence operations in Italy itself met with very little success, and for the most part operations against Italy were confined to raids against islands in the Mediterranean.

The Italians were masters of unconventional warfare, using 'human torpedoes' to penetrate Allied harbours and attack shipping. These were in no way suicide craft; they were essentially a powered vehicle ridden by divers, used to transport an explosive charge which was placed under an enemy ship. On one occasion a wrecked ship was ingeniously converted to launch these missions from an underwater entrance.

The Italians were also the foremost experts in torpedo technology, at a time when most nations' weapons suffered from defects that made them unreliable. The Italians' maritime warfare technology was thus a priority target for Allied intelligence forces.

Most operations were against bases away from the Italian mainland, including those on Sicily and other Mediterranean islands. These were mainly fairly overt raids by commandos rather than covert infiltration by agents, but there were populations in some areas who had no use for the Fascist government and were willing to work with Allied agents. Naval installations, air bases and radar or communications centres were targeted for their intelligence value as well as to deny them to the enemy.

In 1943, increasingly disaffected with the Axis cause and after losing the war in North Africa, Italy began secret negotiations to defect to the Allies. This occurred after the fall of Sicily, but did not result in an Allied-controlled Italy. Dictator Benito Mussolini was arrested and detained and a new government installed, but German troops remained in control of Italy. Later, Mussolini was

freed by German special forces and set up a Fascist state in northern Italy. During this period, with the Allies advancing slowly and painfully up the fiercely defended Italian peninsula, an active resistance fought against the Germans and the Fascist Italians with the assistance of SOE.

As in other theatres, the Allies made extensive use of deception to try to derail Axis response to their offensives. The most famous (though not at the time) and elaborate of these operations was OPERATION MINCEMEAT, in which a fictional officer named 'Major Martin' was created. Using a suitable (already dead) body, the Allies dressed Major Martin in the uniform of an intelligence officer and planted his body in the sea where it would wash up on a Spanish beach – complete with a briefcase full of 'secret documents' which were what the Allies wanted the Axis intelligence services to have.

Major Martin's 'cover' was made as authentic as possible by planting the sort of items a British officer who had recently been in London might carry – tickets from the bus and theatre, letters and odd bits and pieces that people put in their pockets. His uniform was carefully given some wear to avoid arousing suspicion. The inference was that Major Martin was an intelligence courier whose aircraft had crashed, and the enemy had to accept this in order for his documents to be taken seriously. In the event, the Spanish authorities – although nominally neutral – alerted the German intelligence service to their find. They in turn accepted the corpse as genuine and his documents as a lucky find, and acted upon them.

OPERATION MINCEMEAT helped divert some Axis reinforcements to other theatres, when they could have been better used to defend the Allies' intended next target; Sicily. Operations of this sort were beneficial to the Allies in that they made operations easier and less costly, but were difficult to set up in many areas.

The Mediterranean theatre was fertile ground for deception, however, since there were plenty of Axis-held or Axis-friendly coasts where items could be washed up, and numerous groups who were not as savvy as German intelligence but could be relied upon to pass information to them out of loyalty to the Fascist cause or for money. This created a feeling of authenticity about the information gathered, since documents that came from allies or from informers seem much more trustworthy than those simply found lying around – though that also



worked. Allied forces in retreat or who were considering pulling back from an exposed position sometimes left sensitive information behind by mistake. This was not always deliberate, of course, but it provided a useful and effective conduit for giving the enemy information that SOE wanted them to have.

Several islands in the eastern Mediterranean were garrisoned by Axis troops, and naval operations in the region became notoriously hazardous. The Dodecanese Islands were known as the 'destroyer's graveyard' after numerous vessels were lost in the area. Air bases in Greece and the islands were used for reconnaissance and to harass the Allies.

GREECE

The Eastern Mediterranean theatre was dominated by Greece, with the islands of the region as an important secondary theatre. Greece was invaded early in the war, initially by Italian forces who underestimated the level of Greek resistance. The Greek army actually managed to drive the Italians out of their country, but was ultimately defeated by German intervention. The Allies fell back to Crete which was attacked in a huge airborne operation, supported by landings from the sea. Despite a spirited defence the Allies were again defeated.

SOE agents and specialist raiding forces operated throughout the Greek islands, and assisted the Greek resistance once it began to develop. Initially there was little armed resistance but from 1942 onwards two major Greek resistance forces emerged. As elsewhere, these cooperated uneasily at best as one group (ELAS) was Communist in outlook while EDES was republican.

Elements of the Greek army and navy escaped and joined the Allied cause, with a volunteer special forces unit being created to work with Allied raiding forces. This force was active in North Africa before returning to Greek territory to operate among the islands of the eastern Mediterranean.

The resistance was further hampered by countermeasures, and at times Allied agents operated without resistance support due to political differences, disputes or a refusal to act for fear of harsh reprisals against the local population. At times the resistance organisations fought one another as well as the Axis; during parts of 1943 ELAS and EDES were more concerned with destroying one another than liberating their country, with SOE trying to mediate and persuade the factions to cooperate against a common enemy.





The resistance was fairly successful despite these problems, fighting a rural guerrilla war that drove Axis forces out of some areas. Although this left the enemy in control of the major towns and cities, it did create reasonably safe areas to establish bases and train fighters. These resistance forces were instrumental in assisting the liberation of Greece from the Axis occupation, but soon fell to fighting among themselves again, leading to civil war. SOE operations in the later war had to deal with the almost inevitability of this coming struggle, making cooperation difficult at best.

YUGOSLAVIA

Yugoslavia actively resisted the Axis throughout the war and received extensive support from SOE. High-profile missions included the assassination of Nazi officials and attacks on high-value military targets. The resistance in Yugoslavia, in particular, was different in character to that in France. Rather than a 'secret army' of covert resisters living among the occupied population in apparent acceptance of the situation, the Yugoslavian resistance fought an open guerrilla war that tied down large numbers of Axis troops and achieved notable military successes.

Yugoslavian insurgents received significant support from the allies in the form of weaponry, explosives and mule feed, which was essential to mobile operations in the rugged terrain of the country. SOE agents trained insurgent groups and assisted with planning, using information fed to them from London. However, the situation in Yugoslavia was complicated by politics. There were two main resistance groups; one Communist and one royalist. The royalists were more palatable to the British but were not very effective, so official policy was to support them with a lot of words and minor actions, whilst supplying guns and ammunition to the much more effective Communists under Josip Tito. Mistrust among resistance groups was a serious problem facing Allied intelligence operations in the region.

BULGARIA

Bulgaria started the war neutral, went over to the Axis in March 1941, then joined the Allies in September 1944. These moves were largely pragmatic, determined by the impossibility of fighting first Germany and later the Soviet Union, and Bulgaria's contribution to the Axis was half-hearted at most. The 1941 Axis invasion of Russia resulted in a large-scale resistance movement developing,

which grew into political opposition and finally resulted in a Communist government aligned with the post-war Soviet Union.

MISSIONS IN ITALY AND THE BALKANS

Operation Badmash

Date: 1941-1942

Location: The Greek Islands

Official mission

The Greek islands in the Aegean offer plenty of possibilities for striking back at the enemy, since the enemy are scattered across many small outposts and bases they can be cut off and destroyed by a determined attack. Because of the threat of Luftwaffe airpower it is only feasible to attack the smallest of these outposts at this time. The island of Paros in the Cyclades is home to one of these minor enemy facilities. A small Italian garrison guards a pair of motor patrol boats at Naoussa. Although of little military value on their own, these boats do allow the enemy to sweep for submarines in the area when cooperating with other naval units. Sinking them would make the enemy have to work that much harder. The mission is to sneak into the harbour, plant charges and escape to the nearby island of Antiparos. Here the investigators will lie low for a couple of days before their rendezvous with a Royal Navy submarine and escape.

N's mission

Taking out the boats would be nice but there is something far more interesting in the Panagia Ekatontapiliani. This ancient church in the town of Parikia dates back to the early fourth century at least. What concerns N are the ancient scrolls and books kept under the main church, the sort of scrolls and books that should be kept under safe lock and key rather than risking some curious Italian officer thinking he should add to his private collection of looted Greek artefacts. Keeping these safe in London is far more important than the fate of a couple of small patrol boats.

Operation Crispin

Date: 1941

Location: Southern coast of Italy

Official mission

At the end of 1940 British torpedo bombers inflicted major damage on three of the Regia Marina's battleships in a air raid on the major naval base at Taranto. The Italians



are desperately trying to repair their vessels and in order to speed up the process a specialised engineering barge is on its way from Naples to help. If it reaches Taranto, and the battleships can be repaired quickly enough, the Royal Navy might lose control of the Mediterranean. The plan is to sink that barge.

The barge is irreplaceable and almost as important to Mussolini as his battleships, even when they were able to float. It is only because of the dire situation that the Regia Marina would risk moving the barge and as a result intelligence reports indicate the Italians have orders to make for the safety of the nearest port if there is any danger of it being intercepted by the Royal Navy. The plan is for the Royal Navy to make a sortie in force from Alexandria and be spotted making their way towards the southern Italian coast as though they plan to intercept the barge and its escorts. There will be several groups of agents hiding ashore close to possible ports the barge might head for, having been dropped off the previous night by submarine. The investigators will be positioned near the old seaside town of Bianco, a small place of just a few thousand individuals. There are no major Italian bases nearby but the town is sufficiently sheltered for the barge to be able to anchor there for a short while until any naval threat has departed the area. If the barge does make its way to Bianco the agents will need to swim out to it and plant limpet mines or climb onboard and attempt to overcome the small crew. The main danger will come from the escorting gunboats, which, if alerted, can come quite close to the shore and would pose a very real danger to anyone still in the water. It is suggested the agents be already ashore by the time their explosives alert any ships to their presence...

N's mission

Near Bianco, in the hamlet of Pardesca, is the site of the old abbey of Santa Maria della Vittoria. The abbey is now a ruin, we do not know why it was abandoned but the suspicion is Mythos activity; it is believed the place was used to imprison 'demons' by use of specially warded underground cells. A team of archaeologists from Rome are now digging at the abbey and they need to be prevented from uncovering the cells and damaging the wards. This is part of a Fascist program to give legitimacy to the regime by recovering lost treasures from Italy's past and returning them to Rome. It is unfortunate that the hints of what lies beneath the abbey are deliberately vague as they seem to have attracted the attention of a none-too-bright professor of antiquities. A sudden accident

happening to this professor is all that is required. Without him the team will likely give up on their expedition and return to Rome to try to dig at more promising sites. The expedition to Pardesca was to stop the professor from constantly badgering of his superiors, no one else believes there is anything worthwhile to be found there.

Operation Stopcock

Date: 1941-1942

Location: The Kingdom of Yugoslavia

Official mission

In order to provide the best available aid to various resistance groups in Yugoslavia who are attempting to pin down German forces it is necessary to know more about the situation on the ground. A preliminary intelligence assessment of one of the two main organizations is required. This is a month-long mission to gather what information the investigators can in order to determine where best to send support. The party will be sent to a pro-Royalist group, however their main contact secretly works for Tito's partisans and will be keen to show the party the worst of the worst, so as to sabotage their mission, but he will be in all other ways cooperative. The investigators will see men in training, in off duty hours (not doing much) and the one time they see action the resistance fighters will mess up an ambush badly, all adding to a picture of ineffectiveness. The contact will manage this by deliberately showing the investigators the least competent troops in the area, and will also ensure the Germans are aware of the ambush beforehand while ensuring he is allowed to escape (with his guests, of course).

N's mission

The various ethnic groups in Yugoslavia have always been happy to slit one another's throats and there are always tales of some group or other being far more brutal than their neighbors. One of these is near the area you will be operating from, a small village not important enough for a permanent garrison. However it is worthwhile to check it out to see if the historically bad behavior is just to a nasty streak among the people there or because of something altogether more sinister. Various reports in the area have indicated something is up, with a rise in killings of both the locals and the occupiers, but none of the resistance groups we are in contact with are to be found in that locality. N suspects this may be some cult or creature making hay while the sun shines, taking advantage of the chaos that is Yugoslavia.

Operation Candy

Date: 1942 onwards

Location: Any area occupied by German forces

Official mission

There is a secret German base in the area around a small village. It is necessary to reconnoitre the area to find out why the Nazis have spent so much time and effort around here. Collecting the information is what is important, since nothing is known about the site even a few fragments of data will be worthwhile, so if there is any danger of capture it is preferable to leave the area and to report any findings. There are plenty of enemy patrols in the area that are there to keep people away, so the place is obviously important. That local village has even had its population transported to who knows where, leaving the place empty of civilians.

N's mission

The base was a hive of activity for six months but was suddenly abandoned. Looking at the area the site is one that has had Mythos activity in the past, N wants to ensure the Germans did not wake something they could not contain and then forced them to abandon the location. The nearby village was not evacuated (forcibly or otherwise) from what N can tell, so something bad has happened here. For the Germans not to have descended upon the area in force indicates there is something wrong. Those heavy patrols might not be to keep people from getting in but to merely provide a warning if something is on its way out.

THE IBERIAN PENINSULA AND NORTH WEST AFRICA

While very much playing a secondary part in the war, away from the battlefields of the rest of the world, the area dominating the western Mediterranean was still an important battleground for intelligence officers. War would eventually come to these African shores but the canny Franco remained neutral throughout and avoided the fate of the other European fascist dictators.

SPAIN

Spain is not a belligerent in the war, although it is not actually neutral. Francisco Franco, the leader of Spain (his titles include the head of the state, generalissimo, and leader of the last crusade of the Hispanic heritage),

officially calls Spain a non-belligerent, though this does not stop him from sending economic aid to the Axis powers, nor allowing volunteers to go fight for both sides. In general, Franco is leading Spain into the position of pragmatist, not risking much, but not doing much either, sitting on the southwestern end of Europe and playing all sides to his advantage.

Intelligence operations in Spain focus on two goals, protecting the Royal Navy base at Gibraltar and keeping Spain neutral. Towards this end, human intelligence assets are recruited, largely from amongst the remaining Republican sympathizers. These brave men and women spy on Franco's military and government; looking for signs that the country is moving towards a more active support of the Axis powers. In addition, bribery and subversion of Franco's generals is common, though the loyalty of these men is in question. It should be noted that intelligence operations in Spain should proceed with great caution, the German Abwehr is active in the nation, at least as long as they do not annoy Franco.

From a Mythos stand point Spain poses a major problem. The disruption and deaths of the Civil War was allowed cults to operate with impunity, and Franco's government is more interested in hunting down Republican sympathizers and guerillas than dealing with some religious fanatics. The history of Spain, from the early Iberian tribes to today, has shown the nation to be fertile ground for Mythos incursions. The native cults have come and gone, and have been joined by cults from across the Roman world, Africa, and the Americas. Objects looted from Spain's New World Empire have proven to have Mythos connections, and the bloody rites of the Aztecs may still survive in some isolated communities, having been brought across the sea by corrupted conquistadores or enchanted artifacts. The long coastline of the Iberian Peninsula suggests that somewhere there will be Deep One involvement.

It should be noted that whereas Spain is heavy in Mythos population, these groups act differently than those in other nations. As a nation, Spain has long sought to purge all undesirable elements; anyone or anything that didn't adhere to the political and religious views of the ruling class has been targeted for elimination. This has caused the various Mythos cults that have survived to become very good at remaining underground. Adding to this, the fractious nature of Iberian politics, especially in light of the recent Civil War, often pits cult against cult for reasons outside the Mythos.



THE SPANISH CIVIL WAR

One of the reasons, if not the main reason, that Franco has led Spain into opportunistic non-belligerence is that the nation just recently fought a very bloody civil war. This war was between the Republicans loyal to the Spanish Republic (which included a large number of communists as well as Basque and Catalan separatists), and Franco's Nationalists who represented a more conservative and outright fascist political ideology (and had the support of the monarchists, Catholic church, and other conservative power groups). The Civil War began in July of 1936 with a military coup, and continued through to April 1939.

On its own, the Civil War would provide fine fodder for tales of heroism, atrocity, and the horrors of war. However, Spain did not fight this war alone, a lot of foreign nations intervened in one way or another, turning an already nasty war into a greater bloodbath. While several volunteer brigades composed of mixed nationalities served in the war (such as the famed Abraham Lincoln Brigade that fought for the Republican side), it was the direct involvement of German, Italian, and Soviet militaries that amped up the violence.

Germany and Italy favored the fascist Nationalists and supplied them with arms as well as troops. Italy provided a great deal of military equipment, ranging from

small arms to warships. In addition, a 'volunteer' corps straight out of the Italian military arrived to help out the Nationalists. Amongst the 75,000 'volunteers' sent to aid Franco were plenty of pilots with their airplanes. Not to be left out, Hitler sent 16,000 men, some as 'volunteer' units, and others as military 'advisors'. In addition, tanks, planes, naval vessels, and small arms were sent to Spain. The Soviets backed the Republicans, which added fuel to the fire and turned the Civil War into a battle between Fascists and Communists (at least in foreign public perceptions and propaganda both inside and outside Spain). Tanks, airplanes, bombs, small arms, and artillery pieces, not to mention money, flowed in from the USSR through various channels. The Soviets did not send very many troops, less than a thousand, and these remained relegated to 'volunteers' and 'advisors'.

In the end, the Republicans were defeated and Franco became the Fascist dictator of Spain. Over a hundred thousand civilians had died, not to mention the hundreds of thousands of soldiers. Political rivalries did not end, and Republican guerillas waged an ongoing war for some time. Tens of thousands were exiled or fled as refugees. After the war, Franco established work and reeducation camps, and had tens of thousands of Republican supporters and sympathizers executed.

GIBRALTAR

This rocky peninsula stretching into the Mediterranean Sea is one of the most strategically important places in Europe. From the end of the Peninsula it is only twenty-four kilometers to Africa. Although this is not the narrowest point between Europe and Africa, its position at the mouth of the Mediterranean, as well as the highly defensible nature of the Peninsula and the anchorage it protects, combine to make this the point from which a nation may control the passage between the Mediterranean and the Atlantic Ocean. Currently, Gibraltar is a Crown Colony of the United Kingdom, and has been in British

hands since the end of the War of Spanish Succession in 1713. In addition to being a Royal Navy base, there is a sizeable civilian population (though most of them were evacuated at the outbreak of the War). Gibraltar's defenses have been greatly improved, with nearly fifty kilometers of new tunnels dug into the Rock, increased air defenses, a new air field, and a large naval force, Force H, stationed there. This protected port also serves as one of the main gathering points for Atlantic convoys.

Due to its strategic importance and position far removed from other British territories, Gibraltar is under constant

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threat. Sporadic air raids cause minimal damage, but the main threats come from two sources, a large Spanish army stationed just across the border, and sabotage attempts by German and Italian agents. The acts of sabotage are usually aimed at merchant convoys, though military assets have also been targeted.

Although there have been no proven Mythos incursions into Gibraltar, N fears that the constant tunneling and delving into the Rock might awaken some Thing long buried there. The region is riddled with caves, many of which have seen human habitation stretching back to the Neanderthals. Phoenicians, Greeks, Romans, Carthaginians, and native Iberians had all established shrines of various sorts in the caves. The Rock itself was said to be one of the two Pillars of Heracles created by the demigod when he smashed through the mountain blocking the Atlantic from the Mediterranean.

PORTUGAL

Remaining neutral in the war Portugal was friendly to the allies and there was plenty of espionage activity there. Joan Pujol Garcia (GARBO) started his improbable career as a double agent in Lisbon, creating fake reports that the Abwehr swallowed as the truth. Portugal also offers an

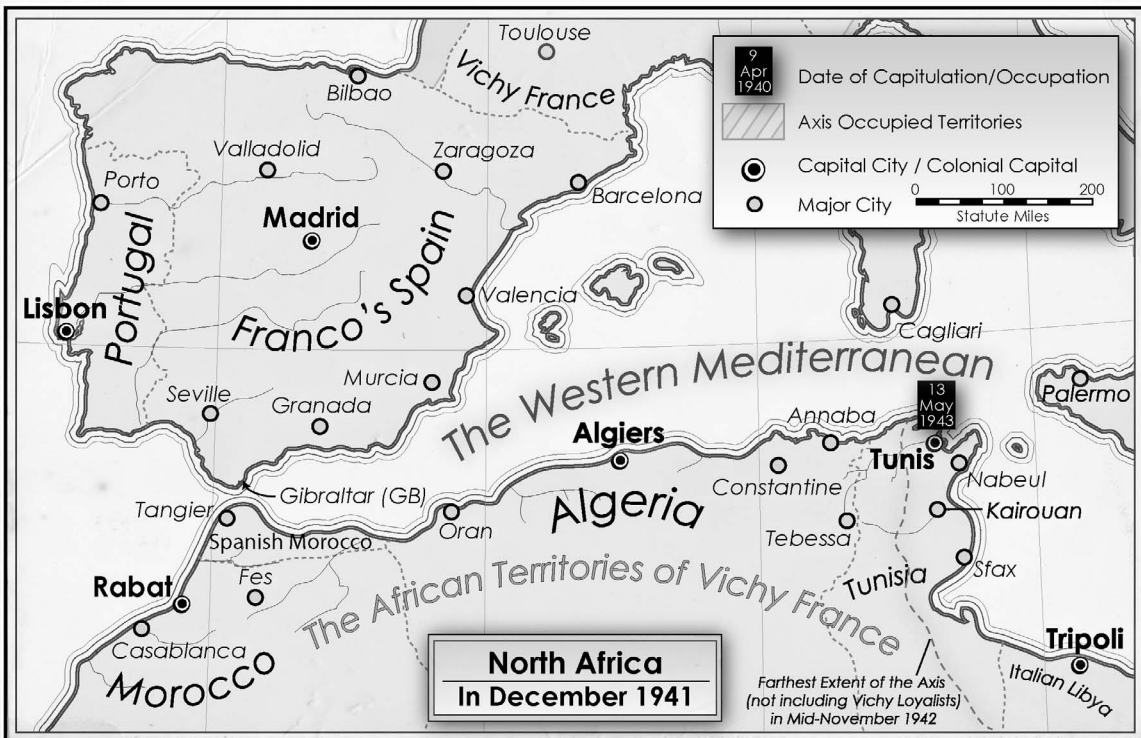
escape route out of mainland Europe with ships making their way to the new world and elsewhere able to provide passage to agents unable to reach Gibraltar. Flights are also available, but may be watched by enemy agents...

NORTHWEST AFRICA

Vichy France retained control of the colonies of Algeria and Morocco, which were of great interest to the Allies. Much of the powerful French navy took refuge in North Africa when France was overrun, and despite assurances that it would not be handed over to the Nazis there was always a danger that the promise would not be kept.

Political machinations and special operations were rife in French North Africa, but had to remain discreet to avoid alienating the Vichy French. Relations had already been soured when the Royal Navy attacked French warships in Vichy ports to prevent them from being given to the Axis, and some elements in the Vichy administration were more pro-Axis than others. Indeed, there were plans (both French and Allied) to remove some Vichy leaders and replace them with more 'suitable' officials.

In this environment, the intelligence services have to tread carefully. Agents, counter-agents and double agents are



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active throughout the region, and allegiances are usually anything but clear. Investigators can operate undercover, such as a reconnaissance team for the Allied invasion of North Africa who surveyed and photographed large areas of beach by posing as location scouts for a major movie.

The cities of North Africa are a hotbed of intrigue and political machinations, with intelligence operatives working to advance their own cause, thwart the plans of others, or in many cases just to get a clear picture of what is going on. These areas are characterised by both a colourful North African culture and very strong French influences – France administered its North African possessions in much the same way as Metropolitan France, and many French citizens moved to live there.

MISSIONS IN IBERIA AND NORTHWEST AFRICA

Operation Indigo

Date: 1941-1942

Location: Gibraltar

Official mission

Spanish labour is being used to construct tunnels beneath Gibraltar into which are to be placed stores for the fleet. As the civilian population of Gibraltar has been evacuated, workers for the tunneling projects, as well as other support activities, have been brought in from Spain. These workers are carefully screened and must return to Spain at the end of their shifts. However, there is so much work to be done, especially with the tunneling, and so many workers needed that it is inevitable that spies will slip through. Checking on references, following leads, and investigating suspicious persons will take up a lot of the investigators time. While there is a limit to what they can find out it is important to ensure the activity of enemy agents is minimised. The agents are sent to southern Spain to check out a number of Spanish labourers who have fallen under suspicion. It is up to them to quietly remove any who are discovered to be stooges for the enemy.

N's mission

There are indications that there is something already underneath the Rock of Gibraltar, something far more dangerous than German bombs. N has acquired information that suggests that deep inside the caves of the Rock of Gibraltar lies a forgotten shrine to Yig the

Father of Serpents. Other than that, and the information dates back to the 1830's, N knows little. However there must be some way to enter the shrine already and if the tunnels are leading towards danger they must be halted, but N cannot cause the tunneling to stop without being very certain something is wrong.

Keeper Notes

What is inside the caves is a threat not just to the war effort, but also to Spain and Morocco, and possibly the entire Mediterranean. The Shrine to Yig lies deep in the natural caves, accessible from the surface through a circuitous route, but deep enough to discourage casual visitors. The shrine contains prehistoric pictographs featuring snakes and snake men, signs of long past human sacrifice, and a crude altar made of rock and bones. The cavern itself is huge, fifty or more metres in circumference with a thirty-meter ceiling. Standing before the altar is a huge statue of a winged half-man half serpent creature. This statue is the Dragon Warrior of Yig, Kingu, a powerful servant of the Great Old One, laid to rest by ancient magics and placed here to await the time to awaken and rampage across the world in the name of his fell god. Although that time has not come, it is possible to awaken the monstrosity early; all that is needed is enough noise, light, and people. If awakened early Kingu will only rampage for one lunar month, then return to his statue form. One month is more than enough to wreck Gibraltar and cause incredible damage to the surrounding area, not to mention revealing the Mythos to the world.

The tunneling is headed right for it.

Operation Undertaker

Date: 1940-1942

Location: Catalonia

Official mission

The Catalans were among those in the forefront of the fight against the fascists during the civil war and their efforts enabled Franco's advance to be halted long enough for a proper army to be raised. Although this was not enough in the end to defeat the tyrant there are still those in this part of Spain willing to risk everything to oppose the Generalissimo. The investigators are to make contact with a small cell and if they are judged to be trustworthy help smuggle them out of Spain for training in Britain. If Franco does decide to get off the fence and join his natural allies it is important to have the groundwork prepared for widespread operations within Spain.



**N's mission**

Friends left behind by the international brigade when they returned home have made disturbing reports of creatures haunting the battlefields of the civil war. The local population, cowed by the victorious fascists, have their complaints ignored as the ramblings of superstitious peasants. Hopefully the Catalan contacts will be willing to lead the investigators to the old front lines and see for themselves what is going on. It might only be ghouls but it could be something altogether more disturbing.

Operation Slow Worm

Date: 1940-1942

Location: Algeria

Official mission

Reports from our ships and convoys have indicated there are observation aircraft operating out of Vichy held North Africa and it is suspected they have been responsible for the sudden increase in the number of submarines lost in the western Mediterranean. This is a simple raid on an airfield by a small team; similar raids will take place up and down the coast, which should severely hamper the efforts of these aircraft in the future.

N's mission

N suspects the additional aircraft spotted are not aircraft at all. Near to some old pre-Roman ruins is a network of caves. The local Arab tribe were rounded up as they degenerated after the Germans demanded shortly after the fall of France. It is suspected that someone in the

Nazi hierarchy had previously encountered them and decided to deal with the tribe using some Vichy proxies. The removal of the locals and the increase in flights are likely to be connected. Check out the caves, and if that is where the danger is coming from seal them using your explosives. Only after this is done can you proceed to your official objective.

N believes the loss of the submarines is probably coincidental.

NORTH AFRICA AND THE MIDDLE EAST

LIBYA

The most notable territory in North Africa held by the Axis, Libya provided both resources (the all-important oil) and offered a launching pad into Egypt and beyond. The fluctuating fortunes of desert warfare led to huge swathes of territory being captured by one side or the other before the eventual Allied victory in 1943.

Intelligence operations were in many cases overt, in the sense of commando raids from the sea or strikes carried out by fast-moving light forces using vehicles such as machinegun-armed jeeps, trucks and land rovers. Many of these operations were intended to cause direct damage to the enemy, such as attacks on supply convoys and airfields.



However, there was a more subtle element to the operations of raiding and other 'special' forces. Intelligence gathered in raids was passed back, and in between spectacular feats of mobility and firepower there was more mundane reconnaissance work. The Long Range Desert Group, for example, observed enemy supply convoys and reported their contents and size – when it was not shooting at them.

Forward bases hidden in the desert, set up and resupplied by special detachments, enabled the Long Range Desert Group to operate behind enemy lines. Casualties and important reconnaissance information were moved out by air at times. Investigators might be inserted by the same method if the raiding forces come across something they cannot explain. This is a tough environment to operate in, with an active war being fought. Camouflage is more important than deception in a 'warfighting' region.

However, although the indigenous population is small, there are Arabs and others living throughout the region. Most will cheerfully sell information to whoever is willing to pay for it, making covert operations difficult, but it is possible to befriend groups and earn their active cooperation. Most just want the war to go away and might

be convinced to help whichever side seems most likely to leave them in peace after the fighting is done.

From 1943 onwards, the war did indeed move beyond North Africa. The region was largely abandoned by Allied forces after the Axis was driven out, leaving a somewhat chaotic situation in the towns of Tunisia and Libya. This is fertile ground for 'unconventional' intelligence operations as although the Axis military has been driven out, there may still be agents and political influences at work.

EGYPT

A hotbed of intrigue and espionage, the British territory was vitally important for two reasons. Foremost was the Suez canal, for if the Mediterranean could be made safe it would become far safer to move troops and supplies between the British colonial possessions in the far east and the factories of the United Kingdom. Egypt also provided protection for oil producing areas under the control of the Empire, both in Iraq and Iran.

During the War, Egypt is occupied by the British, but is technically independent and governed by a constitutional monarchy, and the British presence was a sore point



for nationalist and religious movements. Adding to this, the Anglo-Egyptian Treaty of 1936 required that all British troops be withdrawn to the Canal Zone. As the world became embroiled in the War, instead of the troop numbers being reduced, they steadily increased, especially after the first shots of the Desert War were fired in 1940. Intelligence operations in Egypt should be concerned with two things, rooting out Axis spies, and combating the aspirations of native anti-British groups. Riots and street violence are common, and at times the British Army needs to use a show of force to bring order (in fact, in 1942 the British Army will use the threat of tanks and soldiers surrounding the Royal Palace at Alexandria to force changes in the Egyptian Parliament).

Italian operatives, and after 1941 German agents, can be found in Cairo, Alexandria, and other cities. Mostly these operatives are working to gather intelligence on troop movements, suborn British and Egyptian authorities, and stir up trouble with the help of Egyptian dissidents. Of particular interest are the numbers of Italian advisors and diplomats at the court of King Farouk.

As far as the Mythos is concerned, the history of Egypt is one of the longest and most complex of any modern nation, and one that presents a horde of possible Mythos connections. Ancient Egypt, with its pyramids, monumental architecture, waves of foreign invasion, and over a thousand known gods was long home to cults worshipping Nyarlathotep, Yig, Yog-Sothoth, and Shub-Niggurath, amongst others. An earthquake in 365 CE sunk a large portion of the city of Alexandria beneath the waves. These ruins, long forgotten by modern Egyptians, are the playground of a colony of Deep Ones who cavort amongst them and interbreed with the residents of small fishing villages as far up the Nile as the First Cataract. Egypt is not just a land of the living; it is a land of the dead filled with cemeteries, tombs, and necropolis. This means the kingdom is infested with ghouls, and several large colonies lie beneath major cities, as well as in the Valley of the Kings. Where there are ghouls, there are mad cultists who worship them, and those deluded and doomed souls who think they can bargain for lost riches with inhuman monsters.

ABYSSINIA

Italy occupied much of Ethiopia at the outset of the war. Indeed, the Italian army in Abyssinia posed a serious threat to Allied holdings in Egypt, which included the

extremely important naval base at Alexandria and of course the Suez Canal. SOE was active in Abyssinia, working with local forces to undermine Italian occupation and gaining experience that would be useful elsewhere. It was from Abyssinia that the only successful Italian conquest took place when, early in the war, Italian forces overran British Somaliland. However the isolation of the Italians led to a rapid degradation of their fighting ability and their eventual defeat was inevitable.

THE MIDDLE EAST

The Middle East, including Turkey, was a complex place during the Second World War. Most nations and regions were neutral or uninvolved in the war, but many had resources or strategic territories that were of interest to the Allies.

TURKEY

Turkey was an ally of Germany during the First World War, but was friendly with Britain and France at the outbreak of the Second. Although signatory to a Mutual Aid Pact with the Allies, Turkey was able to remain neutral by treading a fine line through the treaty's clauses. This was, initially at least, largely due to worries that assisting the Allies would bring Turkey into conflict with the Soviet Union – in the early war, the joint Nazi/Soviet destruction of Poland was grounds for such a belief.

With the Allies apparently losing and Axis forces gaining territory ever closer to Turkey's borders, there seemed to be nothing to gain by entering the war, and Turkey agreed a non-aggression pact. Historians have often wondered why Hitler decided to abide by this agreement, since Turkey offered an easier route to the Middle Eastern oil-producing regions than Africa or Russia. However, the pact was honoured.

Turkey sold war materiel to both sides until 1944, ending sales to Germany after that. Very late in the war the nation joined the Allies at last. In the meantime, Turkey was a neutral area where intelligence operatives could seek to influence local politics and to prevent Turkey from being pressured into joining the Axis cause. The consequences of this were considered potentially severe, to some extent because Turkish manpower could open up a new front threatening the Caucasus, but mainly because of the threat to Middle Eastern regions where the Allies were already spread very thin.



There probably was no real chance that Turkey would voluntarily join the Axis, but the Allies could not be sure of that. Likewise, Hitler had been shown willing to ignore most of his treaties, so there was no reason to suppose that he would abide by one involving Turkey. Thus the Allies considered Turkey to be a region worth investing at least some intelligence operatives' time in.

PALESTINE

The Palestine region was already troubled at the outbreak of war, not least because of the work of German and pro-German agents who stirred up anti-Semitic sentiment. The Jews of the area were in dispute with Britain over immigration rights, but mostly agreed to put aside their grievances in the face of a greater enemy. A Jewish brigade fought alongside British troops in the Mediterranean theatre, but numerous insurgents also fought against the British in Palestine. An Arab force, also from Palestine, fought for the Allies, but there were still conflicts between Europeans, Arabs and Jews in Palestine. These were complex and involved many factions; there were no clear-cut sides. Intelligence work in this region was thus extremely difficult and was largely directed towards the various local factions as much as being concerned with thwarting Axis agents.

LEBANON AND SYRIA

The situation was almost as complicated in French colonies such as Lebanon and Syria, which initially became possessions of the Vichy government. This posed a problem for the Allies, as it was possible that Axis pressure might result in these colonies being given to Germany for use as bases against British interests in the Middle East. Syria was secured by British and Free French troops in mid-1941, and Lebanon (which was of lesser strategic importance) eventually came over to the Allies, effectively aligning itself with the Free French government rather than Vichy France.

IRAN

Further East, Iraq and Iran were of great importance to the Allied cause – particularly Iraq whose oil supplies were critical to the war effort. Iran declared neutrality but was suspected of harbouring Axis sympathies, forcing an intervention by British and Soviet troops in 1941. Iran was forcibly put on an anti-Axis footing, and became an important supply route into Russia.

IRAQ

Iraq started out as a British protectorate and had a small British force garrisoned there. This was primarily composed of air units, and became cut off when a coup put a pro-Axis government in place. The resulting conflict, as the surrounded British force battled for survival in an brilliant air campaign against an overwhelmingly superior ground force, later achieved fame as 'the war that never was', largely because diplomats on both sides pretended it was not happening in case relations were soured. This might have seemed odd to those doing the fighting, but the diplomatic situation was at times somewhat distant from what might be termed 'the reality on the ground'.

Eventually the British force was relieved and Iraq was secured, but the British were always occupiers, allowing Axis agents to stir up insurrection and sabotage Allied facilities. Stretched thin, the Allies could not afford to lose Iraq but nor could they garrison it properly. The result was a perfect theatre for intelligence and counter-intelligence operations.

MISSIONS IN NORTH AFRICA AND THE MIDDLE EAST

Operation Leg Before

Date: Early 1941

Location: Central Iraq

Official mission

Even before the rise of Hitler, Iraq has been a hotbed of intrigue with French agents attempting to destabilize British control (and British agents doing likewise to undermine French control of Syria). The opponents may now have changed but not the game, with Vichy, Italian and German spies stirring up trouble. A simple way to prevent trouble in the country is to provide local tribe leaders with things they want, notably gold. By showing the ability to pay more than whatever the enemy are offering, it is hoped the locals should keep quiet and Iraq remain secure. The investigators are to transport gold to a local tribal chief in order to ensure he stays loyal. Of course they may have to fend off enemy agents, rival tribes or even opponents within the same tribe. All of them would like to get their hands on the gold.

N's mission

The investigators will be provided with some special equipment for this mission, the Mark 1 shovel. There are



some old crates buried in some old ruins N needs to secure. Of course, once the gold is delivered the investigators will have attracted the wrong sort of attention, and any observers might be a bit curious about what it is they are digging up. Whatever they do, though, they are not to open the crates or allow them to be opened. That would be a bad thing.

Operation Singapura

Date: August/September 1941

Location: Tobruk, Libya

Official Mission

The siege of Tobruk has been going on for some while but preparations need to be made for its use as a forward base so commando units will be able to cause trouble for the Germans and Italians. The investigators are to be sent forward to prepare the ground for offensive actions. They may also be called upon to aid in the defence of the fortress town should it come under attack, but it is hoped this will not prove necessary. When a relief column arrives it will be the duty of the investigators in place to provide what intelligence they have available for various units involved in unconventional warfare so they inflict the most confusion upon the enemy.

N's Mission

Something is preying upon the Australian garrison. Several defensive positions have been overwhelmed suddenly under the cover of darkness, with all those inside either found dead or missing. However these raids have not been followed up by enemy activity, on more

than one occasion had the Germans attacked where the outpost had been destroyed it may have led to a serious breakthrough and possibly even the fall of the town. What is more surprising, perhaps, is the fact that offensive activity in the areas affected has fallen following the loss of the outposts. News of these attacks is not widely known and kept secret as much as possible, but already there are grumblings among the rank and file of the garrison. N feels given the nature of the attack it is some Mythos predator at work, feeding upon both besieger and besieged. Whatever it is it needs to be stopped.

Operation Daffodil

Date: 1941

Location: Alexandria, Egypt

Official Mission

Several junior officers in the Egyptian army are behaving suspiciously. Rather than go through official channels we want them taken when they meet up in an isolated building some way outside Alexandria. Once secured the prisoners will be handed over to interrogation experts, who will then find out what they have been plotting. It is preferable to take them all alive and ensure any documents they have are seized.

N's mission

Alexandria is awash with plots and plotters and various nationalist groups. Some individuals are being lured into the most unsavoury of organisations, the type of cult that is a threat at any time but with the new converts could be truly dangerous. Contacts among the Muslim





Brotherhood are keen to be rid of this new group, although they see them as rivals to their plots against British Rule, rather than what they really are – a depraved Mythos-worshipping cult. Without the Brotherhood, we will not be able to get close to the cult; however the Brotherhood is an implacable enemy of British Rule and might turn on you at any time. It is not an option to let the Brotherhood know what is really going on. There are always those who will try to use the Mythos to get what they want, not realising the destruction they will bring upon themselves as a result.

Operation Zenith

Date: 1941-1942

Location: Deep in the desert, Libya

One of the Long Range Desert Group patrols has gone missing. At their last report they were operating out of an abandoned Roman-era ruin located at a nearly dried-up oases deep in Italian Libya. Initially the plan was for the patrol to use the ruins as a forward base of operations while they scouted out Italian armoured units that Berber informants had reported to be massing 50 km south of the Coastal Highway. Initial reports indicated that the rumours were unfounded, but that the Roman ruins provided an excellent place to stage deep strikes. The patrol was going to stay a few weeks longer and raid an Italian fuel depot before laying some mines along the Coastal Highway.

Their last report, received three weeks ago, was partially garbled. The patrol commander, Captain Milford, reported that the raid was successful, but before he could continue or elaborate, a deep bellowing was heard, followed by shouts and gunfire. The transmission ended abruptly, but was resumed two hours later. However, this second transmission consisted of an unknown voice muttering gibberish on an open frequency. The investigators are to be sent out to the ruins and try to find out what happened to the patrol, taking care to ensure there are no enemies in the area. If contact with the patrol can be made then any assistance that can be given to continue operations should be made. The likelihood is that the patrol has met with an untimely end. It is important to recover everything possible, the first priority being the codebooks.

N's Mission

N believes that something untoward has happened to the patrol, and that some Mythos entity, judging from the reports of the last transmission, may be responsible. The

location of the Roman ruins has been identified from aerial reconnaissance; N had to call in quite a few favours for the dangerous work to be carried out over wasteland rather than the more important coastal areas.

The Roman ruins sit in a rocky area of the desert and date back to the 2nd Century CE, and were built to protect the oasis on a spur of the old Roman road that ran between Claudius's Road (the modern Coastal Highway), to the Imperial border in the desert.

Keeper Notes

This small outpost was constantly undermanned, often with only a centurion, a few legionaries, and a handful of auxiliaries. It was abandoned in 231 CE, but nomads continued to use the site until the oasis began to dry up around 1121 CE. Since that time the ruins have laid unused and unvisited, and local legends talk about them being hunted by the ghosts of the Romans left to live and die in a forgotten corner of the Empire. Any of this information may be gleaned from various sources in the Egyptian National Library and Archives located in Cairo.

However, the site is much older than the Rome itself, for beneath the ruins lies a set of natural caverns formed by the water that once fed the oasis. These caves have existed since prehistoric times, dating back to the Neolithic subpluvial, roughly 9,000 years ago, when the region had greater water resources. This made the oasis a broad expanse of green in the sea of sand, a place filled with plant and animal life. Humans lived here, and before them earlier hominids had made the region home when climatic shifts had allowed. These prehistoric inhabitants left behind crude but evocative artwork chipped into the stone and painted onto the walls of the cave.

Amongst these paintings are reoccurring figures of a great black bull auroch, a fearsome beast that is shown trampling man and lesser animals alike. Among the various depictions of the black bull's violence, there are shocking images showing it mating with all manner of life, from crocodiles, to lions, and even humans. The walls of the caves are covered with these images, and the Romans conflated the Black Bull with their own Mithraic mysteries. Unfortunately for them, and for the troopers of 'W' Patrol, the Black Bull is one of the names of Shub-Niggurath, and this long forgotten avatar was awakened by a careless exploration of the caves.



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SCANDINAVIA

SWEDEN

Sweden remained neutral throughout the war, though many observers felt that Sweden was more neutral towards the Axis than the Allies. Certainly Sweden permitted German forces to move through its territory and traded raw materials to Germany, most importantly iron ore. However, this overt cooperation may have been the price of avoiding invasion, and Sweden's neutrality was a lot less one-sided than seemed apparent at the time.

Sweden provided a safe haven for Jews fleeing persecution, and allowed both Norway and Denmark to train troops for their armies of national liberation in its territory. Its government leaked information to the Allies about Axis operations and at one point passed on wreckage of a V2 rocket. As the tide of the war turned (and invasion from Germany became less likely), Sweden was able to reduce its cooperation with the Axis.

As a neutral power of importance to the enemy, Sweden was an important intelligence theatre to the Allies, with agents watching Axis movements and monitoring purchases of raw materials. Sweden also provided an escape route for Allied personnel needing to get out of Norway or across the Baltic from Poland.

NORWAY

Norway was invaded early in the war and had an active resistance right from the start. Allied attempts at intelligence operations in Norway were less than exemplary at the outset; troops sent to defend the country from invasion by the Axis had virtually no information available to them and were forced to rely on old tourist brochures or holiday photographs. Over time, both a dedicated intelligence network and a specialised raiding force were developed, and proved very effective.

Large numbers of agents and quantities of supplies were shipped to Norway aboard vessels disguised as trawlers or anti-submarine patrol craft. This service became known as the 'Shetland Bus' and made a great many trips, supporting intelligence and raiding operations throughout the war. Most notably, the German attempt to build an atomic bomb was seriously disrupted by damage to the plant capable of producing deuterium oxide ('heavy water') which was necessary for the process.

This incident was one of the most important intelligence/raiding/sabotage operations of the war, but there were many others in Norway throughout the conflict as well as a steady stream of information about German warships using Norwegian fjords as bases and Luftwaffe units targeting the Arctic convoys.

Norway was an active war zone to a great extent, due to its proximity to the United Kingdom and accessibility by sea. Air and naval bases, and their supply routes, required considerable security and made those parts of the country particularly hazardous. Attacks were launched from Norway against Allied targets, notably air raids against the east of Britain and both air and sea attacks on the Arctic convoys.

Allied air and sometimes sea forces attacked the bases used for these missions, and there was always the possibility, however remote, that the Allies might try to invade Norway as a gateway back into Europe. Indeed, FORTITUDE NORTH, one of the deception plans intended to confuse the Axis about the landing points for the Normandy invasion, hinged upon giving Axis commanders strong indications that an attack in that direction was likely.

Later in the war, SOE agents were tasked with creating this impression, which meant noticeable activity in Norway. Deception operations are subtle and tricky things; the enemy will not believe information simply handed to him. So SOE and other groups, such as air reconnaissance forces, needed to allow the enemy to realise that their installations had been spied upon or photographed, but not make it too easy.

One easy way to let the enemy get information that the Allies wanted them to have, but to make the German intelligence services think that they had worked for their lucky break, was to deliberately compromise agents in place. This might appeal to a few individuals, but was generally seen as undesirable by SOE. Not only was it 'un-British' but it also threw away assets that could be vital later. It is possible that an SOE mission could be compromised in this manner, or that agents might suspect they are being sold down the river, but British intelligence services would be unlikely to do something like this expect in the most extreme circumstances.

The alternative was a subtle game of leaving clues pitched to the level of Axis intelligence agents in the region. Too



easy, and the enemy would suspect they had been fed information; too hard and they would not pick up what SOE wanted them to. It is possible that agents in Norway might be given rather peculiar missions to this end, and of course they cannot be told that they are taking part in a deception in case they are caught. Some of these peculiar missions might turn out to be real, others less so, and it may not be apparent to the agents what had just happened.

As noted above, Norway was an active war zone within range of the Allies, so overt military operations may take place alongside SOE operations or in conjunction with them. Some of these operations may be the usual air raids and commando incursions, which might stir up the local garrison just at the wrong time. Larger operations also occurred, such as the First and Second battles of Narvik in which a British destroyer force cheekily sailed right into Narvik fjord to attack German destroyers berthed there, then came back a few days later with a battleship to finish the job.

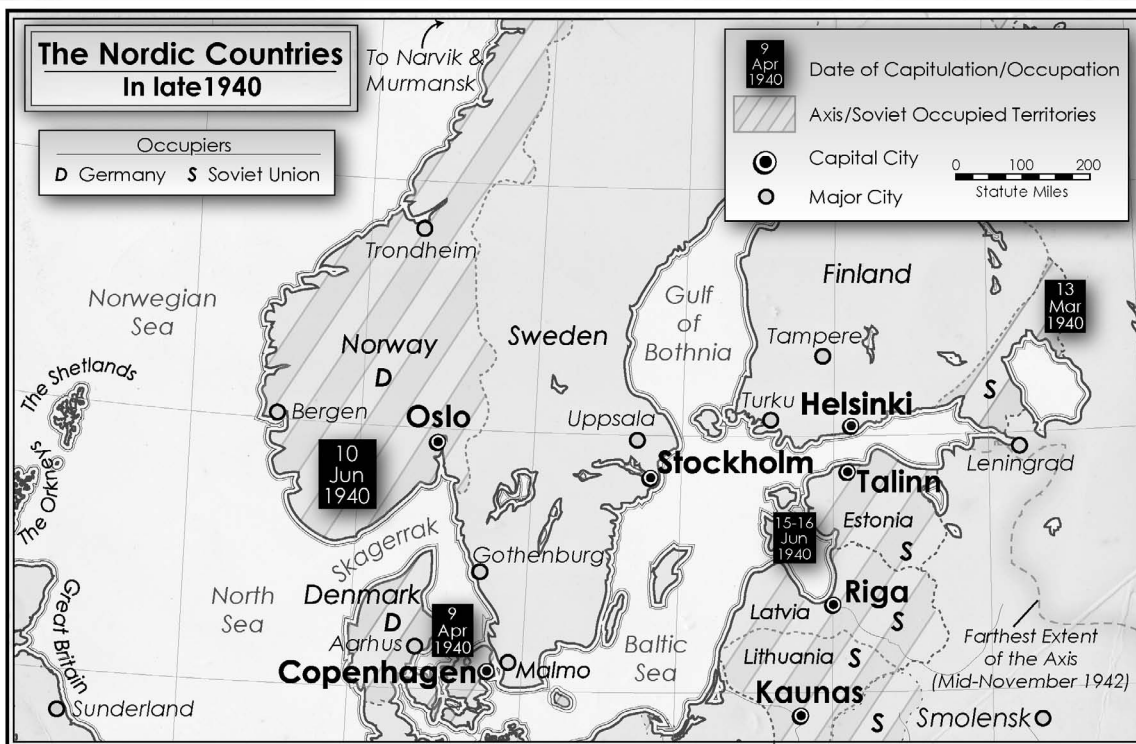
Major operations like this one stirred up a lot of activity and resulted in increased vigilance for a time, which made life harder for covert operatives in the area. They also reminded the Norwegians that the Allies were still

in the fight, and sometimes inspired renewed resistance activity which could be helpful to SOE agents or not, depending on what happened and where. Norway was, overall, a very active theatre where conventional warfare overlapped with intelligence operations.

FINLAND

Finland fought alongside the Axis in World War II, but was co-belligerent rather than an ally. Invaded by the Soviet Union in 1939, Finland managed to defend itself during what became known as the 'Winter War' and then attempted to retake lost territory in the 'Continuation War' of 1941-1944. This was largely an attempt to take advantage of events elsewhere rather than political affiliation with the Axis, and from 1944 Finland's forces were involved in forcibly expelling Axis troops.

Finland had a unique political situation throughout the war, and was the subject of diplomatic pressure to leave the Axis side. Its co-belligerent rather than Axis member status allowed Finland to be to some extent treated a little like Vichy French territory by the Allied intelligence services – Finland was more or less, but not entirely, hostile territory. Operatives had to tread carefully because the Allies wanted something from Finland (to





cease hostilities with the Soviet Union) that might be granted at some point. At the same time, it provided an environment where Axis forces could be observed and their secrets learned without having to penetrate the enemy heartlands or to operate in an overt war zone.

MISSIONS IN SCANDINAVIA

Operation Sponge

Date: The Winter War, 1940

Location: Northern Finland

Official mission

Officially we are not part of this war and volunteers that have been sent over there have been kept safe in areas to the rear of any fighting. Far to the rear. The Soviets have launched an attack in the north of the country that makes no sense, there is nothing there that we can see and they wasted a lot of men who are freezing to death just to grab a few fir trees. However it appears the purpose of the attack was to allow a small force to penetrate deeply into Finnish territory and it appears they are heading towards a lake where we suspect a Soviet aircraft crashed.

There is no way this is any ordinary aircraft, we believe it to be one of their most modern models and the chance to study it cannot be missed. The Soviets have a head start but you can take a train journey to close most of the gap before proceeding using skis and motorised sleds that have been especially brought in to cope with the conditions. Find the plane, take photographs and grab what parts you think are notable, bits of engine, cockpit controls and the like. If the Soviets are in your way deal with them.

N's mission

The lake has a bad reputation and this is why the area has never been developed, there are some pretty rich deposits of iron ore around it, as good as anything in Sweden, but no one wants to work there. We think the Soviets are on a fool's errand; whatever is there is drawing them in somehow. While the plane is important it is not so important as to wreck a couple of regiments to get it back. Make sure you deal with the creature, or failing that, robustly discourage any the Soviets from making contact with it. It is possible the whole situation has been arranged by cultists, so take no chances. As an added complication there are also German agents in Finland and intelligence suggests a party of them has already left

for the lake also, in all likelihood they are out to stop the Soviets and grab the plane themselves and are unaware of the other dangers out there.

Operation Tiny Tim

Date: Late 1941/Early 1942

Location: Northern Norway

Official mission

Arctic convoys are vital for the Soviet struggle against Hitler's armies as they sweep onwards in their blitzkrieg. The equipment and munitions carried in these ships are desperately needed but are under constant threat from surface raiders, U-boats and aircraft. The enemy have a small airfield, from which long range Focke-Wulf Condor bombers are operating, near Tromso. Go in and take out those aircraft. There are not many of these available to the Nazis and destroying the half a dozen or so here will be difficult for them to replace. There are likely to be other aircraft at the airfield as well, probably fighters, reconnaissance and transport airplanes and possibly lighter bombers. These are all good targets but the Condors are the most important by far.

N's mission

Nothing too urgent, for once. There are some caves several kilometres from the airfield that have some unsavoury tales about them, the kind you get whenever there has been Mythos activity at some point. N needs them to be reconnoitred and to check there is nothing more than rumours. If there is something to these tales, the investigators are to make sure that they don't wake anything up. And if it is already out and about, to get out of there and report back to N! Only if the threat is a minor one are they to take aggressive action, and then only if they are certain of success!

Operation Vilify

Date: Any

Location: Stockholm, Sweden

Official mission

The Swedes are supplying a large amount of iron and other resources for the Nazi war effort. We need you to try and gather intelligence on how much is being shipped south. Top priority items are iron, coal, and weapons. Data on other items will be less important, but welcomed. The offices of various export companies, shipping lines, the rail network and the foreign ministry may all have pertinent information. To get this information the



investigators either have to bribe individuals to get it for them or break into building and photograph the relevant files. They are to try and not upset the locals while they are at it.

N's mission

Lars Haakonssen is one of the most dangerous cultists in Europe. He is a minor official in the Swedish equivalent to the Home Office and as such has managed to appropriate resources for his own activities. Using his close ties with the Nazis (they think he is a valuable friend in the Swedish government, he merely sees them as pawns allowing him to exert greater influence than he would otherwise) he is becoming bolder. There are indications he was behind the sinking of the MV Hans Gauck, a German merchant involved in the shipment of mixed goods to Germany. While this is very commendable as far as the war effort goes (and is a clear sign Haakonssen is not a Nazi sympathizer in any way) it does indicate he is getting more powerful.

Simply put, Haakonssen has to be killed. Break into his home, kill him and plant evidence, somewhere hidden but where it will be found, showing he was involved in the loss of the Hans Gauck. This should persuade the Swedish authorities it was the Germans behind the killing. He has police bodyguards; these will probably have to be killed as well to prevent an alarm being raised. Few missions will be as important as far as keeping our involvement secret goes, if the Swedes get wind of this it is likely they will drift further into the German circle of influence.

Operation Dedicate

Date: 1941-1942

Location: Norway

Official mission

There is a constant flow of men and equipment to and from Norway and although airdrops are used it is more usual for transport to be provided by small fishing boats and trawlers that are unlikely to be spotted making the journey. Some of our agents have been betrayed and now need to escape from their area of operations. A small team needs to make its way to their hiding place and then sneak back to their boat. Unfortunately two of the team being rescued are injured, at this point it is not known how badly. The Germans have failed to locate them, but it is only a matter of time...

N's mission

Rescuing agents is all very well but operations in the area are hindered by a no-go area where some very convenient beaches and potential landings are not usable. The reason for this is a Mythos entity. Do away with it and it allows for an improved supply route for British agents and the resistance. For once the Mythos threat here just wants to be left alone; unfortunately its presence is aiding the enemy, which is unacceptable.

THE DARK, • LAMENTABLE CATALOGUE •

Though they are often described as uncaring in their attitudes regarding the course of human events, many entities of the Cthulhu Mythos are in fact quite involved in the world of mankind, using their vast and terrible power to sway our history in its march towards utter annihilation. The strife-torn state of the world's history has created a vast opportunity to further dark ends, and many Mythos creatures and even gods are wont to seize the moment and act aggressively to impose their will and achieve their particular objectives.

The only bright spot for humanity is that of all these manifold creatures, these horrific entities, and their depraved, nihilistic cults, few of them share similar goals. In some cases, their goals are antithetical. Just as they have warred amongst one another throughout the eons prior to the advent and rise of humankind, some of these races continue their animosity, or at best their disregard, of one another and their actions. They rarely, if ever, act in concert, and often the actions of one faction of the Mythos causes humankind to swing the metaphorical lantern into the darkness, illuminating the existence of other groups that would best remain hidden from perception. In some cases, even groups seemingly allied in servitude or worship to the same Mythos deity may not act in accord, just as is demonstrated in the world of humankind, most notably in the current theatre of world conflict.

This chapter delves into the varied catalogue of creatures, deities, and human cultists active during World War 2, providing suggestions as to their horrific activities, nefarious goals, and loathsome whereabouts, with suggestions for the keeper wishing to utilize them. When devising adventures and campaigns around the Mythos threats, it is highly recommended that the keeper focus on a few, or at the most, a handful of these factions, rather than assuming that all of them are equally active and jumping from creature type to creature type, deity to deity, throughout the course of the campaign. Limiting the scope of an investigative campaign to thwarting the efforts of a select few groups or a single terrifying entity of the Mythos creates a consistency and a dramatic focus that may be lost if the investigators are fighting

a seemingly endless and disconnected menagerie of creatures and their human servants, all striving towards conflicting or disparate goals.

For convenience, only entities listed in the *Call of Cthulhu* core rulebook are presented herein, though references to others abound. The Cthulhu Mythos corpus contains a vast, teeming multitude of additional reference works in the form of scenarios, expanded source material, etc. from dozens of publishers spanning at least three decades, a bewildering array of hard-to-find and frequently out-of-print material. For the keeper's own sanity, this section relies only on the "core" of the Mythos as presented in the role-playing game. Human cults are described with their "patron" Mythos entity where possible, though groups whose devotion span multiple entities or are broader than simple cult-hood are presented as standalone entries.

Entities, creatures, and cults whose activities fall outside the European theatre during World War II will be addressed in future *World War Cthulhu* publications, and those who are inactive or disinclined to act during this time period are not addressed. Beings whose activities are unaffected by the war are also not dealt with here—it is assumed that their behaviour is identical to that described in the *Call of Cthulhu* core rulebook and thus there is no need to present them again.

THE BROTHERHOOD OF THE BLACK PHARAOH

These followers of the pharaonic avatar of Nyarlathotep are quite busy in wartime, centred in Cairo and with a thriving following in London itself. Their activities centre on expanding the cult and infiltrating the highest reaches of English and European society. After the 1922 discovery of the tomb of King Tutankhamen, the world became captivated with the allure of Egypt. Art, fashion, and architecture inspired by Egypt became the rage (again), and as a result, the Brotherhood of the Black Pharaoh was able to present itself in a benign enough fashion that joining the cult appealed to jaded, wealthy socialites with little knowledge of what they were getting into. Indoctrination into the cult followed, and those who



resisted found themselves sacrificed by their onetime fraternity.

In their London location, the Brotherhood of the Black Pharaoh conspires in league with the much larger Brotherhood of the Beast, performing acts of minor terrorism and murder, actions whose effects may, in time, prove to be equally catastrophic worldwide. They are also connected to the Kenyan-based Cult of the Bloody Tongue. The London branch are waging a campaign to harm British morale through subtle propaganda and dissent, and use the cover of German bombing runs over London to mask their own nefarious deeds.

The cult in London is roughly 120 members strong and is led by an Anglo-Egyptian man named Haroun Al-Amri, a scion of Egyptian nobility. Al-Amri is a powerful sorcerer, educated at Oxford, connected to the British Museum by means of the antiquities work done by the Egypt Exploration Society. In this role, Al-Amri travels freely from Cairo to London, though the war has made such visits considerably less frequent. He uses the import of Egyptian antiquities to smuggle cult loyalists and artefacts into England to serve the Brotherhood's nefarious purposes.

THE BROTHERS OF THE YELLOW SIGN

Servants of Hastur the Unspeakable One, the Brothers of the Yellow Sign (sometimes called the Cult of the Yellow Sign) await the rise of their dark god's imprisonment from within the Lake of Hali, on an alien planet in the Hyades

Cluster. Though they are often described as "patiently" waiting Hastur's rise, they are anything but placid. The cult has survived for millennia, rumoured to stretch back to the sunken continents of Atlantis and Mu, and all the while they have conspired to bring about Hastur's ascension to rule the Earth. Many Brothers are drawn from the folk of K'n-Yan and the Tcho-Tcho (described on pages 104 and 105, respectively) as well as "normal" denizens of war-torn Europe and Asia.

Their energies are primarily dedicated to the exploitation and eventual destruction of their mortal enemies, the mi-go (see page 103), a race whose knowledge of interstellar gates and passage through the stars is greatly desirable to the cult. To this end the Brothers have developed strange powers of telepathy to detect those humans whose minds have been altered by the mi-go (see "Telepathy" on page 96). Additionally, they frequently use poison gas grenades to strike against the mi-go, are quite interested in technology that might greater enable them to detect the fungi's atomic resonance. The Brothers are paying special attention to Nazi occult science, hoping that their work will be done for them and that one of Hitler's scientists will devise a means of eradicating the mi-go forever.

The Brothers roam the Earth (or fly above it, carried by byakhee) in search of the mi-go or others who possess means of reaching across the gulf of stars to the watery prison that is the Lake of Hali. They are guided by visions of their master, He Who Is Not To Be Named, manifesting to them in dreams or avatars such as the



Emerald Llama (who appears primarily to followers in the East). The Brothers' intense hatred of the mi-go might cause investigators to view them as potential allies, but in fact the cult is an abhorrent one, adhering to debased rituals that include human sacrifice and cannibalism, among other corporeal sins, and they are as treacherous as they are mad.

Due to the alignment of the planets, Candlemas Night (February 2nd) is an especially fortuitous time for attempts at freeing Hastur, and beforehand the Brothers will be active seeking hidden knowledge to aid them in their ghastly rituals. Given the preponderance of stone megaliths in Britain and in Brittany, and their relevance in the ritual to free Hastur, N may send the investigators

into these territories to look into suspicious activity occurring in the days or weeks prior to Candlemas. The Brotherhood may attempt action outside the British Isles, utilizing standing stones within Scandinavia and even Ireland for their yearly attempt.

There are rumours that, in service to one of Hastur's more powerful manifestations, the Brothers of the Yellow Sign are attempting to stage the dreaded play evoking him, *The King in Yellow*, in cities where such an ill-natured production appeals to the wealthy and jaded, or may draw in those who have little else to lose. Investigators may become aware of performances of this play in cities under Nazi occupation where its nature and effects will not be as obvious.

TELEPATHY

The Brothers of the Yellow Sign practice a form of telepathy taught them by the Emerald Llama. Though it proves useful in their day-to-day activities, their primary means of utilizing it is to detect those whose brain patterns have been altered by the mi-go. So paranoid are the Brothers of infiltration of their cult by mi-go agents that they regularly read the minds of their followers to ensure that none of them have been compromised.

In game terms, Telepathy is a skill with a beginning 00% chance. It can only be learned by those with a POW 16+, and must be taught by Hastur (in avatar form) or by another telepath whose skill is 90%+, an intense process requiring full-time dedication and rigorous mental discipline. After a month of study, the would-be telepath must make successful Idea and Luck rolls. If both rolls are successful, the Telepathy skill is increased by 1%. Successful skill rolls can yield experience in the normal fashion, though increases are limited to 1% per successful experience roll. There are other means of learning telepathy, but the form used by the Brothers costs 1D3 SAN for each month of study, regardless of whether the Telepathy skill was improved.

To use Telepathy, the telepath must spend 3 magic points per attempt, and make a successful skill roll of Telepathy. Success means that the telepath is able to read the surface thoughts of the victim, and can determine if their brains have been altered by the mi-go, as well as other pertinent details and memories. The range of the ability is equal to the telepath's POW in metres. Each use of Telepathy lasts one round, and the magic points are expended regardless of success or failure. If the victim is aware of the attempt at mind-reading through a successful Idea roll, the victim can attempt to stop the telepathy with a resistance roll of their magic points versus the telepath's magic points.

After a mind has been read, the telepath can glean knowledge, and may ask the keeper certain questions whose answers the victim may have known by spending a magic point. For 24 hours after the mind reading, the chance of a correct answer is equal to the telepath's POW x 5. Every subsequent day reduces the chance by another multiple (two days equals x 4, three days it is at x 3, etc.) until the memories have faded entirely. Note that a successful roll does not mean that the answer is known if the victim did not know it, and does not guarantee that the victim's knowledge is complete or even accurate.



COLOURS OUT OF SPACE

With millions of young able-bodied men conscripted into military service, much of rural America, Europe, and even Asia are becoming emptied. Farms without young men to serve as farmhands are left fallow, and remote villages are quickly becoming ghost towns, abandoned in times of poverty and. Crops rot in fields, and for this reason these desolate places become primary incubators for the Colours Out of Space. Highly intelligent and perceptive, the Colours land in spots where few will notice them until they have fully infected the ground, water, and flora, and where their embryos are able to thrive and flourish.

This menace is an ongoing and prevalent one, and though it does not seem to have any unified agenda beyond colonization, the Colours continue to infiltrate and infect the quiet lonely places on the map. Shell-shocked soldiers returning home from the battlefield—no matter which side they fought on—are due for rough welcomes where the Colours have bloomed.

CTHONIANS, THE BURROWERS BENEATH

Highly intelligent and capable of predicting the course of human history, the Cthonians are growingly aware of humankind's development of atomic weaponry, devices more-than-capable of dispatching even the most powerful cthonians. While other entities of the Mythos see the human inclination towards self-destruction as a desirable trait, the cthonians concern is that the arms race will result in a humankind capable of competently waging war against their kind. They hold telepathic councils and increasingly debate the issue, though they are wary of intervening directly, else they tip humankind to their presence. Though the cthonians are confident in their ultimate supremacy, they are nonetheless not so foolhardy as to risk open conflict: even if only armed with conventional weaponry, war against an enraged and united human race would be unacceptably devastating. They are especially troubled by humankind's growing naval supremacy, due to their own susceptibility to water.

The cthonians have few, if any, human cultists, and have little use for them. Ruled (nominally) by the greatest of their race, Shudde M'ell, the cthonians are dedicated primarily to subtle elimination of any potential threat posed them by humankind. Their primary mode of such action is to study humankind through telepathy, finding would-be traitors or weak-willed humans

who they can plunder information from. Their usual subjects are scientists or others connected to research into atomic weapons or other experimental devices of incredible destructive magnitude. These include Hitler's experimental weapons division or the United States' Manhattan Project, though they are sometimes after less-obvious research which may be problematic to them in the long run.

CTHULHU, DEATHLESS AND DREAMING

Slumbering in sunken R'lyeh, Great Cthulhu still holds considerable sway over tens of thousands of human followers worldwide, projecting telepathic dreams to the faithful across the globe and incurring them to commit violent, depraved acts in his name, acts that will eventually bring about his rise and eventual reign over the entire Earth. Cthulhu is vaguely aware that the world is in a state of war, but the monstrous leviathan god cares little for the territorial or political disputes of mankind: such trivialities will be swept away in the coming apocalypse. The opening of R'lyeh in 1925 was clearly premature: Cthulhu's followers had read the signs wrongly, thinking that the events of the First World War were the heralds of their apocalypse.

It is clear, however, that *now* is the time for the rise of Cthulhu and his followers, and to further this end the Great One gains a perverse, alien satisfaction at the atrocities committed in wartime and spiritual malaise it evokes.

THE CULT OF CTHULHU

Then, whispered Castro, those first men formed the cult around tall idols which the Great Ones showed them; idols brought in dim eras from dark stars. That cult would never die till the stars came right again, and the secret priests would take great Cthulhu from His tomb to revive His subjects and resume His rule of earth. The time would be easy to know, for then mankind would have become as the Great Old Ones; free and wild and beyond good and evil, with laws and morals thrown aside and all men shouting and killing and revelling in joy. Then the liberated Old Ones would teach them new ways to shout and kill and revel and enjoy themselves, and all the earth would flame with a holocaust of ecstasy and freedom. Meanwhile the cult, by appropriate rites, must keep alive the memory of those ancient ways and shadow forth the prophecy of their return.

—“*The Call of Cthulhu*,” H. P. Lovecraft

The largest cult worshipping any of the Great Old Ones, Cthulhu's own human followers are legion, and prevalent throughout the world. Dread Cthulhu himself lies dreaming, sending nightmare-messages to followers and the innocent alike, culling potential worshippers by slowly driving them mad with his presence.

Despite the bitter, crushing defeat met by the cult in Louisiana in 1908, they regrouped and grew even stronger in the intervening decades until now the cult is at a strength unmatched in the modern age, taking advantage of wartime chaos to thrive and to prey upon the homeless, the dispossessed, and those driven mad by the horrors of war. Currently the Cult of Cthulhu (for lack of a formal title) exists in the United States, Haiti, Polynesia, Arabia, Mexico, northern Canada, and Greenland, ruled by "deathless Chinamen" who dwell in secret lairs in the mountains of China.

The cult is wide but not especially deep, global but disorganized. It has no organized hierarchy and little connection between one branch of the cult and another, and relies almost entirely upon word-of-mouth from one cultist to another, or occasional commands from servitor entities such as its spawn or the Deep Ones. Telepathic instructions from Cthulhu are infrequent and often cryptic, as oft to drive the dreamer mad than to elicit a specific course of action, and as such the cults are more likely to revel in insane debauchery and orgies of human sacrifice and torture than they are to try to enact Cthulhu's will or achieve any meaningful progress towards freeing the Great Old One.

Always seeking to widen their influence and yet remain free from scrutiny, the cult is aggressively expanding in the less-travelled sections of the world, usually in coastal regions or upon islands. They continue to conduct dark and terrible rituals on various auspicious days, including Halloween, and are ever-wary of outsiders, fearing further persecution. It is common for them to initiate at least one member of law enforcement or a government official into their fold, to give them warning of any crackdowns or to help cover evidence of their existence. Though they have not made much headway into the British government, they have infiltrated the populations of several small towns and settlements along the English coast, providing them with easy access to their allies among the Deep Ones, much as was true in Innsmouth in America.

•• CYÆGHA, THE STARING HORROR

Entombed unwillingly beneath a Dark Hill near the farm village of Freihausgarten in western Germany, the monstrous god Cyægha rails against its state of imprisonment, constantly testing the limits of its prison and inspiring madmen and visionaries to alternately join or destroy the members of its own circle of worshippers, who are equal parts warden, drawing their own magical power from the trapped god. This worship was disrupted in 1870 for several years, but eventually Cyægha's insidious influence made itself manifest within those who dwelt near its prison. Each year the Staring One gathers its energies and hypnotizes an entire village and all nearby into a massive rite aimed at freeing it, though each time this attempt has failed.





The ritual involves human sacrifice and other blasphemous actions, but the participants are swayed and under Cyäegha's thrall, unable to remember the events they participated in as anything but a sense of unease, lingering dread, and occasional nightmares of recollection.

"We tried using the wireless to request information from home, but that proved very frustrating. When one makes an error in encrypting or decrypting a message, you can sometimes correct it by common sense. A word that comes out as AEIOPLATF can be guessed as AEROPLANE easily enough, but the text in the book wasn't English or any other human tongue. How could the girls down in Grendon guess at a word like CYEAGHA if it was wrongly encoded?"

The village of Freihausgarten lies directly within Nazi Germany, which presents an interesting conundrum for the Allies and especially N's own organization. The rise of Cyäegha within German territory would be likely disastrous for the Third Reich, as the unpredictable and malefic god is more than likely to inflict unimaginable horror and destruction upon the surrounding lands, causing Hitler and his cabinet to divert considerable resources to stopping it. However, there is always the chance that the occult-obsessed Nazis would try, and worse yet, succeed in controlling the ocular horror that is Cyäegha, attaining an ally of unthinkable destructive might. An investigator mission into Freihausgarten may be to thwart the ritual to free Cyäegha, or to aid it by interfering with German authorities, unleashing the spiritual equivalent of an atom bomb behind enemy lines.

DEEP ONES, LURKERS BELOW

The traditionally sedentary Deep Ones are for the most part uninterested in human events, but the recent loss of a flourishing hybrid colony in Innsmouth, Massachusetts in 1928 has taught them dearly about that apathy. With the American government aware of their existence and readily able to mount military action against them, the Deep Ones are in the process of a renewed approach to the way they deal with humankind. Now their infiltration into human society is conducted at a much lower key,

more subtle than ever before, and they have shifted the scope of their colonization of human settlements back away from more civilized areas and onto remote coastal villages, secluded islands, and other places where the war's effects are not yet felt.

Furthermore, the Deep Ones are alarmed at the rapid emergence of the undersea power among the Axis and Allied powers alike, with submarines capable of mounting war below the surface of the waves, essentially in territory they have long claimed, unchallenged, as their own. Their undersea fastnesses—such as Y'hanythlei off the Massachusetts coast, and the cities in English waters such as G'hll-Hoo and Ahu-Y'hloa—long thought untouchable and essentially undetectable, are now vulnerable to submarines and reachable by depth charges. Battles fought in the Atlantic and Pacific waters are waged above their heads. The Deep Ones have come to realize that in a war against humanity, their cities would still likely be laid to waste, the cost of conflict beyond their willingness to endure.

Led by Father Dagon and Mother Hydra, the greatest among their kind, the Deep Ones ready themselves for the eventuality of war waged against the surface dwellers, and have stepped up their creation of hybrid offspring within their human toeholds. Surviving former residents of Innsmouth—those who were not imprisoned or killed in the raid—have spread across the globe, assuming new identities and seeking anonymity. Others of Deep One lineage, unaware of their origin volunteer to serve in the navies of the Axis and Allied forces alike, requesting positions on submarines whenever possible, finding an inexplicable peace when beneath the waves. These wretched few are like time bombs: as they grow in affinity to submersion, their amphibious, batrachian lineage catalyzes, causing rapid evolution into Deep Ones. Investigators may be called to investigate inexplicable behaviour in Allied navies, with sailors disappearing off the sides of calmed vessels or even attempting to exit submarines while they were at cruising depths.

EIHORT, GOD OF THE LABYRINTH

The gelid, many-legged horror that is Eihort dwells in the labyrinth beneath the English town of Camside, in the Severn Valley, and is worshipped there and in the neighbouring town of Brichester. It has fostered a cult of devotees by luring the unwary into its labyrinth and offering them a choice between servitude and death,

infecting those who survive with its spawn, who dwell within it, growing in number and size. While the spawn of Eihort incubate within the host, the new follower serves Eihort, led by a member of its Brood.

N and his organization are aware of the presence of "something" in the Severn Valley area, though firsthand reports are unreliable and conflicting. Followers of Eihort may conspire to capture and "convert" regional authorities in an attempt to cover any news of their existence, or to divert attention elsewhere, an action that may come to N's attention. Keepers may send investigators to the towns of Goatswood, Camside, Brichester, or elsewhere in the Severn Valley on a general reconnaissance mission, or in response to a particular troubling piece of information.

The notion that English soil contains such a hotbed of ghastly beings will prove extremely troubling to N and others within Churchill's cabinet, and will likely result in extended actions to quarantine or neutralize the threat else it spread. With German bombers roaring over English land on a regular basis, N may order investigators to scout locations within the Severn Valley for a military strike, using German air raiders as scapegoats.

ELDER THINGS

When word (inadvertently) spread about the disastrous Pabodie and Starkweather-Moore Antarctic expeditions in the early 1930s, others worldwide took notice, and other, more secretive expeditions were readied to plunder the nameless city of the Elder Things, despite all warnings to stay away from the horrors that lay within it. Though the Elder Things had minimal contact with humankind in those encounters, even that nominal interaction was enough to send the surviving few into hiding deeper beneath their ancient, abandoned city and to find refuge elsewhere on the Earth, usually in the deepest and most frigid waters of the Arctic Circle, where smaller cities and bases remain undisturbed.

Able to hibernate for millennia, the Elder Things across the globe are beginning to awaken in response to the increasing threat humanity poses them, perhaps alerted by some telepathic alert from others of their kind, or through technology-based alarm system. A colony of atavistic Elder Things has emerged in the North Sea region shortly after the Antarctic expeditions. They observe the war with curious detachment, capturing the occasional wayward fighter plane or patrol boat and experimenting

(and ultimately dissecting) the crew found therein. N may send investigators to the North Sea into Allied or Axis territory in search of such missing detachments, or in response to the discovery of their vivisected remains.

GHOULS

Paris has always been a welcome home to the ghouls, its catacombs a veritable garden of delight perfectly suited to their charnel nature. When the Nazis take Paris, the ghouls find their activities perfectly camouflaged. Curfews keep most citizens off the streets and fear keeps them from asking too many questions. Battlefields become immense buffets for those ghouls daring enough to stalk onto them at night, despite the threat of sniper fire or exposure. And while ghouls are strictly carrion eaters, they will readily kill humans and set them aside for later. The tense, terrifying atmosphere of a city under Nazi occupation is a perfect theatre for their depredations.

Some ghouls run riot, preying on German and Frenchman alike, knowing that each side will blame the other for any mysterious disappearances. Other, more sophisticated ghouls become bolder about infiltrating human society, disguising their bestial appearance as best they can and passing off their behaviour as eccentricity. Any ghoul who wishes wealth can readily find it in countless tombs and graves: in wartime no one thinks twice about someone selling valuable heirlooms for cash or as barter.

The ghouls are aware that, as time passes and the Occupation continues, the catacombs beneath Paris will become less ideal as a home and refuge. The French Resistance has already begun to use the tombs and tunnels for their own purposes, hiding contraband, weapons, and even themselves from the Nazis who hold the City of Lights hostage. Fugitives lurk in the safer and better-known areas of the catacombs, fearing the mysterious stalkers below far less than the Nazis who patrol the streets.

As such, the ghouls of Paris are split between those growing more reckless in their activity and those making an exodus from the city. Some ghouls choose to retreat into the Dreamlands where they will await the end of the war before returning, while others dare to cross the countryside at night, eating carrion when necessary and dining in graveyards where there are no war dead to be found.



"I found there was a battalion of Soviet soldiers, from the eastern parts of the Soviet Union – Turkomans, Uzbeks, Kazaks – who had, I was told, killed their Russian officers and deserted to the Germans in the early stages of the war, but the Germans hadn't trusted them enough to put them in front-line service.

I got in touch with these chaps through a Turkish-speaking priest and sent them a message, saying 'you're on the wrong side, the Germans are losing the war. You ought to kill your German officers and come over to me.'

One morning, I was by woken by my bodyguard who said, 'there's a Chinese man here to see you.' In comes this man with very Mongolian features in a German uniform. He sat down beside me and he had a big green handkerchief in his hands. He opened the green handkerchief and there were six ears and he indicated to me that these were the ears of his German officers."



GLAAKI

Another of the loathsome deities in England's Severn River Valley, Glaaki dwells at the bottom of a lake near Brichester, slowly building an army of undead, animate servants infected with a horrible internal growth of tissues by which Glaaki controls. Though it is not tied to that locale and moves between several watery places across the globe (including the London sewers, New Britain Island in New Guinea, Raquette Lake in the Adirondacks in New York State, among others) it favours the Severn Valley location and is found there more often than not.

Unlike other godlike beings of the Cthulhu Mythos, Glaaki cares little for any of the activities of humankind, and is indifferent to the war. Any actions it or the Servants of Glaaki that intersect with wartime activities may be purely incidental.

However, Glaaki is quite indiscriminate about those it lures with its "dream-pull" and often lures those within several miles of its location, regardless of their identity, their status, or their role in society. This is a primary way that its activities may come to the attention of N. He may send investigators after someone Glaaki has called. The investigators may even be on hand to witness the horrific sight of the Great Old One emerging from hiding and

Colonies of ghouls elsewhere have mixed fortunes. In Russia, the ghouls are enjoying the sumptuous repast Stalin's purges are creating. As in Occupied France, the climate of paranoia and wilful ignorance in Stalin's Russia creates opportunities galore for the ghouls to thrive unmolested, to go unimpeded, and to gorge themselves without limit.

London's ghouls grow ever-cautious: those seeking refuge underground during German bombing raids occasionally venture into areas where ghouls dwell, and must be eliminated. In New York City the ghouls dwelling in the subterranean access and subway tunnels are divided into factions and war amongst one another.

And in Berlin, the construction of many underground bunkers, factories, subway tunnels, and other elements of urban development continue to threaten the ghouls with discovery, so they are becoming increasingly dissatisfied with life in the city called the Pearl of the Orient.

plunging one of its metallic spines into the sleepwalking victim, injecting them with ghastly fluid. It may also be that N alerts the investigators to the discovery of one of Glaaki's undead creations (the Glaakeen) who has resisted Glaaki's command, perhaps living a normal life unawares of the unsettling nature of their current condition, undead and yet free of will and perhaps with only the vaguest of memories of the events that led to their living death.

GREAT RACE OF YITH, RACE OUT OF TIME

A race born of alien spirit entities taking over the body of ancient, terrestrial bodies, these beings view themselves as the true curators and inheritors of the Earth. They outdate most of the other races of the Cthulhu Mythos, regarding them as upstarts, interlopers, and interferers, though they have rarely had the prowess or numbers to successfully claim the Earth as their dominion.

Though the Great Race of Yith first came to inhabit the cone-shaped bodies of Earth beings hundreds of millions of years ago, they are unchained by time and capable of projecting their consciousnesses far into the future, which they did to escape their extinction by their risen prisoners, the flying polyps.

Free to roam time's landscape by inhabiting the bodies of living beings from the desired location and era, the Great Race obsessively gather information about the epochs they study, sending their hosts across the world, recording everything they encounter, voraciously devouring any knowledge they are able to amass. Their hosts' identities are subsumed during these times, and often report long periods of missing time in which others noticed them behaving strangely, bereft of their memories.

These chronologic tourists are aided by a human cult who persist and prosper throughout the centuries, provided with enough foreknowledge of human history to enable them to make wise investments, avoid calamity, and better serve the host bodies inhabited by members of the Great Race.

The behaviour of those mind-swapped seems passing strange to most, and concerned family-members may contact the authorities when a beloved one suddenly exhibits the qualities of one possessed, or returns home as if suffering years of missing time. The excessive travel

and copious note-taking may also cause authorities to suspect a possessed individual of being a spy, and for this reason N and his organization may find themselves greatly concerned with their activities. Their interest in the atomic arms race is profound, and it is a mystery how it is that with advanced knowledge of the course of human events and the ability to travel throughout time freely, that the Yithians have not seized greater control over human destiny... or have they?

HASTUR, THE KING IN YELLOW

Through his acolyte cult the Brothers of the Yellow Sign, Hastur seeks release from his alien prison beneath the Lake of Hali, a goal that has not wavered in millennia. The Great Old One teaches them telepathic abilities (see page 96 for more information) to better withstand their enemies and as an invaluable advantage over the mi-go, whose knowledge of gates and interstellar travel may provide the means of its liberation. Its power in this world is limited, and only one avatar is known for certain: the Emerald Llama, whose influence is felt more strongly in Southeast Asia. Year after year the Brotherhood of the Yellow Sign, aided by Hastur's byakhee servants, attempt to free their master with a ritual performed on Candlemas, and thus far they have met with failure. The Brotherhood wish to see Hastur shepherded to Earth to rule over it in supreme majesty, while Hastur's own goals upon that auspicious date are less specific and may not involve the Earth at all.

ITHAQUA, THE WALKER IN THE WIND

Little worshipped among humankind, this Great Old One has even less to do with humankind, though his servants, the gnoph-keh are increasingly forced to deal with military actions within the Arctic Circle. Ithaqua's influence is generally restrained to northern Canada, the North Pole, Alaska, and Siberia, and other frost-bound parts, but he pays attention to military incursion in these territories, including Nazi occupation of Scandinavian countries as well as actions in the northern Soviet Union.

LLOIGOR, THE DRAGON-SPIRITS

Confused with dragons throughout history due to the corporeal form these energy beings assume, the lloigor are for the most part all-too-relieved to see humankind extinguishing itself in the fires of war. The lloigor are



no allies of humanity and with little use for it, and grow increasingly wary of human encroachment upon their territories. Their interaction with the world of men has driven them into seclusion, inhabiting quiet lakes, secluded islands, and other lost places, and now the war is pushing refugees into those very spots.

Furthermore, technological innovations such as radar and sonar, improvements in radio technology, as well as the beginning of atomic weapons research is worrisome to the lloigor, for such developments threaten interfere with them even when in insubstantial form. Lloigor may be encountered in Norway, Wales, Rhode Island, the Greek Isles, or other places they haunt, and their resemblance to mythological dragons may send Hitler's occultists in search of physical proof of their existence.

MI-GO, THE FUNGI FROM YUGGOTH

These flying crustaceous lobsters are only interested in humanity when it crosses their paths. The mi-go's activity on this planet are centred around mining certain ores that are only be found on Earth, chief among them uranium, so their intervention in the human world is primarily in regards to that end.

Their advanced surgical knowledge allows them to remove humans' brains painlessly and harmlessly so that the mi-go might place their own brain within the bodies and interact with other humans. The mi-go do this procedure to cover their tracks, to perform certain legal activities, and to further their mining interests, or to procure needed equipment for their technological development.

They occasionally use human agents they have not surgically altered: usually corporate or government groups interested in technological advantages at any cost, but generally prefer to act with their transplanted spies.

As the war goes on and atomic weapon development begins in earnest, the mi-go will become increasingly concerned that the consumption of uranium encroaches on their own needs. Their mining efforts in Canada, Czechoslovakia, the Colorado Plateau in Colorado and Utah, Cornwall, and in Australia as well as in the Belgian Congo have all been threatened by human interests, and they are beginning to become more aggressive in finding new and unexploited sources of uranium to mine. The

mi-go may in fact be covertly assisting humanity in its atomic energy and associated weapons programs, to provide greater sources of enriched uranium, though this is hypothetical.

The mi-go are embroiled in an ongoing conflict with the Brotherhood of the Yellow Sign, who seek to claim interstellar and gate technology from them. Despite frequent and ongoing losses of operations to the Brotherhood, the mi-go view these servants of Hastur more as a dedicated and persistent nuisance than as a worthy foe, and as such they devote little effort to combating them.

Furthermore, the mi-go make a practice habit of surgically experimenting on select humans for scientific purposes, and then erasing memories of said experiments. These poor subjects are released, usually in an altered state with mysterious scars, troubling dreams, and no explanation for their whereabouts or actions during their missing time.

Such individuals, when they come to the attention of the authorities, may be mentioned to N, who finds these cases disturbingly frequent and increasingly distressing. Investigators may be dispatched to look into strange behaviour in areas where mi-go were spotted, or to debrief those suspected of treasonous activities while they had their brains removed, their bodies playing host to the alien fungi.

Brain-transplanted humans may be arrested for suspicious behaviour and brought to N's attention, as well. In such cases it may be only a matter of time before the mi-go stage a terrifying attack on the place where their agent is being held.

MYTHOS BOOKS AND ARTEFACTS

Generally, Mythos books and artefacts are coveted treasures, clung to by those whose madness they have inspired, or carefully guarded by those aware of their iniquitous nature. However, the devastation wrecked amongst the European aristocracy, combined with the displacement of entire peoples, and accelerated by the invasion and occupation of cities and countries and the subsequent looting has set loose countless Mythos-related tomes, scrolls, objects d'art, artefacts, antiquities, relics, and other such heirlooms into the world, where they are sought after collectors or set free to wreck iniquity upon



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the unsuspecting recipients. Items of unimaginable value and inscrutable origins are being used for barter, or are finding their way into a growing black market.

Hitler's own obsession with the occult, influenced by the German populist *völkisch* movement equally as much as it is a seeking of power, has set many agents of the Third Reich across Europe, before and after the outbreak of war, to seek out such items, covertly and openly. Though Hitler's occult interests are more traditional in their scope, it is an area in which N's investigators will likely cross paths and purposes with Nazi agents. Investigators may come face to face with Hitler's occultists in abandoned libraries, hidden curio collections, illicit black market auctions, and other places where such items may surface.

An entire campaign might be inspired by N attaining information about a cache of Mythos tomes being unearthed, its catalogue spread across Occupied Europe, and the investigators' efforts at tracking down these dangerous works and securing them for the three-fold goal of benefiting of the Allies, thwarting the Axis powers, for the general welfare of all mankind.

NYARLATHOTEP, GOD OF A THOUSAND FACES

Of all the alien gods within the Cthulhu Mythos, Nyarlathotep is the most devoted to human intervention, creating and nurturing world-spanning cults whose activities are carefully coordinated, enacting the Outer

God's will on an almost-daily basis. In his guise as the Black Pharaoh he leads the Brotherhood of the Black Pharaoh (see page 94) and heads another cult in the northern United States as the God of the Bloody Tongue.

While many of his brethren are imprisoned or slumbering, unable or unwilling to act in the world of humankind, Nyarlathotep is highly active, appearing across the world in various guises and setting events in motion whose consequences will play out over years, decades, and even centuries. He could very well be walking among humankind wrapped in mortal guise, as equally likely to be wearing a Nazi uniform as a bespoke suit tailored on Saville Row.

His goals, while inscrutable, are often seemingly aimed at causing the most chaos and uncertainty in the world, and to this end he directs many of his followers into roles as instigators, agitators, saboteurs, and assassins. During the Second World War, Nyarlathotep may conceivably be in a state where he is content to observe firsthand the results of his handiwork unfolding across the globe.

THE PEOPLE OF K'N-YAN

The mysterious, degenerate folk of K'n-Yan have long since kept themselves apart from the rest of humanity, hidden in their vast underworld nation beneath North America, but the war has brought them out in greater number, both in service to their alien deities as well as for the survival of their own race. Due to their distrust of



the mi-go, many of K'n-Yan join the Brotherhood of the Yellow Sign, in some cases hiding their true natures from their fellow cultists.

Their scientific development is far in advance of humankind's: they have long discovered the secrets of atomic energy; systematized psychic abilities such as astral projection and telepathy; and mastered physical immortality. For this reason they are increasingly concerned about humankind's own weapons program and the occult development found fostered by groups such as the Hermetic Order of the Golden Dawn and their embrace of theosophy and spiritualism, and the much more pertinent scientific developments of atomic power. The K'n-Yan are attempting to infiltrate the military to learn what humankind is becoming capable of, and if deemed a threat, to sabotage any developments or experiments that could further the human race towards parity with K'n-Yan.

TCHO-TCHOS, THE ABOMINABLE MEN OF LENG

Descended hybrids of humankind and Chaugnar Faugn's wretched creations, the Miri, the abominable Tcho-Tcho are born into madness, willing servants of the Great Old Ones and other terrible entities of the Mythos. Whether they know it or not, many cults devoted to the Mythos have Tcho-Tcho amongst their membership and they are frequent servants of human sorcerers. War throughout China, Tibet, and Southeast Asia has driven countless Tcho-Tcho into the outside world, where they infiltrate migrant populations, disguising their ethnic identity in favour of whatever is the most suitable. As such, they are long since integrated into London's own Chinatown, as well as other locales by the same name in the United States. They are often cult footmen and assassins, without much hesitation about murder or torture, and rumours abound of their tendencies towards cannibalism.

WHAT ABOUT MY FAVOURITE MYTHOS ENTITY?

One of the great joys for *Call of Cthulhu* keepers is to imagine what a particular Mythos entity is doing: what nefarious plots they choose to encourage and cultivate in the world of men, and what grand conspiracy their followers are out to enact. The multifarious goals and even crossed purposes can make the theatre of war seem almost petty and any hope of peace meaningless against the grand grim tapestry of the Mythos.

That said, many deities of the Cthulhu Mythos pay little attention to humanity and its actions, and human worship is barely noticed and less frequently rewarded. These eons-old beings spend eternities brooding, plotting, or lost in madness, the passage of time a meaningless concern. For example, Shub-Niggurath, the Black Goat of the Wood With a Thousand Young, has been worshipped since time immemorial by secret cults, and she has intervened rarely in human activities. The global conflict is of no interest to her or her Dark Young: they will appear if summoned or they will ignore human entreaties as it suits them. Humans exterminating themselves en masse is of little interest, so long as she is fed and worshipped to her satisfaction.

Even those Mythos entities that pay attention to the activities of humankind are rarely moved to intervene directly, choosing instead to enact their will with human agents. And hand-in-hand with the opportunities presented in times of war, paranoia about spies and traitors can make things difficult for servants of even these great and ghastly powers. As such, it is not uncommon for Mythos deities and their followers to remain dormant for decades—centuries even—and the keeper should feel fit to utilise only those entities whose actions are plausible during wartime.

• BEHIND CLOSED DOORS •

For those in the middle echelons of the government and the military, London became a labyrinth of closed doors and furtive meetings during the war. A thousand new sections and committees were established to deal with one aspect or another of the war effort. Ministries like the Ministry of Aviation or the Ministry of Petroleum Warfare sprang up, and expanded hugely, voraciously consuming staff, buildings and resources. Qualified staff were desperately needed, so people who would not normally have any part of government found themselves working in anonymous Whitehall rooms or in stately country homes that had been converted into grand offices for one section or another.

Churchill preferred a small executive committee, his war cabinet, that could quickly make substantive decisions. Below cabinet level, however, the various departments and sections were engaged in a virtual scrum, fighting over responsibilities, staff and budgets. A section might be moved from the control of MI6 to the Special Operations Executive, then spun off into its own ministry altogether. Department heads built their little empires and fought for power with each other more doggedly than they ever faced the actual enemy. This confusion and politicking allowed N's network to exist. As everyone involved in government work was expected to keep their activities a secret – loose lips sink ships, after all – members of the Network could meet covertly and divert war ministry resources towards the threat of the Mythos. With so many secret committees and obscure departments, almost anything could be going on behind one oak-panelled door or another. The battle against the Mythos happens not just in the shadows, but in the gaps between talk of petroleum stockpiles, aircraft production schedules and agricultural logistics.

If the characters are to be successful, therefore, they must learn to navigate the bureaucracy and power plays of wartime London.

CLAUDE DANSEY

MI6 Covert Operations

The infamous head of MI6's covert operations, Dansey is a bitter, angry man with little patience for the flaws and failings of the British intelligence. He came up through

the army, and worked for MI5 during the Great War. He became frustrated with MI5 and MI6's creaking, out-dated approach to espionage, and set up his own parallel network, the 'Z Organisation' – effectively, an industrial counterpart to Network N. This apparatus is composed of Dansey's own contacts, mostly American businessmen and executives who travelled widely in Europe. Z informants pass information back to Dansey, and provide excellent intelligence about the state of the enemy. As MI6 lost most of its agents in Europe early in the war, Dansey's paranoia was correct, and the Z Organisation proved vital in ensuring the continued flow of information into London.



Dansey was a controversial and unpopular figure within the intelligence community. While his talent and devotion to duty were evident, he was abrasive and even cruel. He especially disliked academics, putting him at odds with N.

DENIS WHEATLEY

Writer

Already established as a horror and mystery writer, Wheatley acted as a consultant on intelligence matters and deception; in 1942, he joined the London Controlling Section, a department dedicated to targeted psychological warfare. Through his social circles, he had connections at the highest levels of government, making him an excellent



friend to cultivate. Wheatley had an excellent knowledge of the occult, especially black magic, Satanism and ghosts, although he professed to be a sceptic. Perhaps he had no knowledge of the Cthulhu Mythos, or had not yet seen proof that real horrors lurk in the shadows.

IAN FLEMING

Naval Officer

Lieutenant Commander Fleming of Naval Intelligence is, of course, better known after the war as the creator of James Bond; his flamboyant creation was inspired by various spies and agents that Fleming encountered during the war. During the war, Fleming was the assistant to the director of Naval Intelligence, and was responsible for many innovative espionage schemes, of which were successfully put into operation. Notably, he created a specialist commando unit called 30 Commando (later, 30 Assault), which was specially trained and equipped to seize enemy intelligence targets. 30 Commando would follow closely or even move ahead of the Allied line of advance, and rush in to capture enemy intelligence officers and scientists, or secure enemy intelligence offices before key documents could be moved or destroyed.



With its combination of top-secret clearance, flexible goals and fast-moving firepower, 30 Commando was also an ideal Mythos-hunting unit, and N avidly recruits among 30 Commando personnel for his own clandestine operations.

STEWART MENZIES

C

Menzies became the head of the Secret Intelligence Service (MI6) in 1939. An athlete and aristocrat instead of an academic, Menzies was the embodiment of the old-boy network that dominated the intelligence services before the war - only investigators with an excellent Credit Rating could win Menzies' approval. He looked down on the Special Operations Executive, as he considered them amateurs, even though his own professionalism and devotion to duty was often called into question.

Menzies' greatest triumph - or, more accurately, his trump card - was the success of the codebreaking unit at Bletchley Part, which decoded the German's Enigma system and gave the British access to German radio traffic throughout the war. Thanks to these Most Secret Sources, Menzies had the confidence of the Prime Minister and had more meetings with him than any other spy.

C's best use in a *World War Cthulhu* campaign is to stymie and frustrate the efforts of the investigators to make the British government more aware of the threat - as C is the gatekeeper to Churchill and the corridors of power, the investigators have to get past C's offhand dismissal of the existence of the Mythos.

KIM PHILBY

Propaganda Instructor

The son of noted explorer and Arab expert St. John Philby, Kim was recruited by Soviet intelligence while at university in Cambridge. He worked as a journalist before being transferred to the War Office, and from there he worked as an SOE instructor, and later in SIS as a counter-intelligence operative. He continued to work as a double agent for the Soviets, passing on information to them via clandestine channels. He gave away relatively little about British penetration of the Soviet Union, but gave them access to the Bletchley Part decrypts of German coded messages. He eventually defected to the Soviet Union in 1963.

Philby was part of the infamous 'Cambridge Five' spy ring along with Guy Burgess (another propaganda expert), Donald Maclean (a secretary in the Foreign Office) and Anthony Blunt (MI5). Should the characters have contact with Philby, anything he learns may be passed to the KGB's resident officer in London, Ivan Chicayev.

JOHN MASTERMAN

Chair of XX Committee

A noted academic and writer, Masterman played a key role in British Intelligence by chairing the top-secret Twenty Committee, which was responsible for managing the network of German double agents in England. As the British had broken the German codes, they were able to intercept and turn virtually all the German spies in England. The Twenty Committee – named for XX or Double Cross – would decide on what information to allow the turned spies to report back to their handlers, and on what disinformation would best help the Allied war effort without giving away the existence of the Most Secret Sources or the existence of Double Cross itself.

Notable Double Cross agents included Zigzag (Eddie Chapman, an English bank robber and con artist who was awarded the Iron Cross for his efforts), Tricycle (Dusan Popov, said to be an inspiration for James Bond) and the great Garbo (Joan Garcia, a Spanish spy who created a fake network of 27 fictional spies, all of whom were paid by the Germans).

COLIN GUBBINS

Director of SOE

A career soldier, Gubbins became an expert in unconventional warfare through his experiences in the Russian Civil War and the Irish War of Independence.



He was recruited to the Special Operations Executive in 1940 to set up its training facilities and co-ordinate its activities with the other military sections; he soon became one of the most important figures in the organisation and was often seen as more effective than the actual head, Charles Hambro. When Hambro resigned in '43, Gubbins was promoted to take his place.

Clipped, highly focussed and violently inventive, Gubbins was the ideal leader for the unconventional organisation. Any of N's operatives working for SOE must brave the wrath of Gubbins whenever their Mythos-fighting activities interfere with their regular SOE work.

LORD VICTOR ROTHSCHILD

M15 Demolitions Expert

A member of the famous banking family, Lord Victor (the 3rd Baron Rothschild) was astoundingly wealthy, well connected, and a genius. Chemistry – and especially explosives – was a passion of his; one of the nicest things about being rich enough to buy half of Buckinghamshire was that he could afford blow up a portion of it without anyone complaining. Lord Victor was... well, with that much wealth, one can afford to be called 'eccentric'. He was in college with Philby and the other members of the Cambridge circle of Soviet spies, and came under suspicion in later life of being the 'fifth man' in their ring.

ALEISTEIR CROWLEY

Occultist

"The Great Beast" was the best-known and most notorious representative of the British occult underground in the early part of the 20th century. He was part of the Golden Dawn society in the 1890s, then founded his own organisation, the OTO. Feuds and scandals involving drugs and his libertine attitudes followed Crowley wherever he went. By the 1940s, he was bankrupt, living in England, and addicted to opiates.

Some accounts claim that Crowley was a lifelong agent of British intelligence. Certainly, he travelled widely and was in regular contacts with all sorts of suspect groups – Irish republicans, pro-German propagandists, anarchists, Communists and so on – so he could have supplied useful information to any such unknown superiors. Ian Fleming knew Crowley in the latter's declining years, and suggested that Crowley could be



used as an asset to supply mystic disinformation in the form of faked horoscopes to credulous figures within the Nazi party, such as Rudolf Hess. Crowley died just after the war, in 1947.



MAJOR GENERAL JFC FULLER

Retired Army Officer

Fuller, ironically, made a greater contribution to the German army than to the British. During the 1920s, Fuller commanded various experimental military detachments in the British army, concentrating on the best ways to utilise the newly-developed armoured tanks in battle. He developed a theory of mechanised warfare that found little purchase in the minds of the British army commanders, but inspired the German commanders to create the blitzkrieg tactics that devastated Europe in the opening stages of the war.

Fuller retired from the British army in 1933; he was a fascist and an ardent admirer of both the Nazis and the British fascist leader Oswald Mosley. He was even invited as an honoured guest to Hitler's birthday celebrations in 1939, and watched the mechanised forces he inspired parade through Berlin. Fuller was also a devotee of the occult and an acolyte of Aleister Crowley.

His combination of occult knowledge, military experience and connections in Germany would make Fuller an ideal recruit for Network N if his political beliefs were not quite so odious. He does make an excellent home-grown foil for the investigators when operating in England.

LEO MARKS

Codebreaker

Marks was the chief cryptographer and codebreaker in the Special Operations Executive. While he was an accomplished cryptographer and mathematician from an early age, his irreverent attitude and lack of discipline meant he was not sent to the main cryptographic section at Bletchley Park, but was instead assigned to deal with coded radio messages from British agents operating in the field. Marks improved the security of the codes used by these agents, and also increased the speed and accuracy of the decoding branch. Marks' family ran the famous bookstore of Marks & Co at 84 Charing Cross road, which at the time was especially well known for its extensive collection of books on freemasonry and the occult. Who knows what secret knowledge Marks may have absorbed by furtively consulting his father's books in the dead of night?



'MAD' JACK CHURCHILL

Commando

A famously eccentric officer in the British Army, Churchill claimed that "any officer who goes into battle without his sword is improperly armed". True to his word, Churchill led his commando raids armed with a longbow and a Scottish broadsword (and a set of bagpipes) in addition to his regular kit. He was decorated for courage under fire, and was tremendously lucky and brave in battle. Among his exploits was an occasion when he took forty-two German sentries captive (by the simple expedient of sneaking up on their sentry posts and threatening them with his sword). Jack Churchill was almost certainly a member of N's network. Only someone who has lost quite a lot of SAN could have done what he did.

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OTHER NPCs

This section offers a selection of non-player characters, suitable for use in any scenario. While their statistics may be interchangeable, the Keeper should keep the character creation advice in mind – give every NPC a name and a hint of personality. Avoid faceless, nameless crowds.

Intelligence Agent

A spy for any of the intelligence agencies – SOE, MI6, the American Office of Strategic Services, the German Abwehr, Soviet NKVD and so on.

STR 12 CON 11 SIZ 13 INT 15 POW 13

DEX 11 APP 10 EDU 15 SAN 65 HP 12

Damage Bonus: +0

Weapons: Pistol 40%, damage 1D10

Skills: Cryptography 40%, Disguise 40%, Fast Talk 50%, Hide 40%, Military Science 30%, Office Politics 60%, Other Language 60%, Psychology 60%, Scheming 60%, Spot Hidden 40%, Tradecraft 60%.

Informant/Collaborator

A civilian spy or agent recruited to provide information or carry out sabotage operations behind enemy lines. Some may be motivated by patriotism or a moral code; others want revenge, or money, or just the excitement of intrigue and covert activity.

STR 10 CON 13 SIZ 12 INT 13 POW 16

DEX 14 APP 10 EDU 12 SAN 80 HP 12

Damage Bonus: +0

Weapons: Fist/Punch 40%, damage 1D3

Skills: Demolition 40%, Disguise 40%, Fast Talk 50%, Hide 60%, Lockpick 40%, Listen 40%, Sneak 50%.

Soldier (Recruit/Regular/Elite)

An infantryman from any of the regular armed forces. 'Regular' are average soldiers who might be encountered on the front lines, or guarding important locations. 'Recruits' might be fresh recruits, but the same statistics can be used for low-quality units made up of exhausted, poorly trained, old or demoralised soldiers. 'Elite' troops are the best of the best, describing special forces like the British commandos or German paratroopers.

Recruit

STR 11 CON 10 SIZ 14 INT 10 POW 11

DEX 12 APP 11 EDU 12 SAN 55 HP 12

Damage Bonus: +0

Weapons: Fist/Punch 25%, damage 1D3,
Rifle 35%, damage 2D6+4

Skills: Dodge 25%, Hide 30%, Skive Off 50%, Spot Hidden 20%

Regular

STR 13 CON 13 SIZ 14 INT 10 POW 11

DEX 12 APP 11 EDU 12 SAN 55 HP 14

Damage Bonus: +1d4

Weapons: Fist/Punch 50%, damage 1D3+DB
Knife 40%, damage 1D4+1+DB
Rifle 55%, damage 2D6+4
Grenade 40%, damage 4D6

Skills: Climb 50%, Dodge 35%, Endure Hardship 50%, First Aid 40%, Hide 40%, Military Science 30%, Sneak 40%, Spot Hidden 40%, Throw 40%

Elite

STR 16 CON 17 SIZ 15 INT 13 POW 15

DEX 14 APP 11 EDU 13 SAN 75 HP 16

Damage Bonus: +1d4

Weapons: Fist/Punch 65%, damage 1D3+DB
Knife 60%, damage 1D4+1+DB
Rifle 75%, damage 2D6+4
Grenade 70%, damage 4D6

Skills: Climb 60%, Cut Throats In The Night 80%, Demolitions 50%, Dodge 60%, Hide 70%, Military Science 60%, Spot Hidden 50%, Terrifying Determination 60%, Throw 70%

Secret Police

These statistics describe a member of the Gestapo and similar organisations. They could also be used for plain-clothes detectives.

STR 11 CON 11 SIZ 12 INT 14 POW 13

DEX 12 APP 13 EDU 15 SAN 65 HP 11

Damage Bonus: +0

Weapons: Fist/Punch 45%, damage 1D3
Pistol 40%, damage 1D10

Skills: Dodge 30%, Drive Auto 40%, Interrogate Suspect 70%, Listen 40%, Spot Hidden 60%, Track 40%

Partisan

A member of a resistance group, involved in guerrilla warfare against an occupying power.

STR 13 CON 11 SIZ 13 INT 10 POW 13

DEX 11 APP 10 EDU 11 SAN 65 HP 12

Damage Bonus: +1d4

Weapons: Fist/Punch 40%, damage 1D3+DB
Rifle 50%, damage 2D6
Knife 50%, damage 1D4+1+DB

Skills: Demolition 25%, Evade Police 40%, Hide 60%, Local Knowledge 70%, Sneak 50%, Spot Hidden 40%



• RULES OF ENGAGEMENT •

In the chaos of war—from the war-torn European theatre and the overarching metaphysical threat of the Mythos—many circumstances will erupt in the course of play that may require the keeper to make difficult or unusual rulings. Though it's impossible to provide rules for every potential combination of activities investigators may encounter in the course of their missions, this section addresses obvious and less obvious circumstances and provides spot rules for the keeper's use.

AMBUSHES

Few military actions are as effective as the ambush, even more so in covert operations. In an ambush, the attacker-to-be identifies a "killing zone" and finds a place to hide, waiting for the intended target(s) to enter that area. At this point, the ambush is launched against the unaware party. For individuals or small groups of investigators, a successful Hide roll allows finding a proper kill zone and a hiding spot. Groups larger than a half-dozen investigators or soldiers require a successful Military Science roll in addition to the Hide roll to set up an ambush properly.

If the roll(s) required to set up an ambush are failures, the keeper may allow the ambusher a Spot Hidden roll to recognize this fact. Another subsequent attempt to set up the ambush may be attempted. If the second attempt is a failure, the ambush is obvious and the intended target

will instantly see that it is an ambush, and will be able to take evasive or defensive action to avoid it.

If the ambush is set up successfully, the intended ambusher(s) must wait for the intended prey to arrive. The intended target(s) must make a Listen or Spot Hidden roll. If the Listen or Spot hidden roll is successful and the ambusher's Hide or Military Science roll was successful, the intended target or targets are aware of the danger, but will not know from where, or who is in wait.

If the target's roll to detect the ambush is unsuccessful, the ambusher can launch the attack at will, and will gain a full round of free attacks against the target at double normal skill. During this initial round of the ambush, the target(s) cannot Dodge or take defensive actions such as parrying or blocking. Successful ambushes are frequently quite decisive for this reason. If the target(s) detected the presence of an ambush but not the direction/nature, defensive actions such as Dodge, parry, etc. can be attempted.

These guidelines assume firearms or other missile weapons. If the ambush is performed with hand-to-hand weapons (commandos using combat knives, for example), closing to the target(s) may require a successful Sneak roll to remain undetected. Combat after the initial round of an ambush is conducted normally.



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BATTLEFIELD CONDITIONS

Though N's primary focus of operations is clandestine activity occurring during wartime activities, often far and away from large-scale fighting, there are nonetheless times when investigators will be forced onto the field of battle. Battlefields are highly stressful, chaotic and difficult environments, and present a variety of hazards that investigators must avoid. This section covers some of the more obvious threats investigators face when venturing into the line of fire.

Being Under Fire

Battlefields may become quiet and almost civilised during ceasefires or during lulls in combat, but when battle escalates, they are terrible places. Bullets and ordnance whiz through the air, putting soldiers' lives on the line at every moment. Each step may be one's last, and everyone can become a target. Following are some of the physical dangers presented investigators while on battlefields during times of open conflict:

Indirect Fire

In a battlefield where indirect fire from artillery, howitzers, bombs, grenades, missiles, and mortar fire is being used, indirect fire can often be far more deadly to investigators than an enemy shooting directly at them. Battleships may bombard battlefields from many miles away, and air support can drop ordnance anywhere on the battlefield. Arcing fire from mortars and heavy guns can overcome any advantage afforded by terrain, and walls and trenches provide less protection against such assaults.

When investigators are on the battlefield and possibly subject to indirect fire, the keeper should roll a number of D6s equal to the number of investigators and non-player character allies. In light combat where little indirect fire is being used (or in areas not being targeted), any roll of 1 means that the character may come under indirect fire. For heavy combat, the chance increases to a result of 1 or 2. Any investigator unfortunate enough to be subject to the possibility must make a Luck roll. If the Luck roll is a success, indirect fire lands nearby (but just outside of range) and the investigator can proceed as desired, albeit shaken. If the roll fails, the investigator is within the explosive range of something (howitzer shell, bomb, mortar fire, grenade, etc.) and must make a Dodge roll. If the roll is a success, the investigator is able to detect the incoming threat and get out of harm's way. If the roll is a failure, the keeper should roll 1D3: the result is the

number of D6s in damage the investigator takes from the force of the explosion or, more likely, shrapnel.

Investigators struck by indirect fire while in a building under artillery fire or airborne ordnance will take 1D6 point of damage from shrapnel, splinters, or falling debris. If the initial Dodge roll is a fumble, the investigator takes 2D6+1 points of damage from collapsing ceilings, broken roof beams, and falling walls.

Friendly Fire

Whether from artillery or other ordnance, investigators on a battlefield run the risk of friendly fire, being shot by their allies. Whenever put into battlefield conditions where friendly fire presents a danger, investigators should make Luck rolls every minute. Success means that the investigator is in no danger of being injured from friendly fire, while a failed roll means that there is a chance. Investigators in the line of friendly fire should make a halved Spot Hidden roll to see where the friendly fire is coming from: a success means the investigator sees the attack coming and can attempt to Dodge out of the way, and failure means the investigator is struck by friendly fire, whatever the type may be. As with Indirect Fire (above), investigators may take additional damage while in buildings.

Sniper Fire

There is little terror on the battlefield more nerve-racking than that of being pinned down by sniper fire, knowing that one's life might be snuffed at any moment by a patient, pitiless enemy with a finger resting upon a trigger. This psychological terror can cause the strongest of souls to wilt and balk. Anyone aware that they are pinned down by sniper fire must make a roll of POW x 5 to move freely out of concealment into the line of fire. If the roll is a success, the character can move freely, exiting cover if desired. If the roll fails, the character can move freely within cover, but must pay 1 SAN to exit cover.

Suppression Fire

Suppression fire is less specific than sniper fire, used to keep enemies from moving freely or to clear an area. Machineguns or sub-machineguns are the ideal tools for this job, though a quick finger on the trigger of an automatic weapon can be almost as effective. Suppression fire is indiscriminate and inaccurate. When laying down cover fire, the attacker should attempt a Luck roll to see if any potential targets are in the line of fire.



If successful, the attacker can make an attack roll against each target, up to the number of rounds being discharged in that combat round. If the Luck roll is unsuccessful, no targets are within the line of fire. As with sniper fire, it is extremely difficult to overcome the motive towards self-preservation and move into an area being covered by weapons fire. Those daring to make the attempt must succeed in a POW x 7 roll: success means they can move freely and failure means they are unable to move from cover without spending SAN. As above, this roll can be re-attempted each new round of combat. Once the roll is successful, no further rolls are required.

Battlefields and Sanity Loss

In addition to the threat to one's life, prolonged exposure to the hazards of the battlefield can wreck considerable damage on a soldier's state of mind. Seeing friends and allies shot by snipers, blown apart by mines, or shredded by machine gun fire are obvious means of losing SAN. However, the violence of open war is not the only threat to sanity: even the quiet lulls in combat can also wear on mental stability, due to the prolonged periods of tension while lives are threatened with the promise of an enemy attack. In between bouts of open fighting, soldiers suffer broken or insufficient sleep, continual physical discomfort, and profound isolation from home and family. The camaraderie of fellow soldiers, and even news from home can stave off some of these stresses, but these comforts are even less meaningful to investigators in N's organization, who realize the profound nature of the existential threat that the Mythos presents and are rarely on the battlefield long enough to develop close ties with soldiers alongside them.

To this end, the keeper may require investigators in battlefield conditions to make SAN rolls periodically, depending on the intensity of the conflict. If combat is constant and ongoing, the SAN roll should be daily. If the battlefield conditions are tense but at relative quiet, the roll should be every three days. If the battlefield conditions are extremely peaceful, such as a standoff with little direct conflict, the roll should be every week. Succeeding the roll costs 0 SAN, while failing it costs 1 point of SAN. Seeing human corpses, body parts, mangled human corpses, and witnessing a friend's violent death are other potential sources of SAN loss, but investigators may grow used to such awfulness, and suffer minimal-to-no SAN loss for such experiences until a sufficient interval has passed and the threat to SAN is renewed.

BATTLEFIELD SANITY LOSSES	
Condition	Typical SAN loss
Live under stressful conditions (trench warfare, threat of ambush, blitz bombing) for a month	0/1D3
Witness a comrade's violent death in battle	0/1D4
Captured and interrogated	0/1D4
Caught in artillery bombardment	0/1D4
Witness a comrade's unexpected death (sniper fire, ambush, concealed explosive)	0/1D6
Live under extremely stressful conditions (stalked by snipers, actively hunted by occupying forces, imprisoned in concentration camp)	0/1D6
Witness atrocity (incendiary bombing, mass slaughter in battle, mass executions)	0/1D10
Captured and tortured	0/1D10

To offset this particular awfulness, the keeper may also choose to award investigators 1 or more points of SAN to investigators that receive comforts such as letters from home, witness an act of kindness or compassion upon the battlefield (enemy soldiers agreeing to an informal cease fire on a holiday, or exhibiting other noble behaviour), hearing a stirring speech or well-performed sentimental song, or even receiving heartening news.

These awards should be infrequent, however, and limited to only one instance per week, or for a limited number of times. Just as the mind grows used to awfulness, even those comforts lose their lustre with repetition or frequency.

Battlefield Obstacles

Battlefields are extraordinarily chaotic places, usually less-than-ideal terrain strewn with ruins, rubble, existing fences and man-made construction, geographical irregularities, mud, and filled with carefully- or carelessly-placed obstacles that can make passage difficult or next-to-impossible. The following are a number of the primary obstacles investigators may encounter on battlefields and how they can be bypassed:

Barbed Wire

Barbed wire is utilized frequently as a battlefield obstacle, whether stretched across impromptu fences or deployed in “concertina wire” coils. The German variety, called Dannert wire, features angled barbs on it that are more likely to catch clothes and flesh. Whatever the variety, barbed wire is used to delay or stop soldiers long enough so that machine gun or rifle fire can take them out. Cutting through barbed wire takes one round and requires bolt cutters, and requires a successful roll of DEX x 5 to avoid getting caught or taking 1 HP damage. Coiled concertina wire may need to be cut in several places to pass through. Less direct methods can damage or destroy barbed wire: it has 6 HP and any attacks against it have their attack chances halved, due to the extremely small target size. Vehicles can generally drive right through barbed wire, though at a -20% to the Drive Auto or relevant Pilot skill, and will take only minor damage (such as punctured tyres) from the barbed wire, or none at all.

Ditches, Moats, and Trenches

Natural or manmade, these channels serve as obstacles and refuges, allowing soldiers a respite from the enemy fire, and impeding vehicles from moving freely across the battlefield. Unlike the spot rules for “Partial Concealment” in the *Call of Cthulhu* rulebook, investigators or enemy soldiers hiding in ditches or trenches are both harder to see and harder to strike with ranged fire. Attempts to see someone hiding in a trench are at half of the observer’s Spot Hidden skill, and attempts to fire at someone who is at least three-quarters concealed within a trench or gully are similarly halved. An individual who is wholly concealed within a trench cannot be seen or targeted by direct fire. Passing through a ditch or trench requires a successful Climb roll if the circumstances are difficult (muddy, under fire, etc.), though in normal circumstances such a roll is not required. Most vehicles cannot pass through these, and must bypass them.

Dragon’s Teeth

Concrete pyramids several feet high, “dragon’s teeth” are a powerful anti-tank battlefield obstacle, arranged to make motorized travel slow-to-impossible. Any single dragon’s tooth is easy to avoid, but they are usually placed close enough to block any path or movement through a desired area. Additionally, dragon’s teeth are often used in conjunction with land mines placed between them, barbed wire strewn around them, and snipers at the ready, making an effective killing ground. Dragon’s teeth are SIZ 25 for purposes of attempts to move them, and

have 50 HP apiece, with 5 points of armour due to being made of concrete. A vehicle striking a dragon’s tooth will take 1D3 points of damage per point of Speed it was travelling, though vehicle armour will apply against this damage.

Hedgehogs

Developed by the Czechs, hedgehogs are angled metal or wood anti-tank obstacles shaped like children’s jacks, multiple lengths of metal girder welded together at right angles to hinder tank movement through an area. If they are used correctly (an Idea roll will do), any tank or motorized vehicle that strikes one will be slowed to 1/4 speed and will take 2D10 points of damage. Hedgehogs vary in size, but are generally between 10-15 in SIZ, and any attempts to move one requires a successful STR vs. SIZ roll on the resistance table. A hedgehog has 30 HP and 8 points of armour due to its all-metal construction. Wooden hedgehogs have 20 HP and 4 points of armour.

Hedgerows

Also called bocage, hedgerows are closely-planted trees, brush, and bushes that form barrier walls, often with raised earthen bases filled with gravel and rubble. Planted centuries before to mark the edges of territory, hedgerows make military advance difficult, as they impeded soldiers on foot as well as vehicles. Bocage is common throughout France, particularly in the vicinity of Normandy, and occupying German forces will use it to their advantage.

Loose hedgerows can be squeezed through, though most are impediments to vehicles. Each metre-wide section of bocage has 20 HP and requires some form of cutting weapon, explosives, or fire to destroy. Firearms are functionally useless against hedgerows, doing only minimum damage per shot. Vehicles can attempt to plough through hedgerows, but must effectively destroy enough to gain clear passage, so a two-metre-wide vehicle must destroy two sections of bocage (40 HP), doing 1D3 points of damage per point of Speed. Collisions with bocage are less injurious than solid structures, and any applicable damage to the passengers inside the vessel is halved (round up).

Mines and Minefields

The bane of infantry and vehicle alike, mines are a devastating hazard of the battlefield. Anyone walking through a minefield without searching for mines must make a successful Luck roll to avoid stepping on one.



Planting a mine so that it is not seen requires a successful Conceal skill roll. If the roll fails, the mine is visible to anyone looking for it. If the Conceal roll is successful, a Spot Hidden skill roll must be made to spot the mine. Defusing a mine requires a successful Demolitions skill roll. If the roll fails, the mine explodes. If for any reason a mine explodes, the keeper should roll D100. The mine explodes as normal on any roll other than a 99 or 00.

Tank Traps

Similar to hedge hogs, tank traps are long metal bars with "+" shaped cross-bars set at regular intervals, used to block roads, usually several metres in length and a metre high at each cross-section. Tanks or other vehicles running into them may be damaged, as well as pushing the tank trap firmly into the ground, securing it further and making passage even more difficult. If a vehicle strikes a tank trap, it takes 1 point of damage per point of Speed it was travelling, and has its Speed reduced by 75% until it is free of the tank trap. Tank traps are often wrapped loosely with barbed wire to halt the passage of any soldiers on foot, and to hinder efforts at cutting through the tank traps.

Used strategically and in tandem with defending troops, tank traps can immobilize vehicles, preventing any passage. The easiest ways to remove a tank trap are drag it out of the way or to cut through it and move the remaining pieces out of the way. Cutting through a tank trap requires doing 20 HP damage to a single section, usually with a hacksaw or a blowtorch, and the iron structure of the tank trap is equivalent to 8 points of armour.

DIVING/SCUBA

Covert operations may involve infiltrating enemy territory through the water. In these cases, squads of investigators or soldiers will usually approach the desired entry point in a raft, and slip into the water and swim the remainder of the distance, either at the surface or underwater, generally using snorkels and sometimes using aqualungs or rebreathers. In rare cases, divers will be in submersible suits with surface-fed air hoses. Though the French Navy was early to adopt Yves le Prieur's forerunner of the SCUBA set and used it prior to the war, other Allied nations were slower to use undersea breathing apparatus, and U.S. Navy "frogmen" were deployed later in the war, from 1940-1944. Any military-based character with Swim 50% or higher should be assumed to have familiarity with diving equipment.

For the most part, water-based insertions into hostile territory will involve a Pilot skill roll for the appropriate vessel (boat, submarine, etc.) and a Sneak roll if the vessel might conceivably be spotted. Once in the water, investigators must make one or more successful Swim rolls to reach the desired destination, Navigate rolls if underwater for extended periods of time or without visibility, and a Sneak roll while getting out of the water onto land, if the destination is watched.

Underwater Combat

Underwater combat is a potential hazard, given the amphibious nature of many Mythos threats as well as the mortal war being fought at sea. Following are some quick guidelines to handle the eventuality of combat while submerged:

- Damage bonuses are halved while underwater.
- Hand-to-hand weapons that do not impale do half damage under water.
- While in the water, an attacker's hand-to-hand combat skills, parries, and Dodges are capped at the character's Swim skill: if the Swim skill is higher, the skill is unaffected.
- Each round a character is in combat, a successful Swim skill must be attempted. Success means that the character can act normally. If the skill roll fails, the character thrashes around and may begin to drown as per the rules in the *Call of Cthulhu* core rulebook.
- Most firearms do not work while submerged, or will work for a very short period of immersion in water before they fail. Characters wishing for firearms to work underwater must succeed in a halved Luck roll for each shot they attempt. Any failed roll means the firearm no longer works and the ammunition is ruined.
- Every metre of water acts as 2 points of armour protection against firearms fired from above the water's surface. Lower-velocity weapons such as spear guns are unaffected.

Creatures native to the water (such as Deep Ones) are not subject to the skill and damage bonus modifiers described above, and do not need to make Swim rolls whilst in combat.

OPERATING UNDERCOVER

As with other Allied agents, N's operatives regularly work undercover whilst in enemy-held territory, potentially posing as French civilians or even presenting themselves as German loyalists. Due to civilian resistance, the Axis powers actively patrol the countries they've annexed, using techniques such as check-points, house searches, informants, and random stops. These practices put any undercover operatives into direct contact with the enemy, encounters where the lives of the investigator and the entire team are at stake!

For brief interactions such as a "*Papers, please*" sidewalk stop or a road checkpoint, the keeper may require only a single roll, such as Conceal, Disguise, Fast Talk, Other Language (as appropriate), Persuade, or even Sneak, for the investigator to pass unimpeded and undiscovered. Crossing occupied territory through the countryside or on roads may require similar rolls, as well as Natural History or Survival, as appropriate. These are individual instances, however, based on brief encounters. While acting undercover in occupied territory or for extended periods behind enemy lines, investigators will need to overcome many more such challenges in order to prevent discovery.

Rather than have the keeper and investigator role-play each potential encounter, the success of operating undercover uses a system called Cover Value, represented as a numerical total rated from 0 through 99 (no cover is impermeable, therefore values of 100 are not possible). The higher the Cover Value score, the better. This Cover Value can cover a single investigator, a squad, or even a company of soldiers. Cover Value is used as a percentage score representing the chance of discovery, modified by the environment and situation, and will change on a daily basis based on actions taken by the investigators and the enemy.

Cover Value

An agent or group's initial Cover Value begins at 20 and is modified by the following:

- **Group Size** – Operating alone +15; two to four agents +0; five to seven agents -5; eight to twelve agents -20; every additional dozen operatives (or fraction thereof) -30.
- **Population** – Major city (Paris, Brussels, etc.) +20; minor city +10; village +0; open countryside -10.

- **Mobility** – Moving from place to place draws attention. Irregular or hasty travel -10.
- **Resistance Activity** – Entrenched resistance movement available for aid +10; minimal or no resistance activity -10.
- **Occupied Presence** – Lightly-occupied area +10; moderate presence of occupying forces +0; heavy presence of occupying forces -20.
- **Operative Activity** – Investigators are inactive and/or waiting for orders +20; investigator activities are subtle and well-concealed +0; investigator activities are obvious and likely to attract attention -20.
- **Cover Identity** – Investigators possess well-established cover identities, complete with high-quality papers/identification +10; investigators have thin/weak cover identities with poor quality papers +0; investigators have no established cover identities -20.

Additionally, the keeper may choose to add additional modifiers based on the makeup of the investigator group. For example, a male and female pair of investigators travelling together may appear as a married couple, while a group of five men may seem more suspicious. These modifiers should range between +20 for the best of conditions and -20 for the worst.

Add all modifiers together. The total represents the investigators' starting Cover Value. The final Cover Value cannot be lower than 1 or higher than 99. Ignore any further modifiers that take it below or above that range. If a group has been split into two or more smaller groups, the keeper should decide whether to determine multiple Cover Values or to use a single value and apply it to all investigators operating undercover.

The longer the investigators are operating in an area, the more likely they will be discovered. Little inconsistencies begin to add up, word of their presence spreads among allies, enemy informants may catch wind of infiltrators in the area, cover identities get stretched thin, and even friendly civilians may inadvertently give away the investigators.

To represent this tenuous nature of their presence, the keeper should roll 1D10 on the table below for a randomly



selected investigator. Roll once per day in a city, once per week in a village, and once per month in the isolated countryside. If the investigators are especially active, then the Keeper may wish to roll for more than one of them.

than or equal to the Cover Value, nothing happens. If the roll is a critical success (01) the Cover Value is increased by 1D3, up to a maximum of 99. If the roll exceeds the Cover Value, the keeper should roll 1D6 and consult the following chart, or should pick a desired result:

Roll	Skill Required	Example Situation
1	Conceal	Investigator is carrying materiel that will betray their identity, and must conceal the item(s) during a search.
2	Disguise	Investigator's appearance invites scrutiny by Nazi soldiers.
3	Fast Talk	Investigator is surprised by Nazi soldiers and must lie quickly to get by them.
4	Other Language	Investigator must appear to be a native of another country (either local or elsewhere).
5	Persuade	Investigator must convince a potential local informant not to be turned in for reward.
6	Sneak	Investigator must elude a Nazi checkpoint or patrol.
7	Tradecraft	Investigator must make a contact among the civilian resistance.
8	Roll twice	Roll again, ignoring further results of 8.
9	Player's choice	The investigator's player can choose any result from 1-7.
0	No roll	No roll required.

If the required skill roll is a success, add +1D3 to the current Cover Value. If the roll is unsuccessful, modify the Cover Value by -1D3. For a special success, add +1D3+3, and for a fumble, modify the Cover Value by -1D3+3.

After the current Cover Value is determined, the keeper should make a D100 roll against the Cover Value to determine if the investigators' cover is blown and the Nazis are alerted to their activities. If the roll is less

Roll	Result	Example Situation
1	Discovered!	1D6 Nazi officers and/or soldiers become suspicious of the investigators' covers and bring them in for questioning.
2	Informant!	Investigators learn that a civilian in the occupied area intends to reveal their presence to the Nazis.
3	Ally Captured!	A civilian ally (resistance fighter, friendly civilian, etc.) has been detained by the Nazis, and may reveal the investigators' identities under interrogation.
4	Forced to Flee!	Nazis become aware of investigator presence (but not exact identities). Investigators have 2D6 hours to escape before the enemy converges.
5	Trapped!	A detachment of Nazi soldiers arrives in the area the investigators are undercover in, closing all roads and enacting a thorough search.
6	Revealed!	Investigators receive a warning that their cover is blown and that a Nazi detachment is en route to detain them. They have 2D6 minutes to act before the Nazis arrive!

Once a cover is blown, the Cover Value is reduced to 0 and must be re-determined when a new cover is established. Attempts to create a new cover in within a hundred miles of the area have the initial Cover Value reduced by half.

Keepers should be aware that the example situations presented above may severely limit the investigators' ability to complete their mission, and as such, the keeper may use these sample situations as potential threats, presenting additional means by which the investigators can devise their way out of the situation.



Fast Talk and Cover Identities

At the keeper's discretion, an investigator working as an undercover operative who has received a briefing and had adequate time to create and become familiar with a cover identity may use the Fast Talk skill in lieu of a skill that would be known to the cover identity, so long as the investigator has any rating at all in that skill (01% or greater).

This is only used while in conversation with a potential enemy, not while in practice. This represents bluffing or otherwise creating a verbal smokescreen to imply competence.

For example, the investigator could use Fast Talk instead of Natural History while posing as a French farmer, but would be unlikely to perform any task relating to that knowledge. If the skill is at 00%, this sort of ruse cannot be attempted. This sort of bluff will not stand up under much scrutiny, and the investigator is advised to well and away from the questioner as quickly as possible.

RADIO OPERATION

Under most circumstances, investigators do not need to roll to operate a radio. Rolls should only be made in adverse conditions, or when the sending or receiving of a message is of critical importance. The skill of the operator can have a significant effect on the range and clarity of a transmission.

Encrypted transmissions

Agents operating abroad use encrypted transmissions. A variety of coding systems are in use, of varying degrees of complexity and security. Messages are written out as a series of individual letters, encoded using a mathematical operation, then transmitted as a string of Morse letters. The Cryptography skill is used to encrypt a message. When sending a message, the investigator first rolls Cryptography to correctly encode the message, then Operate Radio to send it.

If the Cryptography roll fails, the investigator has slipped up in the encoding process. The message can still be deciphered by the intended recipient, but it will take much, much longer. A roll of 00 indicates a message so mangled it cannot be deciphered. A character can check his message before sending it by making another Cryptography roll to reverse the process.

PARACHUTING

Investigators will sometimes have to parachute into enemy territory to perform covert actions, or, in worst-case scenarios, parachute from downed planes before crashing. The basics of parachuting can be taught relatively quickly, and do not require specific training, though mastery can be a skill of its own (see the end of this entry). Investigators will take 1D6 damage per three metres of a fall, with a successful Jump roll at the end of the fall lowering 1D6 of the potential rolled damage. Given that most airplanes are likely to be flying hundreds of metres above ground level, a fall without a parachute is a near certain fatality.

When parachuting under controlled circumstances, the investigator must make a roll of DEX x 9 as a percentage. Success means that the character is free and clear of the aircraft and has pulled the ripcord for the parachute without difficulty. If this roll is failed, this means that the parachute is tangled with the airplane or the investigator is disoriented and falling incorrectly. A DEX x 7 roll can be made to free the chute or to right the falling investigator. If this second roll is also a failure, this means the chute is tangled or was improperly deployed. All hope is not lost! The investigator can use the reserve chute, requiring a DEX x 5 roll. If that last-ditch roll is a failure, the investigator falls taking full damage from the fall and likely meeting an untimely end. If the last roll is a success, the reserve chute opens and the parachuting investigator must make a Jump roll land properly with. Failing the Jump roll causes 1D6 points of damage, or 2D6 if the roll is a fumble.

Any physical action (combat skills, Dodge, Throw, etc.) attempted while parachuting is difficult, and the skill chance should be halved.

Finding an ideal spot to land might require a Spot Hidden roll, and landing without being spotted (or quickly gathering and concealing the parachute and harness) requires a Hide or Sneak roll. Once used, a parachute is either recovered, repaired if necessary, and re-utilized, though more often they are regarded as disposable due to the difficulties entailed in bringing them back during a covert operation. If for some reason the investigator is parachuting without any initial briefing or training about how to use a parachute, the keeper may require an Idea roll to be able to utilize it and a DEX x 5 roll to scramble into the chute. Similarly, getting out of an airplane in a non-controlled jump (such as a plane spiralling towards the ground) may require a Jump or Dodge roll.



Ideally, a landing is in an open field, airstrip, or cleared area, away from trees. If the investigator is forced to land among trees, the keeper should require a DEX x 5 or Luck roll to avoid the parachute being tangled and caught in trees. If it is so caught, the investigator must make a successful Climb or Jump roll to get disentangled from the parachute cords without taking damage. If this roll is unsuccessful, the investigator may take damage from the fall as per the normal falling rules.

RADIATION

Though the race towards atomic supremacy is still in its infancy, Mythos races such as the Mi-Go, Yithians, and the Insects from Shaggai use frighteningly powerful and alien technology powered by strange energy sources akin to atomic power. While it is unlikely that investigators will be exposed to radiation on the battlefield, radiation is a real danger when facing the unearthly artefacts wielded by those creatures and their kind. Radiation should be treated like a poison, as described in the *Call of Cthulhu* core rulebook. The keeper should assign a potency (POT) value to the radiation exposure, ranging from 5 (very mild) to 30+ (massive, intense radiation), and have the character roll a CON vs. POT roll when exposed. Success means the character does not suffer the effects for the period of exposure, and failure means the

investigator suffers the radiation's effects. These range from skin rashes and hair loss (POT 5) to 1D4 points burn damage per round, massive tissue damage, blindness, and internal organ failure (POT 30+). At mild exposure, the roll should be made only every month, while intense exposure should be rolled every round.

VEHICULAR COMBAT

The optional chase rules in the *Call of Cthulhu* core rulebook address most pursuits or conflicts involving wheeled vehicles in motion. This section expands those rules to provide additional guidelines for aerial or naval vehicles, covering situations where investigators are participating (usually unwillingly) in air- or sea-based conflicts. The *Vehicles* section (page 145), presents a variety of vehicles that investigators may encounter or use in the course of missions. Missions should rarely rely on the outcome of vehicular combat, which are largely outside the scope of these spot rules. Instead, this section emphasizes the activities of investigators caught inadvertently in such actions, where the immediate goal is either escape or a quick end to the combat.

Whenever vehicles come into conflict, the keeper should determine which vehicle is the "pursuer" and which is the "pursued" and consult the optional chase rules.

This does not always have to mean that the vehicles are involved in a chase: it merely signifies which is in the initially advantageous position. If one of the vehicles is not moving, the other is the pursuer. Range is abstracted: rather than representing car lengths, it is a flexible amount that varies by type of vehicle.

Each round, the pilot of each vehicle can choose to attempt a manoeuvre or can simply remain on course, and must make a roll of the applicable skill (Drive Auto, Pilot Aircraft, Pilot Boat, etc.) based on the type of vehicle. If the pilot of the vehicle is not attempting any actions other than forward motion, and conditions such as terrain, light, etc. are favourable, the double the skill for the chance of success. Similarly, if conditions are unfavourable, the chance is reduced to half.

Vehicle-mounted weapons often have limited arcs of fire based on their type and the size and type of the vehicle. In an abstract, the arcs of fire are starboard (right side), port (left side), fore (front), and aft (rear). Weapons in any arc of fire can be used against any targets they face. Against a single target, however, generally only 25% (round up) of the vehicle's mounted weapons are able to be brought to bear. A successful Drive or Pilot roll that round allows the weapons for one additional firing arc can be utilized. This roll must be specifically for bringing weapons to bear: the pilot of a vehicle cannot attempt another manoeuvre and bring an additional firing arc into line in the same round.

Investigators inside or on a vehicle may be less restricted in their ability to use ranged weapons, and provided they are able, can fire weapons in any direction provided they have the range of motion and sight to do so. Those involved with actively piloting the vehicle may be able to fire one-handed ranged weapons, though any attacks or Drive/Pilot rolls made during that round will be at half the normal chance of success.

Vehicles have an armour score, reflecting the difficulty of inflicting damage on them. If the vehicle is enclosed, then this armour also applies to any passengers or crew. A partially enclosed vehicle has a second armour score that describes the protection it gives passengers, if any, against attacks aimed at windows or exposed areas. Attacking a passenger is usually a difficult task; the attacker's skill should be penalized proportionately to the degree of cover afforded by the vehicle.

Whenever the conflict is ground, air, or water-based, the keeper should determine what conditions or modifiers from the chase system apply to a given situation, modifying them if required. For the Trouble Table, this can mean interpreting results such as "Flat Tire or Cracked Wheel" into something more applicable to an aircraft (propeller damage, cracked wing, aileron/rudder/stabilizer damage, etc.) or to a water vessel (hull damage, bilge tank leak, propeller broken, rudder stuck, etc.). Inapplicable Drive Roll Modifiers such as "limbs, rocks" are ignored while in the air, and can be adapted to describe the conditions for water-based vessels. Additionally, the keeper should strive to keep all investigators involved in a vehicular combat busy, or at least give them the opportunities for action. Though there are instances when only a single investigator is able to affect the combat with Drive or Pilot rolls, other investigators may also attempt to use other skills against other vehicles or in service of their own vehicle. Following are some key skills and situations in investigators may encounter during vehicular combats:

- **Drive Auto or Pilot (any):** Required by the driver/pilot of the vehicle, but if the driver/pilot is injured, another investigator may attempt to take control of the vehicle.
- **Dodge:** In the case of vehicles under bombardment, explosions may tear through hulls or fuselages, forcing investigators nearby to Dodge debris and shrapnel.
- **Electrical Repair:** Naval vessels, airplanes, and submarines have vital instruments and, in some cases, controls that may be affected by damage to electrical systems.
- **Gunnery:** Many wartime vehicles are equipped with mounted machineguns, light guns, or other heavy arms, and investigators able to man them may be required to maintain as many arcs of fire as possible when needed.
- **Mechanical Repair:** Emergency repairs whilst in a battle might require successful use of this skill.
- **Military Science:** This skill can be used to identify strategic courses, find superior positions, and recognize which manoeuvres would be advantageous and which would put the vehicle at a disadvantage.



- **Navigate:** In cases where the driver or pilot of the vessel is not doing the navigating, this can be handled by another investigator.
- **Hand-to-Hand or Ranged Weapon Skills:** Battles on any type of vehicle may involve hand-to-hand combat, or allow the opportunity to fire ranged weapons at other vehicles.

As a general rule, although there is considerable mileage to be had from the tension of being trapped in a vehicle—whether below-decks or in a passenger space—without any means of affecting one’s fate, keepers should attempt to keep as many investigators involved in the course of a vehicular combat rather than having all rolls being made by a single investigator steering, and making all decisions.

Aerial Combat

The skies above the European theatre were busy, filled with all manner of flying machines: fighters, bombers, reconnaissance planes, transport planes, passenger planes, seaplanes, civilian aircraft, and even balloons. Some Missions involving aircraft will be assigned a qualified pilot, or one of the investigators may fulfil this role. N prefers it when one of the investigators is able to handle these duties: the fewer extraneous sets of eyes, the more secure a mission is.

Investigators wishing to pilot aircraft must take the Pilot Aircraft skill, with each type (Balloon/Dirigible, Fighter Prop, Civilian Prop, Seaplane, etc.) being a separate skill beginning at 01%. Aside from Balloon/Dirigibles, the fundamentals of each skill are similar enough that an

DAMAGE TO VEHICLES

Any attack aimed at a vehicle (as opposed to its passengers) that overcomes the vehicle’s armour may degrade the vehicle’s fighting ability. Assume that for every 10% of the vehicle’s hit points lost, it suffers some minor degradation, and for every 25% of hit points lost, it suffers a major problem. The Keeper should roll or select effects from the table below.

ROLL	MINOR DAMAGE	MAJOR DAMAGE
1	Cracked windscreen	Vehicle’s Handling reduced by -20%
2	Door/hatch jammed and unusable	Vehicle’s Speed reduces by 25% per round until vehicle grinds to a halt.
3	Secondary weapon or system, if any, disabled	Primary weapon disabled
4	Lights destroyed	Secondary internal explosion 1D6 x D6 damage
5	Severe cosmetic damage	Vehicle temporarily immobilized until damage is cleared
6	Vehicle’s handling reduced by -10%	Armour breached reduce armour by 50% on this side
7	Vehicle’s Speed reduced by 1	Shot ricochets around crew compartment all crew on board must make Luck rolls to avoid taking the same damage as the initial attack
8	Fuel leak	Vehicle catches fire
9	Vehicle’s acceleration or deceleration score (or both) is reduced by 1	Vehicle’s acceleration or deceleration score (or both) is reduced by 1D4
10	Lucky hit roll on the Major Damage table instead	Vehicle destroyed

investigator can substitute one skill for another at half the skill rating.

Falling from aerial vehicles is usually fatal: costing investigators 1D6 points of damage per three metres fallen or fraction thereof beyond the first three metres. A successful Jump roll can reduce this damage by 1D6. As aerial vehicles regularly fly at high altitude, damage dice can be in the dozens. If a falling character can make a successful Luck roll, the keeper may rule that the fall was lessened or broken entirely by trees, thick snow, or some other terrain feature less unforgiving than solid earth, reducing damage by another 1D6: a critical Luck roll result of 01 may even mean a miraculous survival, such as landing on a wain stacked high with hay, reducing damage a mere 1D6 and giving the investigator the story of a lifetime.

Aerial vehicle crashes are considerably more deadly than ground- or water-based vehicle crashes, doing 1D6 points of damage per point of Speed the air vehicle was travelling when it crashed. A successful Pilot roll at the very last round while airborne can reduce the number of dice rolled by half (rounded up), and passengers inside the vehicle who are securely strapped in can reduce the crashing damage by another 2D6.

Unsecured passengers (those without harness or seatbelts) inside the vehicle will suffer an additional 1D6 damage from being thrown around, and must make a successful Dodge roll to avoid being thrown 1D6 metres clear of the vehicle and suffering another 1D3 damage per metre thrown.

Naval Combat

Soldiers on the battlefield have the impression that the navy has it easy, standing in relative safety on unassailable decks bombarding the shore with ordnance. However, naval vessels are subject to many of the same threats as ground-based forces, as well as dangers unique to fighting on or in the water. Aircraft and shore defence guns, as well as attack from other ships all present major hazards to waterborne vessels and the sailors who crew them. The decks of vessels engaged in ship-to-ship combat can be similar to battlefields themselves, with any on deck subjected to the hazards of being under fire.

Generally, the larger a sinking vessel, the more difficult it is to escape drowning. Investigators can potentially be trapped within the confines of larger vessels, caught on

rigging, borne under in the wake of a large sinking vessel, or struck by other sinking debris. Based on the size of the naval vessel, the keeper may require investigators to succeed with one or more of these skills:

- Jump to leap far enough clear of a sinking vessel
- Climb while the ship is sinking, or if it has rolled or is seriously listing in the water
- Spot Hidden to find a clear way to safety
- Swim to manoeuvre safely free from a sinking vessel and to the surface
- Dodge to avoid other debris

Additionally, investigators may need to make Idea rolls to keep their calm while on a sinking vessel, or may require successful STR vs. STR or SIZ resistance rolls to clear stuck doors, open flooded chambers, or move large items out of the way. The keeper may ask for multiple Swim rolls even if an investigator has escaped a sinking vessel, to remain afloat and not be dragged beneath the waves in the doomed vessel's wake.

Escaping a sinking submarine is considerably worse than a ship, potentially requiring multiple rolls of Swim, Climb, and STR vs. STR resistance rolls to open bulkhead doors into or to escape flooding chambers.

Crashes while onboard waterborne vessels are normally less severe than those in air or ground vehicles. Passengers will suffer 1D3 points of damage per 3 points of the vessel's Speed at the point of impact (rounded up). A successful Pilot roll at the point of impact with the goal of lessening the effects of the crash will reduce this damage by half (rounded up). Being secured in safety harness or even using a seatbelt will reduce damage by 2D3: unsecured characters may attempt a Dodge roll at the point of impact to reduce damage by 1D3.

Investigators Versus Vehicles

It is generally a poor idea for investigators to go toe-to-toe with foes in vehicles—whether land-, air-, or water-based—but given the desperation of the conflict, there is often no choice but to fight. Following are some spot rules to handle situations where investigators are battling foes inside vehicles, or trying to damage the vehicles themselves.



- Most vehicles are relatively easy to hit due to its relative size. An investigator's chance of success is doubled when firing at something more than double the investigator's SIZ. This is cumulative with the doubled chance to hit whilst firing at point blank range. *For example, an investigator (DEX 10, SIZ 12, Pistol 45%) firing at a vehicle of SIZ 24 or larger within 10 feet will multiple the chance of success by x4, for a modified chance of 180%.*
- Attacks against specific segments of a vehicle (tires, windshield, tank treads, portal, etc.) should have the chance of success halved, cumulative for any modifiers from size and/or point blank range.
- Firing at a vehicle from inside it is usually an automatic success, failing only on a fumbled roll. Generally, the interiors of vehicles have weaker armour than the exterior: any armour value for damaging internal mechanisms are halved or reduced further, depending on the component being targeted.
- Targeting individuals with vehicles can be difficult. Attempts to ram or collide with a living being whose SIZ is equal to or less than 1/4 the vehicle's SIZ have the driver/pilot's chance of success halved. *For example, a driver in a vehicle of SIZ 48 will have his Drive Auto skill reduced by half when attempting to strike someone of SIZ 12 or smaller.* Vehicles more than 10 times the size of an individual cannot easily be targeted against a single individual, and have the skill reduced to 1/5 the normal chance of success. However, weapon use against such small targets is unaffected.
- A character attempting to Dodge a vehicle larger than 10 times their SIZ have their Dodge skill doubled.
- As a rule of thumb, a vehicle does 1D3 points of damage per 5 points of vehicle SIZ to any living being it drives over. If the vehicle's SIZ is unknown, use its total hit points as a guide. The keeper should determine what beings can be driven over and which cannot. If the vehicle first rams the target before driving over it, it does 1D6 hit points of damage per point of vehicle Speed in addition to the damage from driving over the target.

Mythos Threats Versus Vehicles

Occasionally Mythos entities will bring their might to bear against vehicles, or vice versa, such as when the Alert was rammed into the awakening Cthulhu in the Pacific waters around R'lyeh. Though the entities of the Mythos' sizes and modes of attack are so varied that rules cannot cover all eventualities, these pieces of advice may be of use to the keeper when handling these situations:

- Any ranged attack chances should be doubled against a vessel or entity twice the size of the attacker.
- If an entity attempts to drag a vessel below the ground or water, pit the entity's STR against the vehicle's SIZ for such attempts.
- It is more difficult to escape a vehicle being grappled by a monstrous entity of the Mythos, for example, than it would be a simple sinking ship or vehicle crash. Depending on the situation, skill rolls relating to escaping a vehicle under a Mythos entity attack may be reduced to half the normal chance of success.
- Damage exceeding a vehicle's hit points is suffered by the passengers inside. If the victim of such an attack is not obvious, have all passengers make Luck rolls to see who escapes injury: those who do not succeed take will divide the remaining damage amongst themselves (rounding up).

DRAMATIC ACTION

Keepers who include vehicles in their missions may wish to use the optional Dramatic Action rule. Under this rule, the Keeper may offer the players an action that will certainly succeed, but it will leave the characters in an immensely risky position. For example, the Keeper might say one of you can run up to the tank and drop a grenade in the hatch. I won't make you roll for that. However, that will expose you to fire from the dozen infantrymen marching ahead of the tank. Offering Dramatic Action opportunities avoids the paralysis that can seize players in the face of complex risks.

• EQUIPMENT •

"You know how careful the military is in making you sign for anything of value? When I collected my gear, the quartermaster was not too bothered about a signature as it would not mean anything. We were considered lost – together with our equipment – the moment we got on the plane."

The war forced every country to turn as much of its industrial power as possible towards the construction of munitions and other military supplies. Factories across the world produced staggering numbers of aircraft, tanks, guns, explosives and ammunition. At the same time, the civilian population was forced to endure rationing and deprivation as the war effort took more and more of the nation's strength. Black markets thrived in such conditions. Investigators in *World War Cthulhu: The Darkest Hour* will find it comparatively easy to obtain weapons; other basic supplies, though, may require ingenuity or black market contacts.

BUYING THINGS IN WWII

The diversion of labour and resources to military production and away from consumer goods brought about significant change to the economies and standards of living of every nation participating in WWII. Just how drastic these changes were varied greatly from country to country, but all nations felt the effects of war keenly.

The cost and availability of equipment, food, and daily necessities became a real concern not just for those nations directly involved in the war, but for neighbours and trading partners alike. What was available for purchase on city streets very much depended on war production, supply lines, and the influence of the black markets.

Below is a country-by-country breakdown of economic and living conditions, goods and equipment available on the street, and a few indicative black market items. These lists are intended to give Keepers and players a flavour for what was available in the war-torn streets of Europe, Asia and Africa. The price ranges for items provide some indication of the fluctuations in cost resulting from shortages and wartime inflation.

Given the economic instability encountered in some countries (e.g. Italy or Japan), Keepers are encouraged to exercise their own judgment when deciding whether or not particular items are available and their corresponding costs. Rationed and/or scarce goods are indicated using the asterisk (*) and cross (†) symbols respectively.

EXCHANGE RATES (1939)

US (Dollar)	1
Britain (Pounds)	0.23
France (Francs)	39.84
Germany (Reichsmark)	2.5
Greece (Drachmas)	122.65
Italy (Lire)	19.25
Spain (Pesetas)	9.41

THE WAR IN EUROPE UNITED KINGDOM

Economic and Living Conditions

The announcement of war with Germany on the 3rd of September 1939 had an immediate effect on the economy of the United Kingdom. As military production accelerated, consumer production slowed, and resources such as oil, rubber and steel were made exclusive to the war effort. Living conditions were affected as shortages became commonplace and pricing controls and rationing came into effect from 1940 onward. The British people rallied behind a shared sense of national sacrifice, but as hardships increased so did resentment. By 1940, Ministry of Food ration books were necessary to purchase most dietary staples including meat, cheese, sugar, and tea. In the face of strict rationing, some turned to the black market to procure luxuries such as butter, bacon and chocolate.

As the war progressed and supply lines were interrupted or broken, rationing extended further to clothing and finally furniture. In 1941, citizens were encouraged to wear cheap 'utility' clothing and Winston Churchill himself made a point of appearing in his all-in-one, zippered 'Siren' suit. Wartime posters called for people



to adopt a 'Make Do and Mend' attitude. Further attempts to rally the British spirits included the classification of beer and tobacco as 'essential luxuries' and government-established 'British Restaurants', introduced in 1941-2, which provided meals as cheap as 15d.

On the Street: Goods and Equipment

Equipment & Accessories	Price Range (Sterling)
Backpack, canvas	£1/8s – £2
Backpack, leather	£4/5s – £5†
Binoculars, regular 4x	£15 – £17
Camera, 8mm film	£28 – £32
Camera, 35mm photographic	£2 – £4
Camera Film, 24 exposures	1s/15d – 2s/6d†
Camera Film, 6 minute reel	£1/8s – £2†
Canteen, 1 quart	8s/4d – 10s†
Compass	£2/18s – £3/12s†
First Aid Kit	£2/4s – £3
Gas mask	12s/6d – £1/6s
Goggles	8s/8d – 12s/6d†
Helmet, motorcycle	£1/4s – £1/8s
Knife, hunting	16s/2d – 19s/3d
Knife, pocket	8s – 10s/6d
Lantern, kerosene	15s/8d – 18s
Maps, British	4s – 6s
Matches, box of 50	2d – 3d
Mess Kit, knife, fork, spoon, etc.	12s – 15s
Phonograph	£5/15s – £8/10s
Pistol Holster, shoulder	£1 – £1/8s†
Rope, 25 feet	14s – £1/2s
Shovel	17s/6d – 19s/3d
Sleeping Bag	£2/2s – £3/10s†
Suitcase, holds 25 pounds	£5/15s – £7/10s
Torch, battery-powered	17s/9d – £1/6s†
Wristwatch, windup	£1/2s – £1/18s

† Scarce: military demands and material shortages cause these items become increasingly scarce

Consumables	Price Range (Sterling)
Beer, pint	6d – 10d
Book, paperback	5d – 1s/5d
Bovril, 4 ounce jar	2s/1d – 2s/10d
Bread, loaf	4d – 6d*
Butter, pound	2d – 4d*†
Chocolate Bar (Kit Kat, Mars, Fry's Chocolate Cream)	2d – 4d*†
Cigar, single	3d – 6d
Cigarettes, 20 pack (Wills, Cravens, Lambert & Butler)	1s/5d – 1s/10d
Cocktail, glass	1s – 2s/6d
Dundee Cake, 2 pounds	4s/6d – 5s/4d*†
Ham, pound	10d – 12d*†
Horlicks, mixer	6d – 10d
Jam, pound jar	6d – 12d*†
Magazine	1d – 2d
Marmite, 4 ounce jar	2s – 2s/8d
Milk, pint	2d – 4d*
Meal, breakfast	6d – 2s
Meal, lunch	1s/4d – 3s
Meal, dinner	3s – 6s
Newspaper	1d (2d on Sunday)
Playing Cards	1s
Sherbet Fountains candy	1d
Soap, bar (Palmolive, Eve)	2d – 6d*
Soda Pop, bottle	2d – 5d†
Tea, ¼ pound	6d – 15d*†
Whisky, bottle	14s – £2

* Rationed: corresponding Ministry of Food ration coupons are required in addition to the price given
† Scarce: after 1940 these items become increasingly scarce

Clothing	Price Range (Sterling)
Boots	£1/12s – £2/6s
Gloves	8s/6d – 12s/6d
Hat, Men's	15s/11d – £1/2s
Hat, Women's	19s/10d – £1/6s
Leather Coat	£16/5s – £18†
Men's Clothing, utility	£4 – £5/5s
Men's Clothing, formal dress	£7 – £10*†
Men's Clothing, swimwear	15s – £1/8s
Men's Clothing, winter	£5 – £6/5s*
Shoes, Men's	£2/18s – £3/7s
Shoes, Women's	£2/5s – £3
Women's Clothing, utility	£4 – £5*
Women's Clothing, formal dress	£8 – £10*†
Women's Clothing, swimwear	£1/2s – £1/10s
Women's Clothing, winter	£4/18s – £5/11s*

* Rationed: cheap 'utility' clothing introduced in 1941 to replace rationed materials

† Scarce: after 1941 these items become increasingly scarce

The Black Market

The decimation of merchant shipping, the success of German u-boat 'wolf packs', and the instability of foreign exchange led to the growth of the black market in the United Kingdom. The availability, quality, and price of black market goods varied greatly from one city to the next and often from one street to the next.

Black Market Goods	Price Range (Sterling)
Amphetamines, 10 tablets	£2 – £4
Binoculars, military 10x	£50 – £60
Doctor's Medical Kit, incl. stethoscope, syringes, alcohol, bandages, etc.	£40 – £50
Dynamite, 1 stick with 30 second fuse	£4/12s – £10
Flares, 3 pack	£4 – £6

Handcuffs	£3/5s – £4/15s
Helmet, British army	£3 – £4
Lock Pick Set	£15 – £20
Morphine, 5 syrette pack	£2/10s – £5
Radio, suitcase-size with headphones	£25/12s – £35
Wire cutters	£1 – £2
Wristwatch, water resistant, military precision	£10 – £15

MAINLAND EUROPE

As supply lines cut across the land and farmers' fields became battlefields, the face of mainland Europe changed drastically. Even far from the front lines, the effects of the war were felt on the streets of cities, towns and villages. A bleak uniformity stretched across war-ravaged Europe, where food shortages, rationing, and societal collapse were commonplace. As the war raged on, civilians found themselves trapped in an environment of hunger, violence and deprivation.

NAZI GERMANY

Economic and Living Conditions

"Guns instead of butter!" was just one of the inspirational slogans Reichsmarschall Hermann Göring devised to combat disenchantment with declining standard of living and economic turmoil in the Reich. The rapid expansion of the Third Reich in the early years of WWII saw Germany's economy stretched to its limits and a massive rise in public debt. The numerous battlefield successes could not entirely staunch the growing dissatisfaction of the German people who suffered from shortages of food and basic goods. Patriotic fervour and fear kept its citizens in control, but over the course of the war more and more people resorted to using the black market, despite serious consequences if discovered. In the winter of 1939-40 a shortage of coal, leather and rubber saw many Germans living in miserable, freezing conditions while subsisting on 'ersatz' or substituted foods. Rationing throughout Germany and her occupied territories started in earnest in 1940, resulting in a much-reduced diet with daily intake of bread, meat, and fats cut severely. Rationing of leather, cloth and rubber followed closely behind, leading to the introduction of ersatz 'utility' clothing and footwear throughout the Reich.



On the Street: Goods and Equipment

Consumables	Price Range (Reichsmark)
Beer, glass	0.25 – 0.40
Bread, loaf	0.15 – 0.35*†
Bretzel (pretzel)	0.05 – 0.15*†
Butter, 1 pound	1.50 – 2.00*†
Cocktail, glass	0.60 – 1.00†
Ham, 1 pound	1.55 – 2.05*†
Magazine	0.15 – 0.35
Milk, pint	0.40 – 1.00*†
Meal, breakfast	0.60 – 1.20
Meal, lunch	1.25 – 2.00
Meal, dinner	2.20 – 4.00
Newspaper	0.10 – 0.20
Strudel, apple or cherry	0.20 – 0.40*†
Wine, glass	0.45 – 0.70†

* Rationed: corresponding ration 'point' cards are required in addition to the price given

† Scarce: after 1940 these items become increasingly scarce

Clothing	Price Range (Reichsmark)
Boots	13.00 – 15.00 †
Gloves	3.00 – 6.00†
Hat, Men's	5.50 – 7.20
Hat, Women's	6.20 – 7.50
Leather Coat	55.00 – 70.00†
Men's Clothing, utility	48.00 – 55.00*
Men's Clothing, winter	50.00 – 58.00*
Shoes, Men's	12.00 – 14.00†
Shoes, Women's	10.00 – 13.00†
Women's Clothing, utility	46.00 – 52.00*
Women's Clothing, winter	48.00 – 56.00*

* Rationed: cheap 'utility' clothing introduced in 1940 to replace rationed materials

† Scarce: increasingly scarce after 1940 and most footwear is non-existent in winter 1939-40

Equipment & Accessories	Price Range (Reichsmark)
Backpack, canvas	18.00 – 25.00
Camera, 35mm photographic	75.00 – 85.00
Camera Film, 24 exposures	5.00 – 8.00†
Canteen, 1 quart	8.00 – 10.00†
Compass	16.00 – 22.00†
First Aid Kit	17.00 – 23.00†
Goggles	8.00 – 12.00†
Helmet, motorcycle	70.00 – 88.00†
Knife, hunting	13.00 – 21.00
Matches, box of 50	0.15 – 0.20
Pistol Holster, shoulder	24.00 – 26.00†
Suitcase, holds 25 pounds	65.00 – 78.00
Torch, battery-powered	8.00 – 12.00
Wristwatch, windup	18.00 – 24.00

† Scarce: military demands and material shortages cause these items become increasingly scarce

The Black Market

The rise of the black market in Nazi Germany was a consequence of widespread rationing. Despite hefty fines and threats of imprisonment, a large portion of the population made use of the black market from time to time.

Black Market Goods	Price Range (Reichsmark)
Amphetamines, 10 tablets	42.00 – 50.00
Binoculars, military 10x	200.00 – 250.00
Cigarettes, 20 pack (Nordland)	5.00 – 10.00
Climbing Gear, hammer, pitons, etc.	60.00 – 80.00
Dynamite, 1 stick with 30 second fuse	45.00 – 55.00
Flares, 3 pack	35.00 – 45.00
Handcuffs	50.00 – 60.00
Lock Pick Set	180.00 – 240.00
Men's Clothing, military dress	200.00 – 300.00
Wristwatch, water resistant, military precision	90.00 – 110.00

FRANCE (OCCUPIED FRANCE / VICHY FRANCE)

Economic and Living Conditions

The economy of German-occupied France and Vichy France were inextricably tied to that of the Third Reich. The German war machine rationed virtually everything in France and requisitioned the bulk of French output. Three-quarters of French mineral resources, for example, were sent to Germany along with two-thirds of her cotton and over one half of her champagne.

Those resources that stayed in France were used to produce goods and products primarily for export to the Reich or for use by occupying forces.

For the average French citizen, living conditions were dire. Everything was rationed—food, clothes, shoes, fuel, coal, cigarettes, wine. People waited in long queues for hours only to find shops utterly sold-out. Food rations, set monthly by the local authority, were invariably at or below subsistence levels, requiring the populace to use the black market or find alternate means of sustenance. Most people subsisted on 900 calories or less a day.

Though there was a great deal of bitterness and resentment about the scarcity of items, particularly food, and about queuing, the French maintained an attitude of 'Ne rien perdre, faire durer' ('Lose nothing, make things last').

In an attempt to keep the French out of trouble, German authorities kept cinema prices artificially low. This gamble paid off partially due to the fact that there was otherwise nothing to buy on French streets. The only real alternative was the black market.

On the Street: Goods and Equipment

Equipment & Accessories	Price Range (Francs)
Backpack, canvas	21F – 28F†
Canteen, 1 quart	6F – 10F†
Matches, box of 50	0.50F – 1F
Suitcase, holds 25 pounds	80F – 90F†
Wristwatch, windup	30F – 40F†

† Scarce: military demands and material shortages cause these items become increasingly scarce

Consumables	Price Range (Francs)
Baguette	20F – 24F*†
Beer, glass	5F – 8F*†
Bread, loaf (black)	10F – 12F*†
Cigarettes, 20 pack (Gauloises or Nerma)	20F – 30F*†
Cinema Ticket	10F
Magazine	5F
Meal, breakfast	10F – 18F
Meal, lunch	20F – 35F
Meal, dinner	40F – 80F
Newspaper	0.25F
Wine, glass	15F – 20F*†

* Rationed: corresponding ration coupons are required in addition to the price given
† Scarce: after 1940 these items become increasingly scarce

Clothing	Price Range (Francs)
Men's Clothing, utility	80F – 100F*
Men's Clothing, winter	86F – 110F*†
Women's Clothing, utility	65F – 85F*
Women's Clothing, winter	70F – 90F*†

* Rationed: cheap 'utility' clothing introduced upon occupation
† Scarce: after 1941 these items become increasingly scarce

The Black Market

Throughout Vichy France and German-occupied France, armed robbery, looting, and corruption were rife. Some of this activity could be attributed to the Resistance, which after June 1940 was helped along by a network of supporters, but equally it can be attributed to the black market. France was alive with a thriving counter-society of smugglers, couriers, and suppliers, seeking to satisfy the appetite of the French population.



Black Market Goods	Price Range (Francs)
Butter, 1 pound	150F – 225F
Cake, sponge	350F – 400F
Chocolate, bakers'	22F – 30F
Coffee, 1 pound	120F – 150F
Fois Gras, 1 pound	1800F – 2000F
Handcuffs	120F – 160F
Milk, pint	20F – 30F
Wristwatch, water resistant, military precision	250F – 275F

ITALY

Economic and Living Conditions

Italy's economy and living conditions suffered terribly during WWII. In some areas, the price of food and essentials rose to 35 times their pre-war levels and soaring inflation meant that prices often changed daily. Looting, burglary and pick pocketing were commonplace, but by far the greatest problem for Italians was the lack of food. From 1939 onward, food and clothing rationing became a way of life, but shortages were common. By spring 1942, more than 10 million Italians were suffering from starvation and dressed in tattered clothing.

On the Street: Goods and Equipment

Consumables	Price Range (Lire)
Beer, glass	20L – 32L*†
Biscotti	40L – 60L*†
Bread, loaf	40L – 46L*†
Coffee, cup	28L – 36L*†
Magazine	5L – 10L
Meal, breakfast	48L – 90L
Meal, lunch	65L – 130L
Meal, dinner	125L – 255L
Pasta, 1 pound	135L – 150L*†
Pizza, slice	36L – 78L†

* Rationed: rationing begins in 1939 and intensifies throughout the war
 † Scarce: after 1940 these items become increasingly scarce

Clothing	Price Range (Lire)
Men's Clothing, utility	380L – 500L*†
Women's Clothing, utility	360L – 480L*†

* Shortages: clothing and footwear shortages mean many items are only available in the Black Market
 † Scarce: after 1940 these items become increasingly scarce

Equipment & Accessories	Price Range (Lire)
Backpack, canvas	100L – 120L†
Canteen, 1 quart	200L – 240L†
Matches, box of 50	15L†
Suitcase, holds 25 pounds	330L – 360L
Wristwatch, windup	250L – 300L†

† Scarce: military demands and material shortages cause these items become increasingly scarce

The Black Market

The Italian black market is perhaps the least prosperous in wartime Europe, suffering from the same lack of supply that the conventional markets do.

Black Market Goods	Price Range (Lire)
Chocolate, tin (S.Venchi)	550L – 800L
Cigar, single	200L – 300L
Cigarettes, 20 pack (Nazionali)	400L – 700L
Shoes, Men's	400L – 650L
Shoes, Women's	400L – 600L

THE SOVIET UNION

Economic and Living Conditions

Economic and living conditions spiralled downward across the Soviet Union between 1939 and 1942. Cut off from most of its foreign trade, the Soviet Union had to become virtually self-sufficient.

The Soviet response was to throw all its resources and labour into building aircraft, tanks, guns and shells, largely abandoning food and consumer production. By 1941 most of the Soviet workforce was employed in creating munitions, leaving too few to produce foods, clothing and fuel.

When rationing was introduced in 1941, all basic foodstuffs excepting potatoes were limited. Rations were attributed based on workload: industrial workers were given more than ordinary workers, while peasants received nothing. As food and goods became scarce, prices skyrocketed. The official price for a loaf of bread was one rouble, but on the street it could sell for ten to fifteen times that price. Conflict and lack of food led to mass migration and starvation. In the 1941 siege of Leningrad, an estimated 1 million Russians starved to death, while from 1941-42 an estimated 25 million Russians became homeless refugees. Town and city streets were filled with migrant refugees dressed in rags and threadbare overcoats.

On the Street: Goods and Equipment

Consumables	Price Range (Roubles)
Bean Pie, 1 pound	3 – 8*†
Beer, pint	0.80 – 3*†
Borscht, bowl	0.20 – 1*
Bread, loaf	1 – 10*†
Cigarettes, 20 pack (Machorka or Pachka)	0.70 – 2.80†
Ham, 1 pound	2 – 9*†
Kvass, 1 glass (alcoholic bread-based drink)	0.30 – 1.60†
Meal, breakfast	0.60 – 2.80
Meal, lunch	1 – 3.20
Meal, dinner	2.50 – 12
Vodka, bottle	2.50 – 10*†

* Rationed: from 1941, corresponding ration coupons are required in addition to the price given
 † Scarce: after 1940 these items become increasingly scarce

Clothing	Price Range (Roubles)
Men's Clothing, utility	80 – 300*†
Women's Clothing, utility	70 – 275*†

* Shortages: clothing and footwear shortages mean many items are only available in the Black Market
 † Scarce: after 1940 these items become increasingly scarce

Equipment & Accessories	Price Range (Roubles)
Backpack, canvas	21 – 56†
Canteen, 1 quart	7 – 30†
Compass	25 – 135†
First Aid Kit	18 – 125†
Goggles	16 – 110†
Knife, hunting	14 – 100†
Matches, box of 50	0.50 – 2.50

† Scarce: military demands and material shortages cause these items become increasingly scarce

The Black Market

The black market flourished in the Soviet Union despite its use being punishable by death. By the mid-point of the war, most Russians used the black market regularly.

Black Market Goods	Price Range (Roubles)
Bread, loaf	15 – 30
Dynamite, 1 stick with 30 second fuse	50 – 220
Handcuffs	50 – 185
Helmet, Soviet army	40 – 160
Men's Clothing, military	150 – 900
Potatoes, 5 pound sack	35 – 115
Wristwatch, water resistant, military precision	100 – 800

THE REST OF EUROPE

Amongst the other European nations, the war brought about economic instability and severe inflation. With foreign trading partners cut-off or focusing solely on war production, Spain, Switzerland, the Netherlands, Belgium, Czechoslovakia, Greece and the nations of Scandinavia found their economies struggling and faced shortages of their own. By 1942, for example, both Hungary and Greece were near economic collapse.

As the German lines pushed into these countries, the displaced and dispossessed were forced from their homes, moving from one town or village to another in search of shelter, food and water. Resources and goods



were appropriated by the occupying forces wherever and whenever possible, leaving the civilian population with little or nothing to go on. All but the meanest goods and equipment were unobtainable.

For availability and pricing of goods and equipment in these countries, use the comparable lists for Nazi Germany and Occupied France, substituting or subtracting items where appropriate. For Scandinavian nations or Switzerland, for example, use the lists provided for Nazi Germany; whereas for Belgium, Spain and the Netherlands, use the lists provided for Occupied France. For Czechoslovakia, Poland, Hungary or Greece, consider using the lists for Italy as a guide.

NORTH AFRICA - EGYPT, LIBYA, AND TUNISIA

Economic and Living Conditions

The economic and living conditions experienced by both Axis and Allied forces during the war in North Africa hinged on two things: supply lines and improvisation. Getting much-needed equipment to troops was a constant struggle for both sides and with supply lines extending hundreds, sometimes thousands, of miles recycling, repurposing and rebuilding became essential activities.

In the desert war, water and resupply determined living conditions. Scarcity of resources in the field meant that survival depended on making do with what was available. Therefore it was not uncommon to find Germans using British tanks or British soldiers wearing German goggles.

The lists below are specific to Egypt, then a British colony using the Egyptian Pound (equivalent to British pound sterling) and the most stable economy in the region.

On the Street: Goods and Equipment

Equipment & Accessories	Price Range (Sterling)
Backpack, light canvas	£1/14s – £2/4s†
Canteen, 1 quart	£1 – £2/10s†
Knife, pocket	12s – 18s/6d
Matches, box of 50	2d – 3d

† Scarce: military demands and material shortages cause these items become increasingly scarce

Consumables	Price Range (Sterling)
Beer, pint (Egyptian 'Stella')	4d – 6d†
Bully Beef, tin (corned beef)	12d – 16d†
Cigarettes, 20 pack ()	1s – 1s/10d†
Meal, breakfast	5d – 1s/12d
Meal, lunch	1s/4d – 3s
Meal, dinner	2s – 5s
Oranges, 2 pound bag	4d – 5d
Tea, glass	2d – 5d†
Wine, glass	11d – 1s/15d†

† Scarce: after 1940 these items become increasingly scarce

Clothing	Price Range (Sterling)
Boots, desert (broad-soled 'brothel creepers')	£1/12s – £2/16s†
Gloves	8s/10d – 14s/2d†
Men's Clothing, military	£8 – £11†
Shoes, Men's	£3/8s – £4/6s†
Shoes, Women's	£2/5s – £3/15s†
Women's Clothing, military	£9 – £13†

† Scarce: after 1941 these items become increasingly scarce

The Black Market

The North African black market is a mixed bag of goods and equipment fallen off Axis and Allied trucks, or procured through other less honourable means. With supplies in such demand, few quibble about their origins.

Black Market Goods	Price Range (Sterling)
British Anti-Personnel Mine ('debollicker')	£4 – £10
Flares, 3 pack	£3 – £4
German 'Jerrycan', 4 gallon can	£4 – £7
Italian Hand Grenade ('red devil')	£3 – £8
Salt tablets, 50 tablets	£1 – £2
Water purifier	£2 – £10

WEAPONRY

SOE operatives have access to a range of weapons, most of which are standard-issue equipment or modified versions of standard weapons. A few weapons are more exotic, though their benefits are offset by the fact that being caught with one will instantly identify an operative for what he or she actually is.

A NOTE ABOUT AMMUNITION

Different types of ammunition are used in various weapons, and the situation is further complicated by the fact that some nations used their own calibres. Pistols and submachineguns typically use quite short cartridges, while rifles use much longer ones. A longer cartridge means more propellant and thus a higher muzzle velocity, which in turn equates to greater range and accuracy as well as increased penetration. Thus rifle rounds tend to be of smaller diameter than handgun ammunition.

A single piece of ammunition is normally called a 'round' or a 'cartridge'. It consists of the bullet itself plus a metal cartridge case containing the propellant. This is quite stable and relatively hard to set off, and is normally initiated by a primer which will detonate when struck hard by the weapon's firing pin. Primers are normally in the centre of the cartridge case base, but 'rimfire' rounds are used in some weapons.

Ammunition is usually safe when dropped or roughly handled, but can 'cook off' in a hot gun or if thrown into a fire.

Some nations prefer to use Imperial measurements (decimals of an inch) while others used millimetres. This can cause confusion, but the short answer to players' questions like 'can I use that ammunition in my gun?' is 'no', unless it is specifically for that weapon. You simply cannot stuff .45 ammunition in a 9mm pistol as it is too big, and in most cases trying to fire smaller rounds from a weapon chambered for a larger one simply causes them to rattle around in the firing chamber. The firing pin will not be able to engage the round's primer, which is a good thing. A round that goes off when it is not lined up with the barrel is a bad thing.

Typical handgun cartridges include:

- 7.65x25mm, a relatively weak round that produces little recoil and is highly useful in smaller guns
- 8mm Nambu, the standard Japanese handgun round.
- 9x19mm, or 9mm Parabellum/9mm Luger, the standard German handgun round
- .45 ACP, the standard US handgun round
- .38, a lighter handgun round normally used in revolvers
- .455, a potent revolver round used by the British

Rifle cartridges include, but are not restricted to:

- 7.62x54mm, the standard Russian rifle calibre
- 7.92x57mm Mauser, the standard German calibre (sometimes called '8mm Mauser')
- 7.92x33mm, a shorter intermediate cartridge used in certain German weapon





- .30-06 Springfield, the standard US rifle cartridge (pronounced Thirty Aught Six)
- .303, the standard British rifle calibre

Many weapons are available chambered for more than one kind of ammunition. This does not mean they can use all these different types interchangeably. The basic weapon can be reconfigured to use one of the ammunition types but this is a workshop job, requiring changing the barrel and firing chamber. Again, a given weapon can only shoot the sort of ammunition it was made for.

HANDGUNS

Handguns come in two main types – revolvers and semi-automatic pistols. Revolvers normally carry six rounds in a revolving cylinder and can be slow to reload, but they are a mature and reliable technology. It is perfectly safe to carry a revolver with a round under the hammer (i.e. the chamber fully loaded) due to devices that prevent the weapon from discharging unless the trigger is pulled. Revolvers rarely have a manual safety device, and do not really need one.

Semi-automatic pistols normally use a detachable magazine, which facilitates rapid loading. Most do have a manual safety device and are often carried 'cocked and locked', i.e. a round chambered and ready to fire once the safety is disengaged. However, for less well trained personnel a common drill was used, which was developed by Sykes & Fairbairn for the Shanghai Municipal Police in the Interwar years. In this drill the safety is left off and the weapon is carried with no round chambered and the hammer uncocked.

Upon drawing the weapon, the user is taught to work the slide to chamber the first round and cock the weapon, after which it recocks and reloads itself as each round is fired.

A few pistols use different loading systems, such as a fixed internal magazine or a single-shot configuration.

Beretta Modello 1934

A small Italian handgun chambered for the underpowered 9x17mm (9mm Short or .380 ACP) cartridge the Modello 1934 is a standard weapon with the Italian armed forces. It uses a 9-round magazine and is quite easy to conceal but lacks stopping power.

Browning HP-35

The Browning HP-35, also known as the 'High Power' or the '9mm Browning' is a 9mm semi-automatic pistol made in Belgium. It is used by both sides, who like its reliability and the firepower of its 13-round magazine. Indeed, the 'High Power' name refers to this high capacity rather than the potency of its entirely standard ammunition.

After the fall of Belgium this weapon was manufactured in Canada for the Allied forces, and was widely used by the British Army.

Colt Detective Special

A small 6-shot revolver with a very short ('snub') barrel, the Detective Special is chambered for .38 Special ammunition. Its small size makes it easy to conceal in a pocket.

Colt M1911A1

The standard US military pistol, the 'Colt .45' is a powerful handgun using a 7-round magazine. It is favoured by some operatives for its reliability and excellent stopping power, and for the fact that it can be reloaded faster than a revolver. A copy made by the Spanish company Star, chambered for 9mm, was taken into German service.

Enfield .38

A general move to lower-powered handguns that were easier to control caused the British army to adopt the Enfield revolver, ostensibly to replace the Webleys that had been in service up to that point. In practice, both weapons remained in widespread use with British and Empire troops.

Glisenti Modelo 1910

A Great War vintage Italian pistol that remains in service despite being unreliable and prone to malfunction, the Modello 1910 uses special low-powered 9mm ammunition. It can fire standard 9mm but this risks a serious malfunction. Ammunition feed uses a 7-round magazine.

Liberator

The incredibly crude Liberator is an American invention. It is a smoothbore single-shot .45 calibre weapon intended to be used for close-range assassination. Reloading is accomplished by pushing the spent cartridge out of the gun with a stick or similar implement, then chambering another round manually from the five carried in the



handgrip. Weapons of this sort were dropped into France and other countries in the hope that resistance fighters would be able to use them to obtain better guns from the enemy soldiers they assassinated.

Pistole Parabellum 1908 (P '08, or Luger)

Sometimes called the 'Luger' after its inventor, Georg Luger, the P '08 is the commonest German service pistol. Although it was due for replacement by the Walther P38, the P '08 remains in widespread service as insufficient new handguns are available. It fires 9x19mm ammunition using an 8-round box magazine.

The Finnish Lahti L-35 pistol is visually very similar. It has a different mode of operation and would be identified by a close inspection, but would probably not arouse suspicion on a casual glance.

Mauser M1912

A military version of the Mauser C96, one of the world's first semi-automatic weapons, the M1912 holds its ammunition in front of the trigger assembly. Early models used a fixed magazine and were loaded through the open breech using a stripper clip. Later versions used a detachable magazine. Magazine capacity can be 6, 10 or 20 rounds depending on the weapon's configuration. Initially chambered for 7.63mm ammunition, later Mausers used 9x19mm.

This was a very popular weapon in the early 20th Century and was used all over the world by many nationalities. It remains in service with many German officers, and copies are made worldwide, notably in China.

Nambu Type 14

An extremely poor (unreliable and underpowered) Japanese handgun firing the unimpressive 8mm Nambu pistol round, the Type 14 is a standard Japanese handgun and is actually better than its awful predecessor, the Type 4. It is prone to accidental discharges and other malfunctions.

Smith & Wesson M27

The M27 is chambered for .357 Magnum ammunition, which because of a quirk in the designation system is actually of the same diameter as rounds for .38 Special calibre handguns. The Magnum cartridge is marginally longer and holds more propellant, making this a powerful handgun, but it can also shoot standard .38 ammunition if needed. Magnum rounds are too long to fit in the

chamber of a .38 revolver, which is just as well – the extra power could damage a weaker gun. The heavy construction of the M27 makes it quite intimidating as well as effective. A typical M27 comes with a 6-inch barrel but versions with a shorter barrel (anything from 5" down to 3½") are not uncommon.

Tokarev TT30

The TT30 and the improved Tula-Tokarev TT33 are both typically just referred to as the 'Tokarev'. This weapon is the standard Russian service pistol. It is a robust and reliable weapon but shoots a weak 7.62x25mm cartridge which lacks stopping power.

Walther P38

A new weapon intended to replace other pistols in German service, the P38 is a double-action semi-automatic, chambered for 9mm ammunition. It uses an 8-round magazine. It is much cheaper to produce than the P '08 (Luger) but performs just as well and is more resistant to dirt.

Walther PPK

Developed for German plainclothes police, the PPK is a double-action semi-automatic pistol, which can be carried with a round chambered and brought instantly into action upon being deployed. It is typically chambered for 7.65mm ammunition, using a 7-round magazine. It is a favoured weapon of the Gestapo.

Webley Revolvers

Developing through a series of models the Webley family of revolvers are a standard British sidearm. The Webley is chambered for .455 ammunition, which is very powerful, recoil can be a problem for some users.

Welrod Silent Pistol

The Welrod was specifically designed for SOE as an assassination weapon. It is fed from an 8-round magazine in the handgrip, but once expended the magazine can only be reloaded by dismantling the grip. Reloading is manual, accomplished by pulling the rear of the receiver back in the manner of a rifle bolt.

The Welrod shoots a relatively weak .32 ACP (7.65mm) round, but since this weapon is not intended for gunfights this is not a problem. Its purpose is to make a single precise shot from close range. Any Listen rolls to hear a Welrod shot suffer a -25% penalty.

HANDGUNS

Weapon	Base Chance	Damage done	Base Range	Attacks per round	Bullets in gun	HPs resistance	Mal
Beretta Modello 1934	20%	1D10	15 yards	1	9	9	99
Browning HP-35	20%	1D10	15 yards	1	13	8	98
Colt Detective Special	20%	1D10	5 yards	2	6	6	00
Cold M1911A1	20%	1D10+2	15 yards	1	8	8	99
Enfield .38	20%	1D10	15 yards	2	6	8	00
Glisenti Modelo 1910	20%	1D8	15 yards	1	7	8	97
Liberator	20%	1D10+2	5 yards	1	1	8	98
P'08 Luger	20%	1D10	15 yards	2	8	8	97
Mauser M1912	20%	1D10	15 yards	2	10	8	98
Nambu Type 14	20%	1D8	15 yards	2	8	8	96
Smith & Wesson M27	20%	1D10	15 yards	2	6	8	00
Tokarev TT30	20%	1D8+1	10 yards	2	6	8	98
Walther P38	20%	1D10	20 yards	2	8	10	00
Walther PPK	20%	1D8	10 yards	2	8	6	99
Webley Revolver	20%	1D10+2	15 yards	1	6	8	00
Welrod Silent Pistol	20%	1D8	5 yards	1	6	8	99

SHOTGUNS

Shotguns saw limited use in WWII with combat troops, but were useful for security applications aboard ships or in installations, and were effective weapons for 'point men' on patrol or in trench-clearance actions. Some raiding forces favoured them for their ability to put a target down quickly.

Most shotguns are manual repeaters, i.e. a new round must be manually chambered by working the pump action after firing. Semi-automatic shotguns are also available, but they are more prone to malfunction under combat conditions.

Browning Automatic Shotgun (Auto 5)

Dating from the beginning of the century, the Auto 5 is a recoil-operated semiautomatic shotgun with a 5-round internal magazine. It is not normally issued to combat troops but might be favoured by SOE operatives for its rapid heavy firepower.

Ithaca Model 37

A common US-made combat shotgun, the Model 37 is available with a range of barrel lengths, which dictates the weapon's magazine capacity. A full rifle-type stock or a pistol grip can also be chosen.

A full-size weapon normally has a capacity of 6 rounds plus one in the breech; a shorter weapon for close-quarters work might have a capacity of 4+1.

Winchester Model 12

The Winchester is a fairly standard combat shotgun, normally chambered for 12-gauge ammunition. Magazine capacity is usually 6 rounds. Military models may have a bayonet mount, but this is rarely used. The Model 12 replaced the Winchester M1897 in US service. Both weapons had 'slam-fire' capability, i.e. if the trigger is held down the weapon will fire as quickly as the user can work the pump.

SHOTGUNS

Weapon	Base Chance	Damage done	Base Range	Attacks per round	Bullets in gun	HPs resistance	Mal
Browning Automatic	30%	4D6/2D6/1D6	10/20/50	1	5	10	98
Ithaca Model 27	30%	4D6/2D6/1D6	10/20/50	2	2	10	98
Winchester Model 12	30%	4D6/2D6/1D6	10/20/50	1	6	10	98

LIGHT AUTOMATIC WEAPONS

The term 'submachinegun' was coined in the 1920s to describe the Thompson submachinegun. Before that, and afterwards in many instances, these weapons were termed 'machine-pistols'. Whatever term is used, these weapons fire pistol-calibre ammunition which has less penetration and range than a rifle round, but increase lethality by rapid fire. They are deadly at close range or against groups of targets, and are relatively easy to conceal compared to a rifle.

Bergmann MP18/MP28

The world's first true submachinegun, though it was not called that, the Bergmann MP18 was the inspiration for a generation of similar weapons such as the British Lanchester. With a rifle-style wooden stock and side-mounted magazine, the MP18 fires 7.62x25mm Mauser or 9mm Parabellum ammunition. It is fed from a 20-round or 30-round magazine; early models could also use a 32-round 'snail drum' magazine. The later MP28 was more or less identical to its predecessor and remained in police armouries for many years.

M3 'Grease Gun'

A weapon rushed into production in 1942 by General Motors, the 'grease gun' was very crude but could be quickly manufactured in vast quantities. It was available chambered for .45 ACP and for 9mm. Originally, these weapons were intended to be disposable – rather than provide maintenance kits, the guns were intended to be thrown away when they malfunctioned, and replaced with a new one. The US Office of Strategic Services began using a silenced version from 1944 onwards.

MAS 38

The French MAS 38 entered service just before the war and numbers passed into the hands of resistance organisations. It fires a rather weak 7.65mm round, with a fairly low rate of fire (500RPM), and thus is easily controllable under full-automatic fire.

Moschetto Auto Beretta 38

The Italian MAB 38 came into service just before the war, and in many ways resembled the MP18. A cheaper-to-produce variant came into service in 1942. This weapon can be encountered in the hands of Italian troops.

MP38/MP40

Often mistakenly named a 'Schmeisser', even though gun designer Hugo Schmeisser had nothing to do with their development, the MP38 and later MP40 were cheaply mass-produced from stamped metal components. They were intended to arm assault troops and squad leaders, but were also favoured for urban combat and by troops guarding sensitive installations. The 32-round magazine makes a handy foregrip, but users are trained to support the weapon under the barrel in the area around the magazine well, since pulling back on the magazine misaligns it and can cause stoppages. A weapon designated the MP41 was created by Hugo Schmeisser, which basically mated the front end of an MP40 to the stock and furniture of an MP28. It was not widely issued to troops but was privately purchased by many SS personnel and can be encountered in the hands of 'special detachments'.

PPD-1934

The Russian PPD was a high-quality 7.62x25mm Russian submachinegun capable of using a 71-round drum or a 25-round box magazine. It was derived from the broadly similar 9mm Finnish Suomi KP-31. Both weapons saw service early in the war, but the PPD was replaced by cheaper alternatives.

PPSh-41, PPS-42/43

The need to produce vast numbers of weapons quickly led Soviet weapon designers to create some very simple weapons that were nevertheless reliable and effective. The PPS-42 and -43 appeared in 1942 and 43 respectively, and normally used a 35-round box magazine. The PPSh-41, which entered production late in 1941, could use the



same magazine or a 71-round drum. This was heavy and bulky, so standard practice was to carry one drum in the weapon and several box magazines for when it was empty. All these submachineguns were very easy to produce and were chambered for 7.62x25mm, which produced little recoil. Some Soviet forces were entirely equipped with submachineguns, providing excellent firepower in close-range urban combat.

Large numbers were dropped in occupied territory to arm resistance formations. The PPSH was very highly regarded, and German forces frequently converted captured examples to 9mm calibre, so this weapon can be encountered on either side.

Sten Gun

The British Sten gun went through several models, of which the 1942-vintage Sten Mk II is perhaps the definitive model. Simple and extremely crude, the Sten could be fabricated in any workshop, and was easy to dismantle for concealment. This made it an attractive weapon for Resistance fighters. The Sten magazine was copied from the German MP40, and it uses the same 9mm ammunition; another attractive feature in occupied territory. A modified Mk II Sten, nicknamed the 'Silent

Sten' was developed for SOE and was fielded from 1943 onwards. As the name suggests it incorporated a suppressor to reduce the noise of firing. Stens could be unreliable; they are prone to jamming if the user pulls back on the magazine, which is unfortunately a natural thing to do, and they can discharge if knocked hard. In the last days of the war the German military fielded a weapon designated MP3008, which was essentially a Sten gun fed by a bottom-mounted magazine in the manner of an MP40. It was mass produced to arm Volksturm militia and might be found in the hands of other users too.

Thompson Submachinegun

The Thompson was the first weapon to be actually called a 'submachinegun'. Various models were fielded, with the pre-war M1928 seeing service alongside 1942 M1 model. All versions used .45 ACP ammunition. The M1 was not capable of using the drum magazine popularly associated with the Thompson; the military disliked drums as they were heavy, clumsy and noisy on the move. 20 or 30-round box magazines were preferred. The Thompson was favoured by US paratroops and marines, as well as some infantry units, for its heavy 700-rounds-per-minute stopping power. It was also adopted by Allied raiding forces.

LIGHT AUTOMATIC WEAPONS

Weapon	Base Chance	Damage done	Base Range	Attacks per round	Bullets in gun	HPs resistance	Mal
Bergmann MP18	15%	1D10	40 yards	Burst	32	10	95
M3 'Grease Gun'	15%	1D10+2	25 yards	Burst	30	9	95
MAS 38	15%	1D8+1	30 yards	Burst	32	11	98
Moschetto Auto Beretta 38	15%	1D10	40 yards	Burst	40	9	95
MP38/MP40	15%	1D10	40 yards	Burst	32	9	97
PPD-1934	15%	1D10	30 yards	Burst	71	9	96
PPSh-41	15%	1D8+1	30 yards	1 or Burst	71	8	97
PPSh-42, 43	15%	1D8+1	30 yards	1 or Burst	35	8	97
Sten Gun	15%	1D10	30 yards	Burst	32	9	95
Sten MKII	15%	1D10	30 yards	Burst	32	9	97
Thompson	15%	1D10+2	20 yards	1 or Burst	30	8	96
United Defence M42	15%	1D10	20 yards	1 or burst	30	8	97
Type 100	15%	1D8	20 yards	Burst	30	7	95

United Defence M42

Although it never achieved success in the marketplace the M42, which somewhat resembled the Thompson SMG, was taken into US service from 1942 onwards to supply resistance forces and some covert operations units. It used the same .45 ACP ammunition as the Thompson but had a higher rate of fire.

Type 100

The Japanese Type 100 was a poor weapon, firing underpowered 8mm Nambu pistol ammunition at a rather low rate of 400 rounds per minute. Feed used a side mounted curved 23-round magazine. It became available in 1942 and an upgraded variant appeared in 1944. Both were drastically inferior to Allied weapons.

RIFLES AND CARBINES

Most rifles of the Second World War date from the beginning of the century or earlier. The majority are bolt-action weapons fed from an internal magazine, ejecting a spent round and chambering a new one each time the bolt is manually operated. Magazines are not normally detachable, and are reloaded either one round at a time (this is quite slow) or using a clip of ammunition. Clips may be of the stripper type, which act as a guide when reloading, allowing their ammunition to be pushed quickly into the weapon, or may be the en-bloc type. These are inserted as a unit, which is faster. Some weapons are semi-automatic or even full-automatic in operation. Most (but not all) of these use a detachable box magazine which can quickly be replaced with a full one. The term 'carbine' is typically used for a lighter

and shorter version of a standard rifle, though some specialist weapons were created to fill this niche. They were primarily issued to troops like combat engineers and artillerymen, who might need a weapon but were not intended to engage in direct combat with the enemy.

Arisaka Rifles

The Arisaka Type 30 and Type 38 rifles are Japanese bolt-action weapons firing a relatively weak 6.5x50mm cartridge. They are common throughout South-East Asia and anywhere that Japanese troops have been or weapons have been captured from them. The more powerful Type 99 rifle, firing a 7.7x58mm round, is also common.

Browning M1918

The M1918, Browning Automatic Rifle, or 'BAR', was introduced at the end of the Great War as a squad support weapon. It is not a true machinegun, and its 20-round box magazine is soon emptied using automatic fire, but it does offer much heavier firepower than a rifle. Although somewhat bulky and heavy it is favoured by some operatives as it combines automatic firepower with the penetration and accurate range of a rifle.

De Lisle Carbine

The De Lisle was created for special operations by mating the action of a Lee-Enfield rifle to a Thompson submachinegun. It has a built in suppressor and is almost completely silent when shooting. Any Listen rolls to hear a shot suffer a -25% penalty. The De Lisle is a bolt-action weapon chambered for .45 ACP pistol ammunition, and is accurate out to about 250 metres, which is a lot further than most users can shoot accurately with any weapon.





Fallschirmjaegergewehr 42

The FG42 was created, as the name suggests, to arm German paratroopers. It is a fully-automatic weapon firing 7.92mm rifle ammunition, fed from a 20-round detachable box magazine. The FG42 is in some ways almost a machinegun, but remains light and portable enough to be considered an automatic rifle.

Fucile Modello 91 Rifle

An Italian weapon developed by Carcano and often referred to by that name, the Modello 91 or variants of it arm most Italian troops. Its 6-round magazine is fixed in place and is reloaded using en-bloc ammunition clips, which are fed into the weapon through the breech.

Fusil MAS 36

The French MAS36 uses a 7.5x54mm round. It was developed in the 1930s to replace older designs, and several variants were fielded. It arms French troops and their colonial auxiliaries.

Lee-Enfield

The definitive British Army small arm, the Lee-Enfield rifle is the product of a lengthy development process through several similar predecessors and various models. Standard-issue for most of the war is the Short Magazine Lee-Enfield (SMLE). It uses a 10-round internal magazine loaded from 5-round stripper clips. It is possible to load and fire the Lee-Enfield with manually loaded rounds, keeping the magazine in reserve for rapid fire if needed. A sniper version and one with a grenade discharger cup are available. Later in the war the 'Jungle Carbine' version emerges, which is shorter and lighter for airborne operations and jungle combat at fairly close range. Its recoil is highly unpleasant for most users.

M1 Garand

Intended to replace other rifles in US service, the M1 Garand was not available in sufficient quantity at the outbreak of WWII, but was produced in vast numbers throughout the conflict. It is an extremely effective semi-automatic rifle fed from an 8-round internal magazine. When the last round in the magazine is fired, the clip holding the ammunition is ejected and makes a characteristic 'ping' sound which can betray the fact that the user is out of ammunition.

M1 Carbine

Not to be confused with the M1 rifle, the M1 carbine is a US weapon intended to arm troops whose main

role was not direct infantry combat. It is a lightweight carbine firing .30 pistol ammunition, and lacks the range and penetration of a true rifle. Nevertheless it is light and handy, and found favour among front-line troops as well as special operations units. Its detachable magazine holds 15 rounds, but a 30-round magazine is also available.

Mauser Kar 98

The German army's main service rifle in WWII is the Mauser K98, which dates from the previous century. Various models have since appeared, all chambered for 7.92mm ammunition. WWII era Mausers are shorter than the originals and are normally designated Kurz K, but older weapons can be found in the hands of garrison troops and other second-line formations. A sniper version is available, which differs little from the standard rifle other than mounting a telescopic sight.

Mosin-Nagant Rifle

A complex but very robust Russian infantry weapon, the Mosin-Nagant can be encountered anywhere in the Eastern Europe. Vast numbers were made, mostly chambered for the standard 7.62-x54mm Russian round.

SKS Carbine

A semi-automatic Russian weapon appearing late in the war, the SKS is lighter and handier at close quarters or in urban terrain than a standard battle rifle. It is fed from a 10-round integral box magazine.

Sturmgewehr44

The StG44, or 'Storm Rifle' is a lightweight weapon firing an intermediate 772x33mm cartridge of significantly lower power (and recoil) than the standard Mauser rifle round. It is capable of fully-automatic fire and was introduced to counter the firepower of Russian troops equipped with submachineguns whilst retaining the long-range accuracy of a rifle.

Modest numbers were fielded late in the war, but elite and 'special' formations may have received its predecessors, designated MP42 and MP43, much earlier.

Springfield Model 1903

The M1903 was a standard US infantry weapon before the war, and remained in service because insufficient numbers of the weapons that replaced it could be made in time. It is loaded using a 5-round stripper clip. Although the M1903 is outdated it is a fine weapon and is used by many US and Allied snipers. It is also favoured as a





grenade launching weapon. A rifle grenade is launched from a cup discharger on the end of the weapon, using a blank cartridge.

Tokarev SVT-38 and SVT-40

A Russian semi-automatic weapon available in small numbers at the time of the German invasion, the SVT rifle fires the standard 7.62mm Russian cartridge from a 10-round detachable magazine. The AVT-40 was a conversion of the SVT-40 to fully automatic fire. It is virtually uncontrollable under full-automatic fire but might be effective in spraying a room – at least until its very limited ammunition supply runs out.

Walther Gewehr 43

Introduced in 1943, the Gewehr 43 was the first German semi-automatic rifle. It proved accurate and effective in combat but was never produced in large numbers. It might be encountered in the hands of elite units or 'special duties' forces guarding a special project.

MACHINEGUNS

During the Second World War period, machineguns are typically defined as 'light' or 'heavy' based on their mobility rather than the cartridge they fire. Light machineguns are light enough to be carried by a single soldier, though they are normally crewed by two or more personnel. 'Heavy' machineguns are carried on a heavy mount like a wheeled carriage or a tripod, and are primarily useful for defensive applications. Germany, forbidden from possessing heavy machineguns by the Treaty of Versailles, developed the 'general-purpose machine gun' which was somewhere between the two and after the war would become a standard military weapon type. Most other nations still use the heavy/light designation.

Many heavy machineguns are water-cooled, using a jacket around the barrel. Although this is heavy and requires a supply of water, it does cool the gun well and allows sustained intense fire. Air-cooled weapons are lighter and more mobile but are prone to overheating.

RIFLES AND CARBINES

Weapon	Base Chance	Damage done	Base Range	Rate of Fire	Bullets in gun	HPs resistance	Mal
Arisaka Type 30	25%	2D6+2	130 yards	1 or 2	5	13	99
Browning M1918	25%	2D6+4	150 yards	1, 2 or burst	20	11	99
De Lisle Carbine	25%	1D10	100 yards	1 or 2	11	10	98
Fallschirmjaegergewehr 42	25%	2D6+4	110 yards	1, 2 or burst	20	11	99
Fucile Modello 91	25%	2D6+2	150 yards	1	6	11	00
Fusil MAS 36	25%	2D6+3	100 yards	1	5	12	00
Lee-Enfield	25%	2D6+4	110 yards	1 or 2	10	12	00
M1 Garand	25%	2D6+2	110 yards	1 or 2	8	11	00
M1 Carbine	25%	2D6+2	110 yards	1, 2 or burst	15	12	00
Mauser Kar 98	25%	2D6+4	150 yards	1 or 2	6	10	00
Mosin-Nagant Rifle	25%	2D6+3	130 yards	1	5	12	00
SKS Carbine	25%	2D6+1	90 yards	2	10	12	97
Sturmgewehr 44	25%	2D6+2	150 yards	1, 2 or burst	30	11	00
Springfield Model 1903	25%	2D6+4	130 yards	1 or 2	6	10	00
Tokarev SVT-38	25%	1D8+1	200 yards	1	10	10	98
Walther Gewehr 43	25%	2D6+3	125 yards	1	10	10	00



This can cause ammunition to 'cook off' in the breech, firing without the trigger being pulled. In an automatic weapon this can cause the gun to 'run away' and keep firing until the weapon runs out of ammunition.

Bren Gun

The Bren gun was a joint British-Czech project which progressed through several variants and models. Fed from an unusual top-mounted curved magazine it fires standard .303 rifle ammunition and is the standard British light support weapon. All soldiers in a unit are trained to operate the Bren to at least a basic level, allowing any man to take over the gun at need. The Bren is very accurate and can be used for long-range precision fire, but its magazine-fed design does reduce sustained fire capability. However, it is not that much more bulky than a rifle and can be used for suppressive fire on the move. Several Czech weapons such as the Lehky Kulomet ZGB vz33, which the Bren's immediate predecessor, can be encountered in eastern Europe.

Browning M1917

A water-cooled American made heavy machinegun firing a .30 calibre round (the same as in most US service rifles), the Browning M1917 is sturdy and reliable, but heavy. It is a standard air defence and defensive weapon.

Browning M1919

An air-cooled version of the M1917, the M1919 is lighter and somewhat more mobile, but is still best suited to

vehicle mounting or tripod use. An attempt to create a more mobile variant by fitting a shoulder stock created the M1919A6, a heavy monstrosity that is reasonably effective, but generally hated by people who have to use it.

Browning M2

The standard US heavy machinegun uses a .50 BMG (Browning Machine Gun) cartridge. It is an air-cooled weapon based on a scaled-up M1919. Suitable only for tripod or vehicle mounting, the M2 (or 'Ma Deuce', or 'Fifty-Cal') cannot be fired on the move but is effective against most targets less robust than a tank.

DShK

A heavy Russian machinegun firing 12/7mm (.50) ammunition, the DShK required a wheeled mount with a gun shield, making it more of an artillery weapon than a mobile infantry support system. It is also commonly mounted on vehicles.

Degtyarev DP

The distinctive Russian Degtyarev uses a top-mounted drum that gives it's the nickname 'record player'. Although the drum can be prone to damage, the weapon itself is very robust, like most Russian equipment.

Lewis Gun

Although dating from the Great War, the Lewis Gun is still in service in WWII, with British and other forces. It is

MACHINE GUNS

Weapon	Base Chance	Damage done	Base Range	Rate of Fire	Bullets in gun	HPs resistance	Mal
Bren gun	15%	2D6+4	150 yards	Burst	100	12	98
Browning M1917	15%	2D6+3	150 yards	Burst	250	12	96
Browning M1919	15%	2D6+3	100 yards	Burst	250	12	97
Browning M2	15%	2D6+4	500 yards	Burst	300	18	99
DShK	15%	2D6+4	500 yards	Burst	50	17	99
Degtyarev DP	15%	2D6+3	200 yards	Burst	47	15	00
Lewis gun	15%	2D6+3	200 yards	Burst	47	16	00
Maschinengewehr MG34/MG42	15%	2D6+4	200 yards	Burst	300	18	00
Vickers Machinegun	15%	2D6+4	500 yards	Burst	250	18	00

an air-cooled weapon fed from a top-mounted 47-round drum. A 97-round magazine was created but is rare. The Lewis gun is widely used on light naval vessels.

Maschinengewehr MG 34/MG42

Forbidden from possessing heavy machineguns, Nazi Germany got around the treaty prohibition by creating a 'general purpose' machinegun. The original model, MG34, remains in service throughout the war, since the upgraded MG42 is not available in sufficient numbers to supplant it. Whereas many nations consider a machinegun to be a support system for an infantry squad, German infantry units are built around the machinegun as their main striking force, with riflemen supporting and protecting the gun team. The MG34 can be fed by a belt or a distinctive saddle drum, which is commonly used on mounted weapons such as those on trucks or half-tracks. Both versions have a very high rate of fire, with the MG42 achieving 1200 rounds per minute. This gave it the nickname 'Hitler's Saw'.

Vickers Machinegun

The standard British heavy machinegun, firing .303 rifle ammunition from a canvas belt, the Vickers is in fact an updated version of the Maxim Gun; the very first true machinegun. It is water-cooled and needs a heavy tripod mount. Firing uses twin 'spade handles' with a thumb-pressed butterfly trigger, making it impossible to shoot a weapon like this on the move. Sustained fire capability is excellent, with malfunctions extremely rare even under extreme circumstances.

EXPLOSIVES AND SPECIAL WEAPONS

Explosives are the stock-in-trade of the saboteur and the secret agent, and can often be obtained from the enemy. Explosives such as plastique or dynamite can be used as is, but grenades or artillery shells can be detonated with a small charge to provide a greater effect. Other special weapons may be used from time to time, or may be found in the hands of enemy personnel involved with Mythos entities that are not vulnerable to standard small arms.

Bazooka M9

The name 'Bazooka' is in fact a nickname for this US anti-tank weapon, which uses a shoulder-fired reusable tube to launch shaped charge warheads. The original M1 version entered service in 1942 but was marginally effective. The M9 is a developed version issued from 1944.

Boys Mk1 Anti-Tank Rifle

The Boys anti-tank rifle fires a .55 round using bolt action from a 5-round magazine. Whilst ineffective against the current generation of tanks in 1940, but can defeat many designs from the 1930s as well as lightly armoured vehicles, and can also engage other semi-hard targets like sandbagged machinegun emplacements. Weapons of this sort cannot be fired on the move, and are sometimes used to arm light vehicles such as the Universal Carrier (Bren Carrier).

Flammenwerfer 41

The standard German flamethrower of the war entered service in 1941, though earlier versions existed before that. Most other nations had a similar weapon, such as the US M1A1 flamethrower or the Russian ROKS-3. The latter features a nozzle disguised as a rifle to make the flame-gunner less of an obvious target. Characters attacked by a flamethrower must retreat from the flames or else make a Luck roll to avoid being set alight, suffering another 1D6 damage per round until the flames are extinguished.

Mills Bomb

The standard British hand grenade is the Mills Bomb, which was developed through several improved versions from 1915 onwards. It is a fairly typical 'pineapple' type grenade which relies mainly on fragmentation of the case rather than blast effect. The Mills Bomb can throw fragments further than most users can deliver it, so is normally used either defensively (thrown out of cover) or to clear an area such a trench or room, where the user is protected from the weapon's effect by remaining outside. Pre-1940 Mills bombs have a 7-second fuse, but this is reduced to 4 seconds after this date to prevent hostiles from throwing the bomb back. The US Mk 2 grenade is similar in design and effect.

Panzerbuchse 39

A German single-shot anti-tank rifle firing 7.92x94mm high velocity armour-piercing ammunition, the Panzerbuchse 39 is marginally effective against light tanks but will easily penetrate most softer targets. A version converted to launch armour-piercing grenades is also available, named Granatbuchse 39.

Panzerfaust

The Panzerfaust is a very simple disposable anti-tank rocket launcher with a short range. It entered service in 1943 and improved versions (ones with a larger warhead) emerged at intervals throughout the war. The main



advantage of the Panzerfaust is that it is fairly easy to carry, giving a soldier or special forces operative a potent one-shot weapon.

Panzerschreck

The German Panzerschreck is a shoulder-fired reusable anti-tank weapon developed from captured US bazookas. It is fairly effective against tanks but produces a large backblast that gives away the firer's position.

PIAT

The British Projectile, Infantry, Anti-Tank (PIAT) is a shoulder-fired weapon launching a shaped charge explosive projectile. It is a struggle to even cock the weapon, and the recoil is punishing – and after all that effectiveness against tanks is marginal. However, the weapon is useful against bunkers and similar targets.

Plastic Explosive

Various 'plastic explosives' are available. The name means that they can be moulded into a necessary shape and broken into pieces of whatever size might be needed for the task at hand. British operatives normally use a composition called Explosive No 808. It smells like

Marzipan and has a texture similar to plasticine. Plastic explosive is sometimes formed into a 'demolition pack' with detonators and fuses ready for use, or into a satchel charge which can be thrown onto a tank or into a bunker.

PTRD-41/PTRS-41

Russian anti-tank rifles fire a heavy 14.5mm round which is not capable of penetrating most tanks but will punch through light vehicles and covered infantry positions. The PTRD is a single-shot weapon; PTRS is a bolt-action design with a 5-round magazine. Its detachable barrel makes it easier to transport, and some examples were used for long-range sniping.

Rifle Grenades

Rifle grenades come in various types. Some are basically just hand grenades fitted with a rod that is inserted into a rifle barrel, or launched from a cup discharger. Others are specialist weapons custom-built for attacking armoured targets. The British No68 Antitank Grenade was the first of this type, though other countries fielded their own designs. It has basic fins and a contact fuse which detonates a shaped charge, hopefully blasting a hole in the target.



Stick Grenade

The German 'stick grenade' (sometimes called a 'potato masher') uses a wooden handle to enable the grenade to be thrown further. This does make it more bulky to carry, however. Various models of stick grenade exist, but performance is generally similar. Instead of being thrown, a grenade can be suspended from the pull cord used to ignite its fuse, creating a booby trap. For greater effect, six grenades with the sticks removed can be fastened around a seventh, which retains its handle. Range is short but the blast effect is greatly enhanced. The Japanese army uses a similar design of stick grenade.

Buttons

Buttons can be used to conceal a great many items. Cyanide pills are often carried this way, providing the agent with a way out if cornered and facing capture. Brass buttons can be used to conceal a compass.

Cipher Pad, One-Use

As the name suggests, this is an extremely secure method of encrypting a message, which is virtually impossible to decode unless the recipient has the same code pad. This method of sending coded messages is cumbersome and must be set up in advance, but is found useful by SOE when communicating with agents in the field.

OTHER EQUIPMENT

A range of equipment is available to SOE operatives, much of it quite mundane. Items like binoculars or compasses are usually standard military-issue items for 'overt' teams and civilian equivalents for those operating under cover. However, it would be hard to explain why a French farmer was wandering around the countryside with binoculars and a compass, no matter how 'civilian' they seemed to be, so agents must often cope without equipment that would betray their identity, or find a way to conceal it.

Escape Kit

Escape kits are not normally carried by SOE agents but may be smuggled into prison camps. They include ingeniously hidden money in board games, maps and documents concealed in playing cards, and so forth.

The commonest cover for such items is aid packages sent via neutral countries, but other means can be used such as entering a camp disguised as a guard or worker, and delivering a kit covertly.

EXPLOSIVES AND SPECIAL WEAPONS

Weapon	Base Chance	Damage	Range	Attacks	Ammo Capacity	HPs	Mal
Bazooka	15%	6D6	75 yards	1	1	14	99
Boys MK1	½ Rifle %	3D6+6	100 yards*	1	5	16	99
Flammenwerfer	05%	2D6	25 yards	1	10	6	93
Mills Bomb	Throw %	4D6	Thrown	1	1	3	99
Panzerbuchse 39	½ Rifle %	3D6+6	75 yards*	1	1	12	98
Panzerfaust	15%	5D6	50 yards	1	1	14	96
Panzerschreck	15%	7D6	75 yards	1	1	14	98
PIAT	15%	6D6	50 yards	1	1	14	99
Plastic Explosive	Demolition%	6D6	In place	1	1	15	99
PTRD-41/PTRS-41	½ Rifle %	3D6+6	75 yards*	1	1/5	14	98
Rifle Grenade	½ Rifle %	3D6	20 yards	1	1	3	98
Stick Grenade	Throw%	4D6	Thrown	1	1	3	98

* Anti-tank rifles are much more effective against infantry at extended ranges; the listed ranges are used when firing on tanks and other armoured targets.



Explosives, Disguised

SOE makes extensive use of explosives disguised as something else. One trick is to take an innocuous item such as a worker's hammer and hollow it out to conceal liquid explosive, though this is dangerous as liquid explosives such as nitro-glycerine are unstable. Explosives disguised as lumps of coal are effective in sabotage operations – they can be added to a supply and will detonate when shovelled into the furnace of a locomotive or an industrial facility.

Knife, Concealed

Many SOE operatives are issued a standard fighting knife of the type developed by Sykes and Fairbairn and used by many Allied forces. For covert use, a range of small knives are available, which can be concealed behind the lapels of a coat, inside a shoe, or in many other places.

Limpet Mine

A variety of 'limpet mines' are available, which can be attached to the hull of a ship or another metal surface and timed to detonate after the saboteur has departed. Most limpet mines use a shaped charge to blast a hole through the target, which will often sink a ship if internal doors are not closed in time. Multiple charges are required to be sure.

Radio Equipment

Radio equipment is heavy and bulky, and also requires a large source of power which makes field communications something of a problem. Although SOE radio equipment evolved throughout the war, it remained sufficiently

bulky that a radio and its operator could not be moved quickly or easily. Most commonly, a 'station' will be set up and agents will deliver messages and receive them via couriers rather than visit the operator personally. Although slow, this method offers more security than having operatives coming and going all every time a message is to be sent or instructions are required.

Silk Map

Maps and other important information are often concealed in seams of clothing, or sewn into blankets and the like. However, paper tends to rustle when the surrounding cloth is manipulated, whereas silk does not. SOE makes extensive use of maps and similar items printed on silk.

VEHICLES

SOE operatives and investigators are somewhat unlikely to be driving around in tanks or flying fighter aircraft. For the most part their involvement with vehicles will be of the mundane sort – catching a tram or train in occupied France, driving a motor-car through winding roads in the Swiss Alps, and other relatively normal activities. They may, however, come into contact with some more special vehicles.

BMW R75

The R75 is a military motorcycle used by the German armed forces, often in conjunction with a sidecar mounting a machinegun. The R75's sidecar wheel can



be driven, improving off-road performance. Similar designs include the Zundapp KS 750 and the US-built Harley-Davidson XA, which was largely derived from the BMW design. Couriers, dispatch riders and some reconnaissance units make extensive use of motorcycles, with and without sidecars.

Bren Carrier/Universal Carrier

Developed from a tankette (a small tank-like armoured vehicle) design, the Bren Carrier got its name from its most common armament in British service. Bren carriers and the later Universal Carrier are fully-tracked transport vehicles used in all theatres by British armed forces. Typical armament is a Bren gun or a Boys Anti-tank rifle.

Daimler-Benz G5

A light four-wheel drive staff car used by Germany, the G5 proved a disappointment and was not widely adopted by the army. This makes large numbers available for rear-area liaison and security tasks, where they can be encountered throughout Axis territory.

DUKW

Available from 1942 onwards, the DUKW is a 6x6 truck fitted with a special hull to make it buoyant. Intended as a light transport for amphibious operations, many DUKWs range far inland, acting as more conventional trucks.

GAZ-A Staff Car

A standard light vehicle used by the Russian armed forces, the GAZ-A is in fact a licence-built version of

the Ford Model A. It is robust and simple, enabling it to perform well in a tough military environment.

Humber

The standard British staff car and utility vehicle is the Humber Heavy Utility Vehicle, a six-seater design that also carries a folding map table.

Kraftfahrzeug (Kfz) 1

Based on the Auto Union/Horch Type 830 civilian car, the Kfz1 is a standard German staff car used by army officers. It is also used as a tractor for light artillery and sometimes as an infantry transport.

Kettenrad

Correctly named Kleines Kettenkraftrad, this bizarre vehicle is a half-track motorcycle. It has a motorcycle's steering and front wheel, and a tracked rear over which a personnel or supplies-carrying area is located.

Although it looks very strange this vehicle has excellent offroad capabilities and in some areas is the only motorised transportation that can handle the terrain.

Kubelwagen

The Kubelwagen is the standard German liaison and field car, used throughout Axis-held territory. It is based on the Volkswagen Beetle and had good offroad performance despite lacking four-wheel-drive capability. The Schwimmwagen is a variant design, capable of amphibious operations. Tens of thousands were made,



making this a very common vehicle even in areas where its swimming capabilities are not normally required.

M2 & M3 Halftracks

A US-built half-track truck, the M2 is a useful cargo and supplies hauler for difficult terrain where conventional trucks might bog down. Transport vehicles often mount a machinegun (typically an M2 Browning), and the vehicle is also used as a weapons carrier, e.g. fitted with a mortar or 37mm gun for support work. The larger M3

is used as a personnel carrier and a mount for various weapons including twin or quad mounted machineguns for air defence.

Mercedes Benz G4 W31

A six-wheel luxury convertible the G4 is used by some high-ranking German officers and officials including Adolf Hitler. Examples were also gifted to government figures in other countries including Spain.

VEHICLES

Vehicle	Skill	Rated Speed	Handling	ACC	Armour	SIZ	HP	Crew	Passengers
BMW R75	Drive Motor-cycle	12	+5%	±8	10/0	18	25	1	1
Bren Carrier	Drive Auto	6	-10%	±2	18/4	60	80	3	4
Daimler-Benz G5	Drive Auto	12	-5%	±4	14/2	55	70	1	6
DUKW	Drive Auto	10	-10%	±3	16/4	60	70	1	8
GAZ-A	Drive Auto	12	-	±3	12/1	50	60	1	4
Humber	Drive Auto	14	-	±4	14/2	55	70	1	5
Kfz 1	Drive Auto	14	-5%	±3	16/4	55	70	1	5
Kettenkrad	Drive Motor-cycle	8	-	±2	12/2	30	40	1	2
Kubelwagen	Drive Auto	10	-5%	±3	14/2	50	60	1	4
M2	Drive Auto	8	-10%	±2	16/4	75	80	2	7
Mercedes Benz G4	Drive Auto	8	-5%	±3	14/2	55	70	1	6
SdKfz Half-track	Drive Auto	6	-15%	±2	16/4	80	80	2	10
Westland Lysander	Pilot Aircraft	15	-	±1	4/1	55	55	1	1
Willys MB Jeep	Drive Auto	12	+5%	±5	14/2	50	60	1	4

SdKfz Half-tracks

The German army makes extensive use of half-track trucks as infantry transports, supply vehicles and weapons carriers. Most vehicles are essentially a standard truck with the rear wheels replaced with a set of tracks, though experience resulted in more sophisticated vehicles as time went on, many of which were more specifically designed for combat applications.

The SdKfz 250 and 251 are perhaps the definitive half-track light armoured personnel carriers, usually equipped with a machinegun on a gun shield at the front of the main compartment and a second one on a high-angle mount at the rear for air defence. The main weaknesses of these vehicles are that they are open-topped and thus vulnerable to grenades and overhead shell bursts.

Westland Lysander

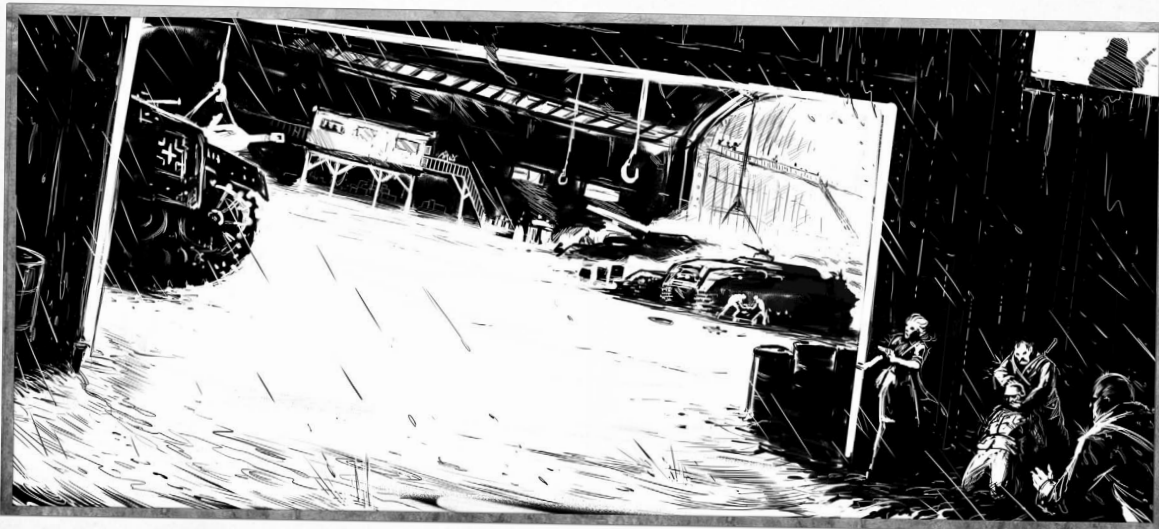
The Lysander is SOE's primary light aircraft. It was originally created as an army liaison and reconnaissance plane, and is useful mainly because its short landing and takeoff run allow it to put down almost anywhere. This makes it ideal for missions into enemy territory to drop

of agents and supplies, or to pick up personnel such as downed aircrew.

Slow and not agile, the Lysander is a high-wing monoplane which looks very dated but is in fact a robust and effective design. Lysanders are unarmed, relying upon remaining unobserved as they sneak across the Channel and into enemy airspace. Payload is limited, and normally just one passenger is carried. It is possible to jam three people into the rear cockpit, but it is anything but comfortable.

Willys MB ('Jeep')

More correctly termed a ¼ ton truck the Jeep is the standard Allied light vehicle, used for everything from personnel transportation to long-range reconnaissance and raiding. The term 'Jeep' is applied to a range of similar vehicles, of which the Willys design is the commonest. Jeeps are large enough to carry a machinegun on a pintle mount, but rarely carry a heavier weapon although some vehicles were fitted with light anti-aircraft guns. An amphibious version designated GPA (General-Purpose Amphibious) is also available.





PART FOUR:
THE GOD IN THE WOODS

• THE GOD IN THE WOODS •

This chapter presents a campaign setting for *World War Cthulhu* games. The small town of Saint-Cerneuf-du-Bois in the Dordogne lies close to the border between the Nazi-occupied territory and Vichy France. British Intelligence, with the aid of the local partisans, intends to use the town as a route for bringing agents into Europe. The adventure begins when the characters parachute into the woods. They must then make contact with the resistance, establish cover identities for themselves, and prepare for the arrival of other British agents.

Network N has other reasons for sending the investigators to Saint-Cerneuf. The town's crumbling medieval lanes and ivy-covered churches conceal ancient horrors. There are mysteries here that will lead the investigators into the dark of the woods, and what they see there may drive them mad.

The mysteries of Saint-Cerneuf will not be plumbed in a single game session, or even a single scenario. Multiple investigations are described on page 181 onwards, leading up to the ultimate confrontation with the God in the Wood.

KEEPER'S INFORMATION

From the air – and that is how the investigators first see the town – Saint-Cerneuf is a tangle of streets around the old church and market square. The ruins of the monastery poke like the bones of some long-dead monster out of the ground on the edge of a wood. To the south-east, the investigators can glimpse the black scar that is the copper mine and associated industries. North, across the forest – Bois de l'Abbé, the Abbot's Wood – is the invisible line between the zone libre of Vichy France and the *zone occupée*.

Isolated enough for a parachutist to drop in without being noticed, but close enough to important lines of communication, Saint-Cerneuf is an ideal staging post for SOE operations in Western France.

A group of French partisans operate out of the town, harassing government forces and occupiers. A cell of French Communists dominates the group, but not all of the resistance share their ideology. Indeed, some adhere to an... older faith.

STRUCTURE

The sections of this chapter are arranged for ease of reference during play.

History: The history of Saint-Cerneuf-du-Bois, from ancient times to the recent occupation.

Key Locations: Places in and outside of town. Each location notes who is likely to be encountered there, as well as some possible scenes or disconcerting imagery to unsettle players.

Non-Player Characters: These are divided into three categories – the Partisans, the Townsfolk and the Occupying Forces. Saint-Cerneuf is in the *zone libre*, but close enough for German troops to cross over to investigate problems.

The Whorl in the Wood: The entity that dwells in the nearby forest, and the cult that attends it.

The God in the Wood Campaign: The campaign builds on the material presented in the previous sections. It is subdivided into several plotlines, which should be run in parallel to one another.

HISTORY

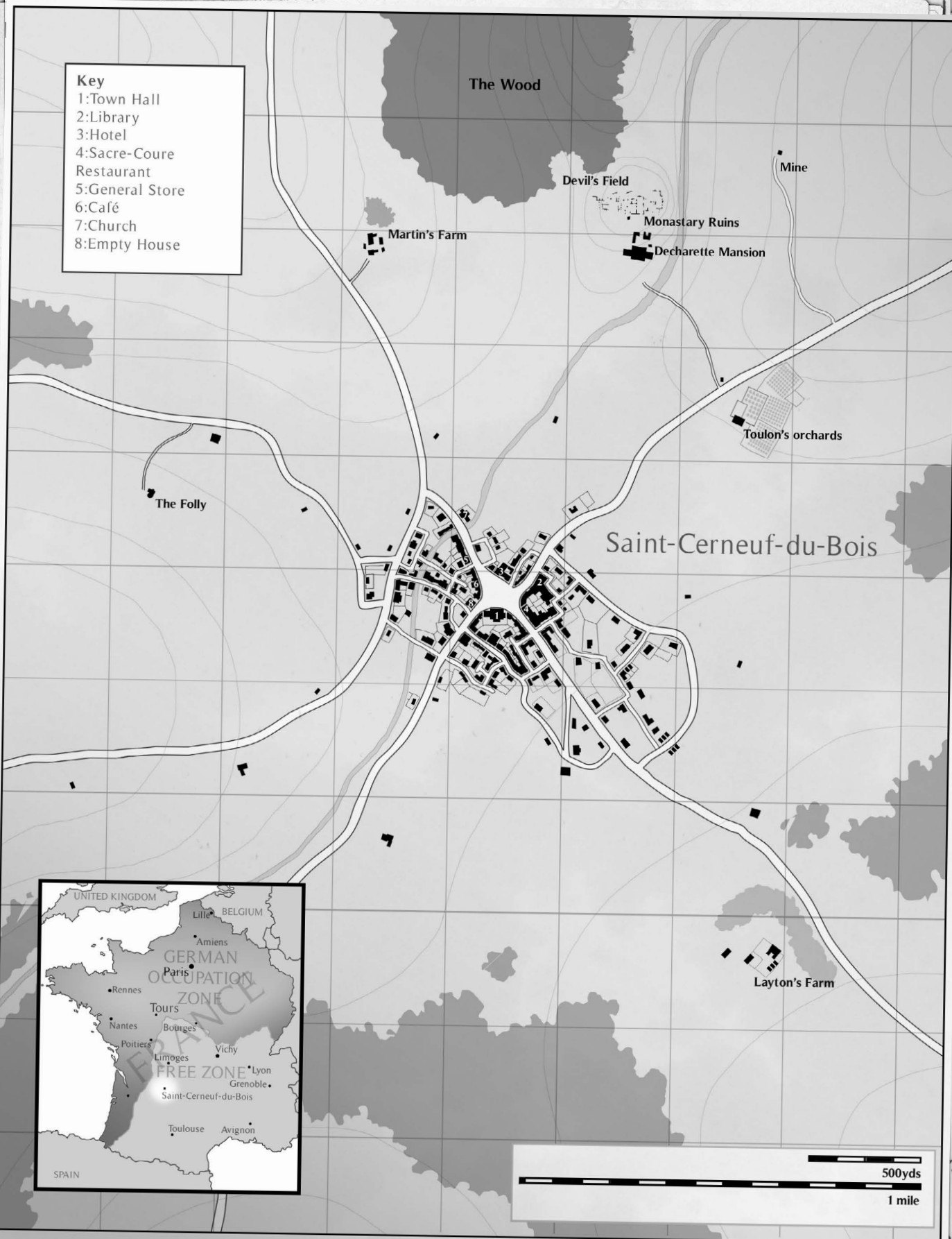
The wood was here before the town.
The wood was here before the world.

It was the copper mine, though, that brought the first settlers here, a thousand years before the Romans. They dug copper ore out of the twisted hill. The Romans conquered this territory in a bloody campaign against the local tribes, and drove them into the forest. They were never seen again, although strangely misshapen skulls and bones are sometimes found in the mud along the banks of the myriad streams that flow through the wood.

In the 14th century, the king granted the forest and the surrounding territory, including the mine, to the Cistercian monks. They built a church and monastery here, dedicated to St. Cerneuf (the French translation of Saint Serenus; according to legend, Saint Serenus was a

Key

- 1:Town Hall
- 2:Library
- 3:Hotel
- 4:Sacre-Coure Restaurant
- 5:General Store
- 6:Café
- 7:Church
- 8:Empty House





gardener who refused to sacrifice to the Roman gods, and was beheaded for his faith.) A community grew up around the monastery, although poor hunting in the nearby forest meant that the village grew only slowly. The tides of history and war flowed around St.Cerneuf-du-Bois for centuries, leaving the village untouched. Or, as some would put it, shunned. Outsiders rarely came to St. Cernuef, and stories were told about the unwholesome ways of the locals. It was said of them that they trafficked with the devil, and that witches haunted the nearby woods.

The intrigues and scandals of the Abbey of St. Cerneuf did little to improve the town's reputation. The monks there were notoriously venal, and engaged in all manner of sinful behaviour. In the 1500s, the Abbey's reputation was so dire that the Bishop of Cahors dispatched an aide to investigate the monastery. This inquisition ended when one of the monks set fire to the abbey's library in a panic (allegedly, out of fear that the bishop's man would discover the goat hidden in the monk's room for sexual purposes). A dozen monks, including the abbot and the bishop's man, were killed in the fire.

A mob attacked and burned the monastery in 1789, and the Cistercians never reclaimed the place. The monastery fell into ruin. In the 1840s, a military officer named Major Decharette retired to Saint-Cerneuf. He made his fortune on campaigns in Egypt and the east, and was possessed of considerable wealth. He invested it in reopening and modernising the copper mine. Modern pumps opened up the deeper galleries to exploitation, and within a decade the mine was again in full operation. Decharette built a fine mansion on the ruins of the old monastery.

The Decharettes became the new aristocracy of Saint-Cerneuf. For more than a century, the family and the town have been intertwined, and everything from the new school to the town hall to the bridge bears their name. Still, though, many townsfolk consider the Decharettes to be interlopers. One is not a true son of Saint-Cerneuf unless your family has old, deep roots in the wood.

The war touched even this isolated, obscure little village. Some of the sons of Saint-Cerneuf went off to war and never came home. The mine works harder than ever, to fill the demands first of the French forces, then of the occupiers for copper. The terms of the French surrender dictate that France must pay for the support of the German forces. Even as the mine works harder, there is less food. Rationing bites hard in this town, especially with the winter of '41 coming.

KEY LOCATIONS

Other characters and situations than those listed may, of course, be encountered at these locations at the Keeper's cruel whim.

TOWN HALL

The town hall is a fine red-brick building, constructed in the 1870s. The crest of the old monastery – a stylised garden with three bees – hangs over the main entrance. The town's archives are kept on the first floor and in the basement. A large function room hosted banquets and civic meetings in better days; it is still sometimes used for dances and other celebrations, but is more often used for processing workers on their way to the mines.

Encountered here: Alain Leclerche, Mayor (page 165), 25% Henri, Jourdan (page 171), 25% Raimond Decharette (page 168)

- Someone tries to burn down the town hall by setting a fire in a storeroom at the back. Was it the partisans, or a troublemaker like Jean Leandres, or did some supernatural force cause yellowing papers to spontaneously combust.
- Prill (see page 173) learns from records in the town hall that noted alchemist Nicholas Variel (see page 155) once lived in Saint-Cerneuf. He takes a squad of men and ransacks the Empty House (page 155).

LIBRARY

Saint-Cerneuf's small library began with a donation of books from Major Decharette, and consists mostly of histories and biographies, agricultural textbooks, and works on philosophy. The late librarian, Nazaire Cote, fancied himself a poet, and crammed the shelves with small-press books of poetry written by his friends and correspondents. Most of these are so awful as to invite SAN loss on grounds of taste, but those who search diligently may turn up an unexpected treasure – a copy of *The People of the Monolith*, inscribed with a dedication to Cote. Tucked inside the book is a sheaf of letters writing by Justin Geoffrey, describing his travels in Eastern Europe around the turn of the century.

Encountered here: Adele Leandres, Librarian (page 166)



- The library contains a small number of books salvaged from the ruin of the monastery in 1789; forgotten, these books rot in the attic in a steamer trunk. Jean Leandres (page 170) finds this cache and sells some of the books through the General Store. Walther Priss purchases the book.
- Among the books donated by Major Decharette, the characters find papers describing his adventures in Egypt with Napoleon's armies. Along with a few other soldiers, he found a tomb buried in the shifting desert sands. One man, Hallon, climbed down into the tomb on a rope, and there was something down there waiting for him. Hallon screamed that it had a 'snake's face', then the rope went limp, and the entrance to the tomb was slammed shut from below. Something for Network N to investigate...

HOTEL

The only guest-house in Saint-Cerneuf is a ghastly tenement. It slouches in the Rue des Marches like a grey-faced drunk, leaning on the buildings next to it for support. Greasy windows stare out at the street. Rats scurry through the corridors. The hotel bar stays open late, and Arnel willingly sells his home-brewed alcohol to anyone who wants to risk blindness. Lionel Malo stayed here in Room 5 during his visit to Saint-Cerneuf. After he vanished, Arnel sold his belongings to the general store. A third letter to N was written but never sent; it's hidden behind a mirror in Room 5. See page 187 for more on Malo's movements.

Encountered here: M. Arnel, Hotelier (page 166); 50% Falon Ferrand, Town Drunk (page 167).

- The Gendarmes come to arrest a young woman, Nicole, who recently arrived in Saint-Cerneuf. She is accused of stabbing a German officer in a bar in Tours.
- M. Arnel eavesdrops on his guests, and has hidden spy-holes in some rooms. Make a secret Luck check for any characters who discuss dangerous topics (like, say, the fact that they are English spies) in the hotel without taking precautions; if the check fails, then Arnel overhears the conversation. Similarly, Arnel is not above stealing from his guests if the characters have any items of great worth hidden in their rooms.

- There's a sealed room on the upper floor of the hotel. M. Arnel refuses to discuss why that room is always locked, but anyone who presses their ear to the door hears the scurrying of an immense number of rats.

SACRE-COURE RESTAURANT

This establishment is the main bar and eatery in town. It's a warm, homely place, but recent shortages cast a pall over every meal, and Mdm. Barotte complains loudly about how it is impossible to cook a decent meal these days. Her husband, Henri Barotte, tries to shush her up whenever any of the gendarmes or occupying troops eat here, which normally leads to a shouted argument.

Encountered here: M. Barotte, Mdm Barotte, restaurateurs; 15% Rupert Klier

- The wine cellar is unusually large and deep, with lots of nooks and crannies and other hiding places. A trapdoor opens into the basement of the house next door.
- Rupert Klier (page 173) holds a celebration to mark the Fuhrer's birthday (April 20th) by booking the whole restaurant. Security is extremely high to ensure the local troublemakers do not interfere.

GENERAL STORE

The shop sells hardware, clothing, books, agricultural supplies and all manner of other things. In response to shortages, Mdm. Layon has taken to filling empty shelves with 'antiques and curios', most of which are junk.

Encountered here: Gisele Layon, Storekeeper; 50% Jacques Layon, Butcher; 20% Jean Leandres, Troublemaker

- Lionel Malo's camera and suitcase ended up here after he fled the hotel on that fateful night. Gisele Layon erased most of the identifying marks, but there is a cleverly hidden secret pouch on the inside where Malo kept important documents. Finding the pouch requires a successful Conceal roll; the pouch contains Malo's passport and a scribbled map of the upper part of the mine – including the secret passage to the cult temple.
- After May 1st, the stock in the general store includes a pair of boots, underwear and other equipment



taken from the sacrificed German soldier (see Walpurgisnacht, page 195). Layon burns the identifiable parts of the uniform, and Jacques Layon keeps the soldier's rifle and sidearm.

CAFE

A small but perfectly pleasant coffee shop and bakery. The building containing it is ancient, and predates the monastery.

Encountered here: Emilie Regnier, Waitress

- If the characters are looking for a place to stay, then Emilie tells them that the café's owner can rent them the empty house opposite. She doesn't like the house – it smells strange – but it's cheap and they can always air it out.
- The café is a lovely spot to sit and watch the world go by. Why, you never know who you might run into there. If the characters wait in the café, some random townsfolk passes by, or engages them in conversation.

CHURCH

The medieval church of St. Cerneuf watches over the village protectively, a stone sentinel on guard against the encroaching wood. The church was once part of the monastery. Inside, the church is surprisingly well-appointed. Everything is in excellent repair; the pews and benches were all replaced twenty years ago and are still in perfect condition. There are no leaks in the roof.

A statue of Abbot Chretien stands above the door to the church. This statue was made by the monks after the Abbot's passing.

The church was repaired by the former village priest, Fr. Milo (see page 158). His successor, Fr. Beaumarais, is a much more humble man who spends his days trying to alleviate the suffering of those wounded or driven out of their homes by the war.

Encountered Here: Fr. Beaumarais

- The grave of Abbot Chretien is in the crypt of the monastery. As the abbot is reputed to have burnt to death in the fire in 1540, the grave contains only dusty fragments of a box that once held ashes. More importantly, engraved on the lid of the grave is a spiral symbol, surmounted by a cross. Next to the grave is a small niche in the wall. If asked about the niche, Beaumarais explains that it is a receptacle for offertories. There was once a curious folk custom that claimed that if one walked into the wood, always keeping the spire of the church directly behind one's head, the ghost of the Abbot would appear and give his blessing.
- Above the altar is a painting of Christ being tempted by Satan on the mountaintop. The model for Christ's features was the previous priest, Fr. Milo, while the depiction of Satan resembles the carved image of St. Chretien. 'Satan' gestures with his arm down at a lush forested valley, as if offering it to 'Christ'. The characters recognise the forest as the Abbot's Wood. This painting must have been made, or at





least sketched, from a high vantage point (the Folly – see page 158).

EMPTY HOUSE

This old house was, in the 1890s, home to a curious stranger to the village named Nicholas Variel. He was a sorcerer and occultist who discovered the existence of the God in the Wood. He was never a member of the cult. Indeed, as soon as the cult learned that he was trying to contact their god, they tried to eliminate him. Variel had enough wit and magical power to defend himself against the cult's attacks for many years, but he never found the route into the deep woods that he so desired. As his long years weakened him and the cult closed in, he admitted defeat. He vanished in 1925; the house may now be rented from the owner of the nearby café. The cult broke into the house after Variel vanished, and removed most of his belongings. Some of his collection of occult books (minus the really potent ones) is still in a bookcase in the upper bedroom; others were donated to the town library. Variel marked each one with his personal sigil. Variel hid his precious copy of the *Revelations of Saint Serenus*, however – it's buried along with his skull in a catacomb in Cahors. Before he died, Variel bargained with the ghouls of Cahors, offering them the living flesh of his body if they would protect his skull and his books.

Variel still haunts the little house. He hopes to find an individual of sufficient power to serve as a vessel for his triumphant return. Anyone who stays in the house has dreams of Variel. Should someone seem to be a suitable host, Variel establishes a psychic link with them, and eventually teaches them the spell *Contact Ghoul*. Ultimately, Variel sends his victim to Cahors to bargain with the ghouls for the return of Variel's skull and books. Should the attuned victim touch Variel's skull, however, the full measure of the sorcerer's spirit will flood into the host, and his consciousness will be erased and replaced by the resurrected sorcerer.

- Variel can only attune to those of sufficient POW (15 or more). Others who stay in the house merely have unsettling dreams and encounter ghostly phenomenon, like rustling books, cold spots, strange smells and a feeling of unease.
- The cult remembers the problems Variel caused them, and keep a watch on the house whenever anyone stays there.

NICHOLAS VARIEL, SORCERER

The son of an Italian count, Variel contracted a fever as a young boy, and was not expected to survive. He lay in bed for weeks, his body wracked with agony even as he walked the jewel-dusted streets of Oriab in dreams. The dreaming boy became apprenticed to an old necromancer, and studied for many years at his side until the fever broke, and he returned to the waking world. Old eyes stared out of a young face, for Variel had lived many decades in the dreamlands, and had become dark and terrible.

Unable to dream again, Variel wandered Europe, increasing his magical powers and studying terrible grimoires and books of lore. He came to Saint-Cerneuf in the belief that he could enter into a spiritual congress with the God in the Wood, and even entertained the notion that he and the God were both facets of some greater being.

PLAYING VARIEL: Pepper your speech with anachronisms and mystic phrases. Stroke your beard. Be eerily patient, like a spider.

NICHOLAS VARIEL, TEMPORARILY DISEMBODIED ALCHEMIST

STR - CON - SIZ - INT 18 POW 23
DEX - APP - EDU 16 SAN 0 HP -

SKILLS: Chemistry 70%, Cthulhu Mythos 40%, Dreaming 70%, Occult 60%, Offer Faustian Pact 80%, Persuade 70%

SPELLS: Many, including Call/Dismiss Yog-Sothoth, Contact Ghoul, Contact Faun, Summon/Bind Byakhee Voorish Sign, and many more.

POLICE STATION

Saint-Cernuef's little police station also services the surrounding countryside and several other villages. Since the establishment of the occupied and free zone border so close to Saint-Cernuef, most of the activity here has revolved around checking papers and passports, and the police here are overworked. The station has three small cells and one larger communal one.

Encountered Here: Henri Jourdan (see page 171)

- One of the partisans is arrested. Ostensibly, it's on some minor charge, like petty theft or public disorder, but then German intelligence staff arrive at the prison on some mysterious errand. Is the captured partisan being interrogated? Should the investigators deal with him before he can reveal their secrets?
- Henri Jourdan decides that one of the investigators is a troublemaker, and has him arrested and questioned. Could this petty whim of a corrupt policeman expose the investigators?

OUTSIDE TOWN

MARTIN'S FARM

Martin's isolated farm is the main base of operations for the partisans. They sleep in the rooms of the rambling old farmhouse and practically live in its kitchen, much to the disapproval of Helena Martin. Their weapons and other supplies, though, are stored in an outbuilding at the far end of the farm. Martin's grandfather built the stone shed as a smokehouse years ago; the trees have grown up around it and conceal it from view. The farmhouse has electricity, thanks to a temperamental diesel generator in an outbuilding. The stone shed does not have power. Martin has only a limited supply of fuel for the generator.

Encountered here: Helena Martin (page 162), 75% Jack Martin, 50% any other partisan, 25% Loius Valoir

- The characters overhear an argument between Helena and Jack Martin, or between Jack and another partisan, about the presence of the investigators. It's clear that the partisans are prone to squabbling and arguments.

- If the characters stay in the hidden outbuilding for too long, the forest seems to grow towards them. Moss and tree roots infiltrate the building; the characters find plants sprouting in their gear and in their beds. Cold, faintly green-tinged mist swirls in through the windows like reaching fingers.

DEVIL'S FIELD

The Devil's Field is a large burnt scar on the south side of the forest. According to local legend, the Devil tried to persuade the abbot of the monastery to sell his soul. When the abbot refused, the Devil was so angry he set fire to the forest, and the woods never regrew. The soil of the Devil's Field is stony and poor, so the land remains barren. The locals let their pigs forage there. The Field is surrounded completely on woods on three sides, and partially on the fourth side. The partisans light hidden fires here as a guide for parachutists.

Encountered here: No-one.

- The character spots a shard of broken stone in the dirt of the Devil's Field. With a successful Archaeology roll, the character can recover a strange stone talisman intact. This squat icon depicts a goat-legged human with a leering face. If the character keeps the icon, he starts to have dreams about the wood, and imagines participating in weird ceremonies. Sometimes, the other celebrants are the investigators; in other dreams, they are fur-clad barbarians, and icy winds howl down from the glaciers of prehistoric France. The initial dreams cost the character 0/1 SAN; if the Keeper wishes to use the dreams as a conduit for revealing secrets about the wood, the SAN cost should increase commensurately. See also *Bad Dreams*, page 196.
- When walking in the Devil's Field, the character sees an unfamiliar figure in the distance by the edge of the forest. He waves to the character as if he recognises him from afar, then ducks into the trees. There is no further sign of the stranger. That stranger didn't have horns, did he?

MONASTERY RUINS

Little remains of the monastery. The place burned down in 1789, and any intact stones were taken and reused in other buildings. Pieces of the monastery endure in the



walls of the Decharette mansion, in the church, and a dozen other buildings in Saint-Cerneuf. Visitors can wander around grassy mounds and tumbled, weathered stones that mark where the monastery once stood.

Encountered here: No-one.

- According to local legend, the ghost of a monk can sometimes be seen on moonless nights. These legends are true – Abbot Chretien isn't dead, but he moves through time differently to outsiders. Chretien sometimes visits the remains of his monastery to draw power from it.
- A squad of German soldiers under the command of Prill arrive, equipped with metal detectors. Prill found a reference to the fabled treasure of the monastery, and thought that it might be worth spending a few days sweeping the grounds.

DECHARETTE MANSION

The Decharette Mansion is a grim building; Major Decharette was a soldier, after all, and built his family home to be the bastion of a fort. Tall bay windows facing north and south are the only concession to style on the exterior. Inside, though, the mansion is a comfortable 19th century manor house, all oak panels and heavy furniture. Pictures and mementoes commemorate the military career of Major Decharette.

Encountered Here: Raimond, Claude and Reni Decharette

- When visiting after curfew, the characters spot Reni climbing out of the window and down the wall. She moves with unnatural grace, scaling the wall like a black cat. She then slips away across the fields towards the woods – a tryst with Jean Leandres, or something more sinister out in the forest?
- One of the outbuildings at the back of the mansion was originally part of the monastery. In fact, it was used as a prison cell for sacrifices. Now, it's a storeroom – the Decharettes tried using it as a stable, but no animal would spend the night there. Any characters who spend time in this outbuilding experience haunting phenomena, such as a feeling of unease, unnatural cold spots, or the sound of moaning just at the edge of hearing. SAN Loss is 0/1D3.

LAYON'S FARM

This pig farm lies south-east of Saint-Cerneuf, and is surrounded by a thick belt of oak trees that shield it from the road. Layon concealed several man-traps in these woods; anyone trying to sneak up to the house without taking precautions must make a *Luck* check. If the check fails, the character takes 2D4 damage and is immobilised.

The farm itself consists of a small farmhouse and a handful of outbuildings, including a pigshed. There's a secret chamber under the pigshed, accessible via a trapdoor that's covered in mud and pigshit. Prisoners of the cult are kept in this lightless hole; the thick iron manacles on the wall were installed more than a century ago, and have seen regular use.

When the campaign begins, the prisoner in the hole is a German soldier, Kernig, who got drunk in Saint-Cerneuf and was ambushed as he tried to walk back to the occupied zone. He gets sacrificed on *Walpurgisnacht* (see page 195). After that, the cult goes searching for another victim.

Encountered Here: Jacques Layon; 50% Gisele Layon, 25% Albert Toulon.

- One of the characters is lucky enough to buy some black-market sausages from Giscard Bellan. Biting into one sausage, the character's teeth hit off a wedding ring – all that remains of a past victim who tried to escape. As punishment, Jacques Layon cut off the prisoner's hand and threw it to the pigs. Tracing the sausage back through the black market can lead the characters to this farm.
- Jean Leandres goes missing, and Remi Decharette asks the characters to find him. Jean got caught by one of the mantraps, and is now the prisoner of the Layons.

TOULON'S ORCHARDS

These orchards and vineyards once belonged to the monastery, but fell into the possession of the Toulon family after 1789. In a very real way, though, nothing changed hands – they always belonged to the cult. The hills at the back of the orchard conceal an entrance to the caves, which is the most direct route to the underground cult temple.



If the cult ever came under attack, here is where they would make their stand. The farmhouse is well fortified, and Michel Toulon has a stock of weapons and supplies to withstand a siege. At the very least, he could hold out long enough to call the fauns out of the forest.

Encountered Here: Michel Toulon, 50% Albert Toulon, 50% Pierre Toulon, 25% Jacques Layon

- Searching through documents from the old monastery, the characters find a reference to the 'orchard cave' – there must be another entrance to the underworld near the monastery orchard. Consulting town records, they learn that the Toulon orchards once belonged to the monastery...
- The wine made from these vineyards sometimes has supernatural properties, causing eerie dreams and visions when imbibed. On certain feast-nights, the fauns creep out of the forest and celebrate drunkenly. Anyone who witnesses their wild orgies becomes their quarry...

THE FOLLY

This curious structure was built thirty years ago by Fr. Milo, the previous parish priest. It consists of a small

cottage attached to a narrow and alarmingly tall tower. An incredibly narrow spiral staircase runs up the inside of the tower to an observation walkway at the top. Milo built the Folly so he could look down at the Abbot's Wood.

Inside, the cottage is luxuriously well appointed, if slightly faded. Silver cutlery, featherbeds, a wine cellar, expensive paintings, a collection of illustrated books that are not wholly in keeping with a priestly outlook... small wonder that the new priest, Fr. Beaumarais, spends little time here. Up until the war, he paid a neighbour to keep the Folly in good repair, but now he uses the Folly as shelter for those who flee the war.

Currently resident in the Folly is a Jewish couple, Max and Sarah Golman. Max is a mathematician and physicist who fled Germany, and was hoping to escape to America before war engulfed the whole continent. He's now too ill to travel, so they hide out in the Folly.

Encountered Here: Max and Sarah; 25% Fr Beaumarais

- Climbing the narrow and vertiginous Folly stairs requires a character with a SIZ of 12 or less and a successful DEX x 5 check. At the top of the stairs is a railed observation walkway. There's also a locked metal panel embedded in the floor of this walkway

FATHER MILO

Milo never wanted to be a priest, but it was a family tradition he could never escape. Assigned to the little parish of Saint-Cerneuf seemed like a prison sentence, but then by chance he found a reference in the church papers to some boxes that were taken from the monastery on the night of its destruction. These boxes contained the treasury of the monastery – hundreds of thousands of francs worth of gold and jewellery!

Milo knew that if he revealed this fortune, it would be taken from him. So, over the next few years, he sold it a little at a time, travelling to Paris or Berlin or London to turn a few coins or a single gemstone into cash at a time. He accumulated quite a fortune. Some of this he spent on the repair of the decaying church in Saint-Cerneuf; he spent more on building a cottage in the hills for 'private contemplation' (usually, with beautiful young women). When he became interested in the history of the monastery as a side effect of his slow exploitation of the monastery's treasure, he began to study the strange properties of the forest.

For a time, he was friendly with Nicholas Variel (see page 155), but when Variel died, Milo was left without protection. He fled Saint-Cerneuf in 1930, and is officially missing, presumed dead. Some accounts claim that he's living on an island in the South Seas; others that he was found hanging from a tree and was buried in a pauper's grave.



that is rusted shut. Inside, the characters can find a copy of *The Revelations of Saint Serenus* and Fr. Milo's sketches of the forest. It is clear that he was trying to find a correspondence between the spiral illustrations in the back of the book and the topography of the forest.

- The cult know about the presence of the refugees – they keep the Folly under observation. Usually, it's one of the younger cultists like Pierre Toulon, but they also send fauns to watch the tower when they have the Magic Points to spare.

MINE

The mines here are centuries old. The first shallow excavations were made before the Romans; the monks expanded the copper mine throughout the Middle Ages, up until their fiery demise. The Decharettes, however, were responsible for expanding the mines and turning them into an industrial concern. The copper ore is exceptionally pure, and hardly needs processing.

The upper level of the mine is worked out, and is used for storage. Some stone fittings and other chattels of the monastery were brought here after the fire consumed the original structure.

A secret tunnel leads from the upper level into the caves. Finding this tunnel requires several days of careful searching – Malo got lucky when he found it.

Encountered Here: Loius Valoir, 50% Claude Decharette

- A small cave-in at the mine traps several workers underground. Worse, the cave-in damaged the water pumps that keep the underground areas dry, and the mine starts to flood. If the characters delay the rescue effort, they can put the mine out of action for weeks, but that will doom the trapped miners.
- One of the miners, a newcomer named Herbe, vanishes. He was last seen taking a break on the upper levels. In fact, Herbe found the secret passage, wandered down it, and ended up blundering through the caves into the cult temple. Investigating Herbe's disappearance leads the characters to the secret temple.

CAVES

A network of natural caves runs beneath Saint-Cernuef village and the forest. Most of the caves are too narrow for a human to squeeze through safely. The three easiest entrances are via the Toulon Orchards, via a hidden passageway that connects to the upper mines, or through a concealed tunnel in the woods. However, any cellar, well or hole in the ground could connect to the noisome caverns.

In one cave, the characters find cave paintings, similar to those found in Lascaux. The paintings depict dancing figures, spirals, animals and other indecipherable symbols. One repeated motif shows a sled with a human figure lying on it, being dragged by horned humanoids towards a spiral. This shows the cult's regular sacrifice. Examining the muddy floor of the caves shows a multitude of tracks. Some are animal, some human, some between the two. Fauns, perhaps, or ghouls. In other places, the mud is frozen in huge concentric circles or bubbles.

Encountered here: No-one

- The God's Attention passes through the caves while the characters are exploring. The Attention causes a small cave-in, trapping one of the characters under a pile of fallen rocks (1d6 damage, STR20 on the Resistance table to escape). The God's passage also destroys any light sources the characters have – electric torches lose power, lanterns explode, even waterproof matches in boxes flare and burn out. The characters must find their way out in the dark.
- There are deeper caves beneath these ones. Climbing down a narrow, slick-walled shaft, the investigator finds himself in a vast cavern containing an inky black pool of what initially seems to be water. As the character watches, the pool starts to inch its way towards him...

THE SECRET TEMPLE

Continuing though the caves brings the characters to the secret temple of the cult. This temple lies in the largest cave, a natural chamber that was widened by the monks and by hundreds of generations of cultists. Greenish light filters down from above through small cracks in the ceiling. The temple consists of a circle of standing stones marked with spiral symbols (see *Secret Rites of the Cult*, page 179), surrounding a sled of wood on clear



runners. The sled is recently made, but built according to an ancient design. A track runs from the centre of the circle to an exit passageway that leads up to the wood. Examining the floor and stones reveals thickly encrusted blood, as well as thousands of faun footprints running up and down the tunnel to the woods. It's clear that victims are cut on that sled, then dragged out into the woods at high speed on the blackthorn wood sled. Examining the spiral rocks with Archaeology lets the character draw connections between the spiral paths in the forest and the symbols on the rocks. The Temple is protected by fauns as well as members of the cult. If the investigators are discovered here, they are attacked immediately.

Encountered Here: Any cultist 10%

- The characters disturb a faun gnawing on something that it holds in its hands. Startled, the faun throws the object and the characters and flees. Examining the object, the characters discover it was the disembodied and bloodied head of someone known to them.
- Any character who disturbs the temple is forever cursed; his blood glows with a faint green glimmering in the darkness.

WOODS

On a map, the wood is quite small. A tangle of old forest, a green blotch on a map. Its southern border marked by the remains of the monastery; east by the hills, west and north by farmland. You could walk around it comfortably in an hour of so.

Step into the green darkness, though, and the nature of the wood is evident. The air is thick, heady, like incense. The trees tangle together in eerie forms; shapes and faces leer from the leaves. Black-furred things that some claim are squirrels and some say are rats live here, as do deer. Some even claim there are wolves or bears in the depths of the forest.

And this forest has depths undreamt-of.

Walk into the wood. Hold to a particular course. Bring a compass if you wish, although compasses are no use after a certain point. Feel - feel with a sense you did not know you possessed - the shape of the world being pulled, the dimensions warping and tearing. The wood grows infinitely larger as you approach its heart. It's then that the panic begins. You are lost in a way that few humans ever know, lost and alone in the dark dark woods. The lights of Saint-Cerneuf might be just beyond those trees, or they might be a trillion trillion light-years of dense forest away, in a direction you can neither name nor recognise. The panic tears at your heart, your stomach. It drives weak-willed souls insane, sends them plunging blindly through the woods, crashing like wild animals through the trees. Panic - the curse of Pan, the God of Madness and the Woods.

Navigating the wood is a major challenge of this campaign - so major, in fact, that it has its own dedicated section, beginning on page 198.

The Cairns: Scattered throughout the wood, seemingly at random, are small stone cairns - piles of weathered stones.





Similar cairns are often found on moors or other woods, to mark paths for travellers, but the cairns of the Abbot's Wood do not mark any visible paths. Following the cairns will only bring you in endless circles around the wood.

That is because the paths these cairns mark are only for the initiated.

Each cairn is marked with a unique symbol. They are known by nicknames now, as no living being remembers the language that those symbols came from. (A successful Cthulhu Mythos roll compares them to the inscriptions found on certain stones dredged up from the Pacific, and on the cryptic parchment that accompanied Randolph Carter's Silver Key).

If you know the correct order of stones, you can walk the secret paths through the forest. For more, see *Into the Woods* on page 198.

NON-PLAYER CHARACTERS

People have layers. Each non-player character is described in on three levels – First Impressions, Second Thoughts and Secrets & Goals. First Impressions covers appearance, role in the town and other obvious traits. Second Thoughts only come to light if an investigator gets to know the NPC, or investigates them. Secrets & Goals are the NPCs' innermost thoughts and dreams that they keep concealed from the world – the characters only discover these only in extremis.

THE PARTISANS

The resistance group in Saint-Cerneuf serves two masters – or three, if you could the Cult of the God in the Wood. The leader of the group is Jacques Martin, a local farmer and former criminal. His second in command is Leon Ferrand, a Communist and a veteran of the Spanish civil war who is still in irregular contact with Moscow. Two other members, Albert and Pierre Toulon are secretly members of the Cult of Pan.

Jacques Martin, Partisan Leader

Age 38

Martin is not a native of Saint-Cerneuf; he married Helena Martin (formerly Helena Valoir) in 1937 and took over her family farm. Charismatic and popular, Martin is known to everyone in the town, and was a fixture in the bar at night

before the war began. Martin is tall and rangy, with a crooked smile that once swept women off their feet. He claims that his womanising days are behind him now, and that he wouldn't dare cross Helena.



Jacques Martin is not his real name; he is really Julian Baron, a former bank thief and conman. He fled a police investigation in 1936 and changed his name. His marriage to Helena was supposed to be a temporary arrangement, but has become something more permanent.

First Impressions: Charming, roguish. He draws people to him and to confide in him. Quick to make friends.

Personal Details: Jacques holds the partisan group together through sheer force of personality – without him, everything would fall apart. He flinches under fire, and you suspect that he is very close to breaking under the strain of the terror. He's not a brave man. Whenever he comes up with a plan for the group, he never puts himself in the line of fire.

Jacques does no work on the farm; Helena, Albert and Bertin keep the farm going, while he sits around the farm drinking, joking with his friends, or talking about grandiose schemes for the future.

Secrets & Goals: Jacques is a former criminal, and still wanted for arrest. He was a bank robber.

His wife Helena knows about his criminal past, and uses it to threaten him.

Playing Martin: Smile, offer the players a drink.

STR 13 CON 10 SIZ 14 INT 15 POW 10
DEX 15 APP 16 EDU 12 SAN 50 HP 12

Damage Bonus: +1D4

Weapons: Fist/Punch 55%, damage 1D3+DB
Rifle 50%, damage 1D6+2

Skills: Art 30%, Bargain 50%, Bonhomie 70%,
Chemistry 30%, Climb 50%, Conceal 50%, Demolitions
60%, Fast Talk 65%, Galling Charm 70%, Hide 70%,
Locksmith 65%, Sneak 60%.

Helena Martin, Den Mother**Age 31**

Wife of Jacques Martin. Helena is a strong-willed, determined woman who ran the family farm after her parents' early deaths. She is extremely protective of her young brother, Louis Valoir, who is closer to a son to her. Her marriage to Jacques is not a happy one.



She married him in what she now sees as a moment of weakness; he was a labourer on the farm, they had a brief romance (an uncharacteristic indulgence for her) and got married. Soon afterwards, she found out about Martin's criminal past.

First Impressions: Stern, takes no nonsense, very efficient. Impatient. A harridan if you get on her bad side; a mother wolf if she likes you.

Personal Details: It's clear that Helena's the organising principle behind the partisan group. She co-ordinates everything, and also runs the family farm. She and Jacques argue all the time – usually in private.

She seems more committed to the partisan cause than he is. She's also clearly wary of Albert and Pierre Touron.

Secrets & Goals: Helena feels trapped and hemmed in by terrible forces. She wants to protect her brother from arrest, and to flee the growing shadow in the wood, but feels trapped by her ties to the farm, by her marriage, and by her sense of responsibility to put things right.

Playing Helena: Speak hurriedly, have no patience.

STR 12 CON 13 SIZ 9 INT 14 POW 17
DEX 10 APP 11 EDU 13 SAN 75 HP 11

Damage Bonus: +0

Weapons: Fist/Punch 45%, damage 1D3

Skills: Accounting 40%, Commanding Tone 70%, Listen 50%, Local Knowledge 60%, Natural History 55%, Occult 30%, Spot Hidden 50%, Take Bullshit 0%

Leon Ferrand, Communist Spy**Age 26**

As a young student in Paris, Ferrand became an ardent Communist. He was recruited by an agent of the Communist International, and sent to Moscow for training in covert operations, espionage and sabotage techniques. He intended to return to Paris, but the war and the ensuing chaos meant that he ended up in Saint-Cerneuf, taking care of his aged great-uncle Falon (see page 167).

Ferrand's an angry young man, utterly dedicated to the cause of Communism. He believes that bringing down the Nazi occupation and the Vichy government will result in the establishment of a socialist French state. He established the partisan group and recruited Pierre Toulon and Giscard Bressan, but needed Jack Martin's charm and popularity to keep the group from falling apart.



First Impressions: Jack's right-hand man; quiet and intense. Smokes foul cigarettes.

Personal Details: Ferrand is better educated than the rest of the partisans, and knows a lot about tradecraft. He lives with an old relative of his, Falon Ferrand. He and Martin have a much more adversarial relationship than you initially guessed; Ferrand doesn't want you here at all.

Secrets & Goals: Ferrand is a Communist agent.

Playing Ferrand: Scowl, smoke cigarettes (or mime doing so), when provoked, use long words.

STR 13 CON 11 SIZ 11 INT 14 POW 14
DEX 10 APP 9 EDU 15 SAN 70 HP 11

Damage Bonus: +0

Weapons: Fist/Punch 50%, damage 1D3

Rifle 60%, damage 1D6+2

Concealed Revolver 50%, damage 1d10

Skills: Communist Dogma 60%, Electrical Repair 30%, Fast Talk 50%, Hide 50%, Listen 40%, Persuade 40%, Sneak 40%

**Pierre Toulon, Cultist & Communist****Age 24**

Young Pierre serves two masters. He believes passionately in the ethos of Communism. He grew up on a small farm outside Saint-Cerneuf, and saw the rich taking the produce of the workers' sweat and giving them little in return.

Society is plainly disordered and corrupt; he read Marx by candlelight in the barn at night, and his anger at the injustice grew with every page. He practically worships Ferrand, who recruited him.

Toulon's other master is the God in the Wood. He was raised from birth to be a member of the cult. He sees no dissonance between these two; the God stays – must stay – in the Wood, and belongs to the ancient world. Marx called religion the opium of the people, but the cult's religion is the opium of a god, keeping it from waking.

First Impressions: Young, keen. Knows the terrain, can handle himself in a fight. Great potential.

Personal Details: Pierre's related to Albert, but seems to be a closer ally to Leon. He barely listens to Jack. He strikes you as a wild and dangerous man. He bears watching.

Secrets & Goals: Pierre is a member of the Cult of the God, and knows the rites and secrets of the forest. Unlike his uncle Albert, though, Pierre is willing to use the magic of the God despite the risk.

Playing Pierre: Be full of energy. Act rashly. Pepper your speech with "Leon says", or "Leon thinks".

STR 13 CON 14 SIZ 11 INT 10 POW 13
DEX 10 APP 11 EDU 12 SAN 30 HP 12

Damage Bonus: +1d4

Weapons: Fist/Punch 60%

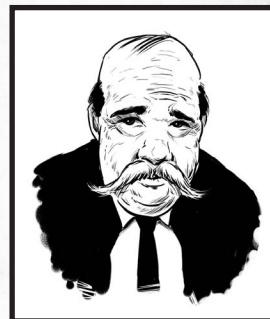
Rifle 40%, damage 1D6+2

Skills: Blindly Follow Leon 60%, Hide 50%, Local Knowledge 60%, Natural History 50%, Occult 40%, Sneak 60%

Spells: Avert Attention, Call Faun, Music of the God, Enchant Pipes

Albert Toulon, Partisan Cultist**Age 44**

Albert is a life-long member of the Cult of the God, and is far more devoted to the worship of the entity than his nephew. The cult has endured for thousands of years, and seen all manner of upheavals and wars sweep past the wood. This latest conflict is just another storm to be weathered. Albert joined the partisans not to fight for a free France, but just to keep an eye on Pierre. The boy has yet to learn that the God is everything – if Pierre reveals too much about the god to outsiders, then Albert's role is to eliminate them.



First Impressions: Avuncular, placid, solid, Albert with his big moustache and paunch and ambling demeanour makes for an unlikely freedom fighter. He comes across as a man who prefers a simple, unadventurous life.

Personal Details: Albert knows the woods extremely well. He doesn't seem especially committed to the partisans, and you suspect he's only here to protect his nephew. There's an old, sad wisdom in his eyes.

Secrets and Goals: Albert is the cult's spy in the partisan group. He just wants to ensure that Pierre does not do something foolish or blasphemous.

Playing Albert: Consider what you say before you say it. Look off to the side every so often, as though listening to something that only you can hear.

STR 16 CON 14 SIZ 14 INT 13 POW 15
DEX 10 APP 8 EDU 10 SAN 30 HP 14

Damage Bonus: +1d4

Weapons: Fist/Punch 70%, damage 1D3+DB

12-gauge shotgun 60%, damage 4D6/2D6/1D6
Revolver 60%, damage 1D10

Skills: Cthulhu Mythos 20%, Grumble 60%, Hide 40%, Local Knowledge 60%, Natural History 50%, Occult 50%, Sneak 60%

Spells: Call Faun, Avert Attention, Music of the God, Mark of the God, Enchant Pipes, Wrack

Giscard Bressan, Opportunist**Age 33**

Bressan's a petty thief and black marketer. Leon Ferrand recruited him to the partisan group, but Bressan's not a communist – or a fascist, or anything other than a Giscard Bressan-ist. He sticks with the group because he recognised Jacques Martin to be Julian Baron – Bressan suspects that the former bank robber stole a fortune, is just hiding out here until the war is over, and he will then collect his ill-gotten gains.

Bressan waits for the opportunity to blackmail Martin or steal the (non-existent) fortune.

Bressan is extremely untrustworthy. The only reason he has not sold the partisans out is because it would prevent him from stealing Martin's fortune. Martin is unaware of this danger, and considers Bressan to be a kindred spirit and drinking buddy; Leon Ferrand, though, recognises Bressan for what he is. As soon as the threat posed by Bressan outweighs his undoubted utility... well, the wood is a good place to bury bodies, and no-one will miss him.

First Impressions: Weaselly, suspicious and sharp-eyed.

Personal Details: Bressan's a crook. He can get almost anything on the black market – cigarettes, gasoline, meat, cooking charcoal – and he's a good locksmith and forger to boot. A handy man to have on your side.

Secrets and Goals: Bressan will stick by the partisans only as long as he has something to gain. He's convinced that Jacques Martin has a fortune hidden near the farm, possibly in the woods or in the Devil's Field.

Playing Bressan: Hunch your shoulders, lick your lips.

STR 13 CON 10 SIZ 10 INT 13 POW 11
DEX 15 APP 10 EDU 13 SAN 55 HP 10

Damage Bonus: +0

Weapons: Fist/Punch 40%, damage 1D3
Rifle 50%, damage 1D6+2

Skills: Bargain 60%, Black Marketeering 70%, Conceal 50%, Hide 60%, Locksmith 75%, Mechanical Repair 60%, Sneak 60%, Spot Hidden 50%

Bertin Beliac, Walking Wounded**Age mid-20s**

Beliac was a French soldier who was wounded in battle against the advancing German army. He was shot in the head, and while he survived, the injury damaged his brain. He's now simple-minded and terrified of anyone in a German uniform.

The Martins took him in out of pity. He's a de facto member of the partisans, but does not take part in any sabotage or espionage missions. Despite his injury, Beliac's still an excellent shot if you put a sniper rifle in his hands and give him a target.

First Impressions: Big man, but he's clearly suffered a terrible head wound. Half his head is hairless and scarred.

Personal Details: Beliac's devoted to the Martins, and terrified of the Germans. Harmless once you get to know him.

Secrets and Goals: Beliac doesn't have goals. Optionally, he may be psychically linked to the God in the Wood.

Playing Beliac: Look at your shoes. Respond in grunts and monosyllables. Hear everything; say nothing.

THE INVESTIGATORS & THE PARTISANS

While the partisans may begin as allies of the investigators, this state of affairs is unlikely to last. Over the course of the campaign, alliances will shift and factions will betray one another. The most likely split is the investigators against Ferrand and the Toulons, with the Martins and Beliac sidelined and Bressan going wherever he thinks he can make the most profit.

If possible, avoid scenes where all the partisans are gathered together. Intrigue and betray work much better as a series of furtive one-on-one conversations.

Bressan, especially, might betray the partisans to the authorities, although any one of the partisans might give an anonymous tip or turn traitor if forced to do so by circumstances.



STR 16 CON 12 SIZ 16 INT 3 POW 13
DEX 14 APP 9 EDU 3 SAN 50 HP 14

Damage Bonus: +1d4

Weapons: Fist/Punch 60%, damage 1D3+DB
Rifle 70%, damage 1D6+2

Skills: Grunt 70%, Hide 40%, Sneak 30%

TOWNSFOLK

The residents of the village of Saint-Cerneuf have their own secrets to hide.

Alain Leclerche, Mayor

Age 60

Leclerche was elected mayor of the Saint-Cerneuf commune for the second time in 1936. He's a pompous, long-winded fellow who greatly preferred the ceremonial aspects of his job to the administrative side. Fortunately, up until 1940, Saint-Cerneuf was a tranquil place, and Leclerche was able to coast. Most of his decisions were based on the principle that what was good for the Decharette mine was good for the village, so Raimond Decharette had almost complete influence over decisions.

The sudden collapse of the French army and the establishment of the occupied zone terrified Leclerche. He's convinced that he'll be imprisoned or shot if the Germans move the edge of the zone libre any further south, so he's become a complete sycophant to Klier.



First Impressions: A tub of lard in a very impressive hat.

Personal Details: The mayor was popular in town, but now he's seen as the puppet of the occupying forces, and no-one trusts him anymore.

Secrets and Goals: Leclerche is terrified, and will do anything he can to secure his position. He is aware of the existence of the cult, but refuses to do anything about it – he knows what happens to those who cross the folk of the Wood.

Playing Leclerche: Smile broadly, talk bombastically, dither.

Lilane Castile, Town Clerk

Age 41

Mademoiselle Castile (she never married) is the engine that keeps the commune's bureaucracy running. She handles virtually everything, and is utterly irreplaceable, as only she understands her abstruse filing system or her handwriting that resembles no human writing system.

First Impressions: Pinched, sour face; impatient.

Personal Details: Castile knows a great deal about everyone in town, and uses it to judge them. She hasn't got a kind word to say about anyone, as she always knows something to find fault about. He never pays his taxes, she gossips in the shop, *those people* sell their sheep on the black market.

Secrets and Goals: Lilane believes that she is a direct descendant of the Imperial Dynasty (although she won't say *which* Imperial Dynasty). Her home is crammed with genealogical charts and documents related to this.

Playing Lilane Castile: Everyone irritates you. Get them away from you as quick as you can.

Madame Barotte, Restaurant Owner

Age 50

The hostess and manager of the village restaurant, Cynthia Barotte is a force of nature. She never stops talking and moving, always busy, always fussing over something and berating her husband for problems with the restaurant, the house, the village, and the state of the world.



First Impressions: Loud, friendly, never stops talking.

Personal Details: Cynthia may complain about everything, but she's warm-hearted and generous. For example, she may shout bloody murder about the stray cats that inhabit the yard behind the restaurant, but she's the one who leaves out food for them on cold nights. She shouts about how rationing means she's always hungry, but she always makes sure people like Falon have enough to eat.

Secrets and Goals: Cynthia knows that there's something not right about the village, so she tries to throw up a wall

of normality around her family as protection against the darkness. Her first husband died in the Great War, and she's terrified of soldiers.

Playing Madame Barotte: Never stop talking. Say the first thing that comes into your head, then say it again, louder. Wave a wooden spoon.

Michael Barotte, Cook

Age 53

<long drag on cigarette>

<licking of lips>

<longer drag on cigarette. Cigarette carefully extinguished, the stub put in a little bag for later recycling.>

<shrug, heavy sigh>

Eh. Life. You know. You want to eat?

First Impressions: Quiet, morose.

Personal Details: Michael Barotte is the chef in the little restaurant. How he works is a mystery – the food comes out of the kitchen quickly enough, but whenever anyone looks in, they see Barotte sitting on his little stool, cigarette drooping from his lips, staring at the wall. He lets his wife do the talking – and, often – the thinking for him, stepping in only when she says something she will later regret.

Secrets and Goals: Barotte was a sniper in the French army in the Great War, and still has his rifle hidden in the attic. He also owns a hunting rifle, and supplements the restaurant's supplies with game shot in the Abbot's Wood. He's seen strange things there, but doesn't talk about them. It would only worry his wife.

Playing Michel Barotte: Groan, sigh, shrug. Speak in little words, if you have to speak at all.

Adele Leandres, Librarian

Age 37

Leandres is also the commune's archivist and historian. The little library above the Rue De L'Abbe is her domain. She knows there is some secret hidden in town, but has no idea how dark or dangerous it is. For all her learning, she's an innocent.

First Impressions: Intelligent, thick glasses, surrounded by books.

Personal Details: Adele's son Jean is a local troublemaker who has never amounted to anything.

Secrets and Goals: Adele believes that the fortune of the monastery is still concealed somewhere near Saint-Cerneuf, and she wants to find it. She assumes that the investigators are treasure hunters like Malo if they ask too many odd questions.

Playing Adele Leandres: Be friendly, interesting, effusive.

M. Arnel, Hotelier

Age 48

Arnel operates a run-down hotel; he spies on his guests, steals their belongings, and deals in pornography and rotgut booze. Calling him a rat or a weasel is an insult to rodents or *mustelidae* – he's slime.

He's human slime, though. He's one of the few people in Saint-Cerneuf who's aware of the supernatural, but isn't awed by it. Lionel Malo stayed at the hotel briefly in 1938 (see page 187), and while he was hiding there, the cult attacked. Arnel shot one of the fauns, and that gave Malo a chance to escape. Ever since then, the cult has hated Arnel. He cannot leave without drawing the Attention of the God, and the cult have tried to murder him or burn down the hotel on several occasions. He's a man under siege.

First Impressions: Ugly, unctuous, miserly.

Personal Details: Arnel's notorious in town. No-one has a kind word to say about him other than old Falon, and that's because Arnel will serve Falon drink when no-one else will.

Secrets and Goals: Arnel's determined to survive the cult's enmity. He's not a proud man, or a brave one, but he knows there are monsters and that monsters must be killed.

Playing Arnel: Eye up the investigators like they're slabs of meat; scratch the palms of your hands; speak in whispers.

Gisele Layon, Shopkeeper

Age 44

Gisele Layon runs the general store in Saint-Cerneuf (see page 153); her husband's name is above the door, but





she's always the one behind the counter. Gisele's the village gossip, and considers herself to be the belle of Saint-Cerneuf; she has expensive taste in clothes. Since the war and the advent of rationing, the store's fallen on hard times, and now sells second-hand merchandise and junk in addition to its usual stock. This second-hand merchandise includes stolen goods (she fences things for Giscard Bressan and Jean Leandres) and things taken from the sacrifices.

Sacrifices, you ask? While Gisele is not a member of the cult, her husband Jacques is. She knows not to ask too many questions about where he goes at night, or the sounds that come from the slaughterhouse. If forced to acknowledge the fact that her husband imprisons and murders people several times a year, she would rationalise it by saying that he only takes bad people – criminals, vagrants, gypsies, and now German soldiers.

First Impressions: Fashionably dressed, never stops talking, sharp-tongued.

Personal Details: Gisele's obsessed with her status in town. She tears down anyone who might challenge her, and guards her place on the town council jealously.

Secrets and Goals: Gisele's terrified of her husband Jacques.

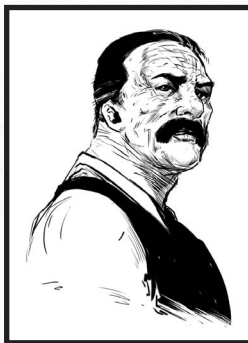
Playing Gisele: Always get the last word, preen, look down on others. Hide your fear with arrogance.

Jacques Layon, Butcher

Age 46

Jacques Layon is another lifelong member of the cult. His special talent is the procurement of sacrifices to draw the Attention of the God. He is an experienced woodsman and trapper, and in the past has used these skills to stalk potential victims. He kidnaps his victims (often with the aid of other cult members, or the fauns) and keeps them in an outbuilding on his farm until it is time to offer them up.

First Impressions: Big, laconic man; leathery tanned skin, testament to a lifetime of hard work outdoors.



Personal Details: Jacques is a strange match for his wife Gisele; she likes to be the centre of attention in what passes for high society in Saint-Cerneuf, but Jacques never leaves his farm and only associates with a select coterie of people.

Secrets and Goals: Jacques is a cultist; if the characters cross the cult, he'll try to pick them off one by one.

Playing Jacques: Say little. Purse your lips, stroke your chin, and think about the best way to cut the throat of whoever you're talking to.

STR 16 CON 14 SIZ 15 INT 13 POW 12
DEX 10 APP 10 EDU 11 SAN 0 HP 15

Damage Bonus: +1D4

Weapons: Grapple 70%, damage special
Shotgun 65%, damage 4D6/2D6/1D6
Butcher's Cleaver 70%, damage 1D6+DB

Skills: Cut Meat In An Intimidating Way 70%, Conceal 60%, Fast Talk 50%, Hide 70%, Natural History 60%, Occult 50%, Sneak 80%, Track 60%.

Falon Ferrand, Town Drunk

Age 68

Falon Ferrand lives with his grand-nephew Leon. The old man drinks to forget the things he saw in the wood when he was a younger man. Most townsfolk see him as a contemptible if harmless figure of fun – getting stuck in a conversation with Falon means wasting several hours listening to his incoherent ramblings about people who've been dead for decades, events that happened long ago, and wild hints about things lurking in the wood.

First Impressions: Crazy old drunk who stinks like a goat.

Personal Details: Falon lives with Leon Ferrand. His grand-nephew has no love for Falon, and only takes care out of him out of a sense of obligation.

Secrets and Goals: Falon knows more than he lets on. He knows where the cult temple is in the caves, and that the cult know how to navigate the wood. However, he'll only help the players characters if they win his trust, and to do that, they need to protect his grand-nephew. Or else just get him drunk.

Playing Falon: Wobble, ramble, run away from making any sort of point. Think Zadok Allen from The Shadow Over Innsmouth.

FALON'S TALE

A Monologue in Interminable Parts, For One Keeper and Any Number of Patient Players

It's in the wood, see, see and you're dead, poof, like a sparrow and hairy-legged devils sing you dead from it, see, I know, I know, friends gone, more than one gone like that, or gone down into the earth, down to where the hungry ones feeds on 'em, I'd show you where if I dared, but no-one dares, no, they're watching and if they're watching that means someone'll see, see like an anvil. It's in the wood. It's always in the wood, where the growing stops. You can't trust the paths, they wind, clocks don't need winding there though, no, but they know the way, them and the hairy-legged devils they become. It's all written down, written on the bones of the world. Follow the circles, stone to stone to stone, there's a path that doesn't stop, but I don't know if it can see you there. It can see me here. It saw me. It saw me. I won't let it see me again (repeat ad nauseam)

Raimond Decharette, Magnate

Age 61

Raimond's father reopened the copper mine and revolutionised the town's economy; the Decharettes are the local royalty, reigning over Saint-Cerneuf from the drawing room of their manor house. Raimond Decharette grew up in Saint-Cerneuf, but was always aware that he was an outsider. Even marrying a woman whose family had deep roots here did not alleviate this feeling of disconnection.

His wife, Maria, vanished in early March in 1925, leaving behind her two children. Raimond never remarried, but threw his energies into the running of the mine, the education of his children, and – following a number of curious incidents – looking into the strange history of the town and the forest. By 1935, he was convinced that his wife was still alive, but was somehow trapped in the forest. He tried to learn more, but the cult threatened him and his children, forcing him to stop his investigations.

If anyone asks, now, he claims that his interest in the town's history is no more than academic, and that his belief that his wife was still alive ten years after she vanished was a brief spate of mental weakness brought on by overwork. Lionel Malo visited him in 1938 (see page 187).



First Impressions: Urbane, wealthy, generous.

Personal Details: His wife vanished in 1925, and is presumed dead. His politics are a mystery – he expressed admiration for the fascists before the war, but has called the requisitioning of the mine's production for the war effort to be 'outright banditry'. He's very generous, and donates considerable sums to charities and civic works.

Secrets and Goals: If the characters befriend Raimond, he admits that he still believes his wife is alive. Maria was involved in some sort of pagan religion. He's seen her several times since she vanished – a pale figure staring at the mansion from the edge of the woods. He's sure those weren't hallucinations.

Playing Raimond: Speak with excellent diction. Be commanding. Have a glass of cognac in your hand.

Associated With: Claude Decharette, Reni Decharette, Mayor Leclerche

Claude Decharette, Administrator

Age 23

Claude is his father's beloved son. His mother vanished when he was six, so Claude and his father became very close. Today, the studious, quiet young man runs the family business of the copper mine. He rarely visits Saint-Cerneuf; before the war, Claude preferred the sophistication of Bordeaux or Toulouse to the rustic charms of the village.

There is one important secret that Claude has so far managed to conceal from his father – Claude is gay. He



and Loius Valoir are lovers. His sister Reni knows, but so far the strange fey girl has not spoken of it to anyone.

First Impressions: Very much his father's son; diligent, intelligent, cultured.

Personal Details: Claude runs the mine, but only grudgingly. He *hates* the fascists, and you suspect that the only reason he did not volunteer for the army was his father's influence.

Secrets and Goals: Claude is in a relationship with Loius Valoir. He craves his father's acceptance and approval, but suspects Raimond will never give it, as Claude is the only child he really considers to be his.

Playing Claude: Appear slightly distracted, get nervously angry when discussing the Nazis.

Reni Decharette, Heiress

Age 18

Reni's mother vanished when she was two. She never knew her mother. Then again, she never knew her father either.



Reni's half-human. The cult arranged for a faun to sire her on her mother Maria, to ensure her loyalty before the God called her. While Raimond Decharette raised her as his own daughter, he could tell on some subconscious level that she was not his. She belongs to the God in the Wood, body and soul. Reni has grown into an eerily beautiful young woman. She wanders without fear through the woods near the mansion. She is not a member of the cult, but they know she will join them one day. The cult intend

THE SAINT-CERNEUF HORROR

Optionally, the Keeper may expand Reni's role in the campaign. As written, she is a spooky background element and a potential source of mystic clues through her dreams and visions, or a cultist in waiting to betray the characters if they rely too much on the patronage of the Decharettes. However, her half-human nature can be the catalyst for a retelling of *The Dunwich Horror* (or, more aptly, *The Great God Pan*). Reni may become progressively more powerful and inhuman, and become able to channel the power of her real father, the God in the Wood. Left unchecked, she becomes a way for the God to escape its timeless state and emerge from the wood into our reality.

This plotline begins with Reni dreaming of the cult temple. She tells this dream to Jean Leandres, who recognises the area she describes. He tries to sneak into the Toulon orchard, is captured by Michel Toulon and imprisoned at the Layon farm. Adele Leandres then asks the investigators to look for her missing son, kicking off the investigation.

Reni then follows the investigators to the temple, where she transforms into the Saint-Cerneuf Horror for the first time a thing of writhing tentacles that warps space and time around itself. The Horror is virtually invincible, but Reni is still vulnerable in her mortal form. Initially, her transformations into the horror are involuntary, but as her power grows, she gains more control over her changes. To stop the horror, the investigators must kill the girl when she is in her human form, or else convince her to leave the mortal world and remain forever in the timeless forest.

STR 30 CON 20 SIZ 20 INT 17 POW 17
DEX 17 Move 12

DAMAGE BONUS: +2D6

WEAPONS: Warp Space and Time 100%, damage 1D6+DB, ignores armour

ARMOUR: None, but cannot be harmed by physical weapons; enchanted weapons do minimum damage.

SKILLS: Sing the Music of the God 100%

for Reni to inherit the Decharette mine and fortune some day, restoring control of the village to them just as it was in the days of the monastery.

First Impressions: Absolutely stunningly beautiful girl. She could be a movie star.

Personal Details: Reni's a very strange young woman. Sometimes, she seems quite normal; at other times, a strange fey mood takes her, and she wanders off into the forest.

Secrets and Goals: Reni knows that Raimond is not her real father. She's beginning to suspect that she is not human, and now desires to find out what she is. The Wood calls her, just as it called her mother. She has a secret friendship with Jean Leandres.

Playing Reni: Demand to be the centre of attention; listen to music that no-one else can hear.

STR 12 CON 15 SIZ 9 INT 17 POW 17
DEX 17 APP 18 EDU 16 SAN 50 HP 12

Damage Bonus: +0

Weapons: Fist/Punch 25%, damage 1D3

Skills: Art 30%, Hide 60%, Sneak 50%, Strange Dreams 70%, Ride 40%

Jean Leandres, Troublemaker

Age 15

Jean's the son of the village librarian, Maria Leandres. He's a young tearaway and troublemaker. He tried to run away to join the army in '39; before that, he tried running away to sea. With the advent of the curfew and restrictions on travel, he's stuck in Saint-Cerneuf. He's a petty thief; when he can, he harasses the occupying forces by stealing from them or throwing stones at them (when he's not selling black-market cigarettes and wine to them). Giscard Bressan is a Fagin to Jean's Oliver, using the youth as a courier and accomplice.

Giscard has suggested bringing Jean into the partisan group, but Helena Martin vetoed that suggestion, as she feels the boy cannot be trusted.

First Impressions: Arrogant, irritating little snot.

Personal Details: Jean's the son of the librarian. He's the village troublemaker, a little teenage rebel.

Secrets and Goals: Jean's in love with Reni Decharette.

Playing Jean: Argue, sullenly refuse to answer questions, never look anyone in the eye.

Louis Valoir, Clerk

Age 25

Louis is the younger brother of Helena Martin (see page 162), which makes him an ally of the partisans. He works for the Decharette family as the mine's administrator and accountant, a role he performs admirably well.

First Impressions: Handsome young man; he looks more like a Romantic poet than a mine accountant.

Personal Details: Louis is the younger brother of Helena Martin, although the age different between them means that she is more like his adoptive mother than big sister. He is close to Claude Decharette. He's an outspoken critic of the fascists.

Secrets and Goals: Louis is gay and is in a relationship with Claude. Homosexuality is not illegal in France, but is frowned upon, especially in a relatively conservative rural area like Saint-Cerneuf. It is, however, illegal in the occupied zone, and the fascist puppet government in Vichy will try to criminalise homosexual acts in 1942.

Playing Louis: Be calm and collected; detached, cynical and laconic. Make a joke of everything – except the Nazis.

Emilie Regnier, Waitress

Age 20

Emilie is the waitress in the village café. She moved to Saint-Cerneuf four years ago, and quickly became a fixture in the village. She knows everyone, but unlike gossips like Gisele Layon (see page 166), Emilie knows the value of discretion.



Emilie may attempt to recruit the investigators as pawns, by telling them of her troubles with Jourdan without mentioning her secret protector, Prill.

First Impressions: Intelligent, personable young woman.



Personal Details: Emilie was involved with Henri Jourdan, one of the local gendarmes. As Jourdan is closely tied to the occupying forces, this makes Emilie a collaborator in the eyes of many locals.

Secrets and Goals: Emilie met Walther Prill through Jourdan, and is now in a relationship with him. She hides this from most of the people in Saint-Cerneuf. Through her connections with the German, she can obtain items and supplies not normally available. She became involved with Prill mainly as protection against Jourdan, who is obsessed with her.

Playing Emilie: You have a talent for survival and deception. Make everyone your friend. Smile, joke, laugh – but ensure that you always win in any situation.

Henri Jourdan, Gendarme

Age 37

Nervously energetic Jourdan is the effective head of the police department in Saint-Cerneuf (his immediate superior is an old man who spends the days snoozing in his office). Jourdan was an admirer of the strength and discipline of the fascists, although this admiration dimmed after one of the occupying officers ‘stole’ Emilie Regnier from him. He is still obsessed with the waitress, but his fear of Walther Prill – and, more importantly, Lucht – means he no longer tries to force her to spend time with him.

Jourdan despises the partisans and is eager to identify and arrest them. Fortunately for the investigators, his rivalry with Lucht means the French and German authorities do not co-operate on this hunt.

First Impressions: Owlsh, twitchy, bitter.

Personal Details: Jourdan grew up in this area, but never fit in. He was involved with Emilie Regnier, but this relationship ended some weeks ago.

Secrets and Goals: Make Emilie love him. Make everyone respect him. Make his enemies suffer. Jourdan is that most dangerous thing – a policeman who is not corrupt, but has lost all sense of justice or truth, who abuses his position because he believes he is right.

Playing Jourdan: Scribble notes about everything you see. Stare for slightly too long, then remember to blink. Always remember that you are the hero of this story.

Father Beaumarais, Village Priest

Age 55

Fr. Beaumarais suffers from nervous exhaustion. He was reassigned to this parish some years ago in the hopes that country air and the quiet pace of life would allow him to heal – and would wash away the questionable reputation of the previous incumbent, Fr. Milo. The shadow of Fr. Milo (see page 158) hangs over this parish, and Beaumarais is tired of fielding questions about the former priest’s fabled treasure.



First Impressions: Mouse-like, twitchy, stammers.

Personal Details: Some priests have a deep and abiding faith in the existence and goodness of God. They radiate spiritual calm. Fr. Beaumarais does not; he has the ashen pallor and tired eyes of a man who spends long sleepless nights wrestling with his own doubts. Despite his own spiritual uncertainty, he does his best to care for the people of Saint-Cerneuf. Where Mayor Leclerche is silent, Beaumarais champions the ordinary people.

Secrets and Goals: Secretly, Beaumarais is in contact with other Catholics in the occupied zone, and has helped smuggle certain people that the occupying Nazis deem subhuman – Jews, mostly – across the border and into neutral Spain or access the channel to England. Beaumarais uses Fr. Milo’s Folly (see page 158) as a hiding place for the refugees.

Playing Beaumarais: Be jittery. Stammer. Play with your crucifix, nervously.

Michel Toulon, Landowner

Age 47

Michel Toulon is the father of Pierre and brother of Albert Toulon; he is the leader of the cult in the village. His orchards surround the entrance to the caves that leads to the hidden cult temple. Michel comes across as a quiet, unassuming man, but he is dedicated to the cult of the God in the Wood. He believes that serving the cult is his moral duty – the God must be kept asleep, and any act, no matter how cruel or depraved, is justified by that holy purpose. He despairs that his son Pierre lacks the respectful terror of the God that drives Michel.

First Impressions: What a dull little man. He spends all his days tending his apple trees, and lets the world pass him by. He seems more interested in the patterns made by falling apples than in the state of nations and the progress of the war.

Personal Details: Michel is Pierre's father; Pierre speaks of him with a respect bordering on dread. In fact, everyone who knows Michel seems impressed or fearful of him.

Secrets and Goals: Michel saves the world every year, or so he believes. Through suffering and sacrifice – admittedly, the suffering and sacrifice of others – he ensures that the God stays in the Wood and does not emerge. He is not, by his lights, an evil man or a proud man, just a man who does what must be done so the world keeps turning.

Playing Michel Toulon: Be quiet, respectful – and ready to do anything. In any interaction, think about how you would kill the person you are talking to, or how you would abduct them, lock them in a cellar, carve symbols into their flesh and then sacrifice them to infinite agony at the hands of the living God.

STR 12 DEX 10 SIZ 11 INT 17 POW 18
DEX 13 APP 12 EDU 13 SAN 0 HP 11

Damage Bonus: +0

Weapons: Fist/Punch 50%, damage 1D3 + DB

Magic Dagger 70%, damage 1D4 + DB + anyone wounded by the dagger loses 1 point of CON per day for the next 3D6 days or until the curse is lifted by breaking the dagger

Skills: Cthulhu Mythos 40%, Hide 50%, Occult 60%, Sneak 70%, Spot Hidden 70%, Track 50%

Spells: Cause Panic, Contact God in the Wood, Call Faun, Voorish Sign, Wrack, Alter Weather, Mark of the God, Magic of the God, Enchant Pipes, Summon/Bind Servitor of the Outer Gods

Doctor Saul Malik, Communist Contact

Age 45

Avuncular, witty, always with his black bag in hand, Dr. Malik is a general practitioner and highly respected doctor in the region. He's also, secretly, a member of the Communist International. He recruited Leon Ferrand in university. He is an intellectual and a philosopher as well as a doctor, and is exceedingly well read on many topics, including the occult.



First Impressions: He's not a parochial village doctor – you could see a man like this having a practice on Harley Street in London.

Personal Details: As Malik is one of the few people who can drive around the countryside after curfew, he has an excellent understanding of the local military situation. He could be a valuable asset if recruited.

Secrets and Goals: Malik is dedicated to the Communist cause. He is the head of the local cell; there are other men like Ferrand in this area, and Malik assigns them missions and tasks as requested by Moscow. He has a radio set hidden in the home of one of his patients, a senile old woman who requires regular treatments.

The swift fall of France shook Malik, and he fears that all of Europe will fall to the fascist yoke, and the egalitarian dream of Marx will be extinguished. Communism needs all the help it can find – even, possibly, the occult. Marx made it clear that there is no such thing as the supernatural, so anything that foolish people describe as 'magic' is simply a form of science as yet undiscovered by humanity – and such new science could be used against the fascists.

OCCUPYING FORCES

The Nazi forces are actually one of the lesser threats that the investigators face in this campaign. Of the three Nazi leaders, only Walther Priss knows anything about the Cthulhu Mythos. Use them as a reactive element in the campaign if the investigators or the partisans draw attention to themselves, bring one of the Nazis 'on-stage'. Priss reacts to occult events; Lucht to military threats.

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LGMOS KFODW
EDS VOFAT



Playing Dr. Malik: Be a teacher and an educator; help people understand the world and see the truth. Never give up trying to better the lot of humanity.

STR 10 CON 12 SIZ 13 INT 16 POW 10
DEX 12 APP 14 EDU 18 SAN 99 HP 10

Damage Bonus: +0

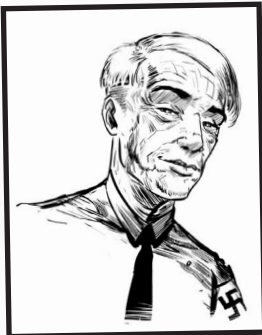
Weapons: Fist/Punch 30%, damage 1D3+DB
Pistol 65%, damage 1D8

Skills: Accounting 30%, Chemistry 60%, Credit Rating 55%, Drive (Auto) 50%, First Aid 60%, Medicine 70%, Occult 40%, Persuade 60%, Photography 65%.

Oberstleutnant Rupert Klier

Age 43

Rupert Klier commands the occupying forces in the region that includes Saint-Cerneuf. He is a career German officer; he signed up in the Great War, and made his way up through the ranks. He is a member of the Nazi Party, although he is by no means a fanatic or a convert.



He admires English culture, especially English literature; he is an eager reader of fantastic and weird fiction. He's also something of a gourmand – he keeps himself in shape through rigorous exercises to compensate for his indulgence in the best food France has to offer. Klier's goals are to ensure the continued flow of copper from the Decharette mine and to keep order in the district. He expects a counterstrike from across the Channel, and looks forward to matching wits against the English – assuming they do not do the reasonable thing, and join with the Reich in an Aryan empire that will last forever.

Playing Klier: Appear reasonable and genial. In fact, be reasonable and genial – until circumstances force you to reveal the iron will beneath.

STR 12 CON 11 SIZ 13 INT 15 POW 14
DEX 11 APP 13 EDU 16 SAN 60 HP 12

Damage Bonus: +0

Weapons: Fist/Punch 40%, damage 1D3
Luger 60%, damage 1D8

Skills: Anthropology 40%, Art (Cooking) 50%, Command Army 65%, Credit Rating 60%, History 60%, Indulge Sinister Hobby 65%, Law 40%, Navigate 60%, Spot Hidden 60%

Untersturmfuhrer Walther Prill

Age 40

Prill was a member of the Ahnenerbe – an organisation dedicated to reaching 'Nordic' history and the occult – before it was incorporated into the Nazi Waffen-SS. Prill took to his new paramilitary role with glee. He had always been obsessed with the secret world, with buried treasures and hidden places. Now, he has the manpower and funding to indulge his obsessions. Prill's official purpose here is to locate 'undesirables' in the region and resettle them elsewhere; in practise, he leaves this to his subordinates while he tramps around archaeological sites and libraries.

Playing Prill: You're like a monstrous child – full of jolly enthusiasm for graveyards, secret passages, old books, and ethnic cleansing.

STR 11 CON 12 SIZ 11 INT 16 POW 14
DEX 10 APP 13 EDU 16 SAN 60 HP 11

Damage Bonus: +1D4

Weapons: Fist/Punch 40%, damage 1D3+DB

Skills: Archaeology 60%, Astronomy 40%, History 60%, Nazi Science 70%, Occult 70%, Spot Hidden 50%

Kriminalkomissar Wolfhelm Lucht

Age 37

As local Gestapo commander, Lucht's duty is to hunt down any criminals, saboteurs or foreign agents in the district. He was an infantry officer until an exploding shell left him scarred, deaf and blind in one eye; he refused to be invalided back to Germany, and instead was reassigned to the secret police. He wears



an electrical hearing aid on his chest, although the device is temperamental and needs to be retuned regularly.

Lucht believes he survived that shell for a purpose; his broken body and soul belong to the Fuhrer and the Reich. Despite his injuries, he only sleeps four hours a

night and spends every waking moment reading reports, interviewing suspects, and hunting for enemies of the state. He has eradicated any partisans north of the border, and now turns his attention to Saint-Cerneuf.

Playing Lucht: There's nothing left in you except your duty. Limp, stare, use your hearing aid as a sinister prop.

STR 11 CON 9 SIZ 14 INT 17 POW 15
DEX 11 APP 4 EDU 16 SAN 50 HP 11

Damage Bonus: +0

Weapons: Luger 80%, damage 1D8

Skills: Bargain 40%, Fast Talk 50%, Listen 60%, Interrogate Suspect 70%, Persuade 40%, "Persuade" 80%, Sneak 60%, Spot Hidden 80%, Psychology 65%

SIX SINISTER GESTAPO OFFICERS

	STR	CON	SIZ	DEX	POW	HP
#1	15	14	14	8	11	14
#2	14	10	10	11	15	10
#3	14	13	13	12	13	13
#4	12	14	14	13	10	14
#5	13	11	13	15	14	12
#6	10	15	15	11	11	15

WEAPONS: Walther PPK 50%, damage 1D10
Submachine gun 60%, damage 1D8, burst fire

THE WHORL OF THE WOOD

The God that dwells in the wood has no name of its own. Men have called it Pan, called it Sylvanus or Taranis. Others name it Azathoth, or whisper that it is some child or aspect or avatar of the howling nuclear chaos. It needs no name; it simply is, in a way that the petty crawling things of base matter that try to name the God can never be. It exists outside space and time, in an eternity at the heart of the forest. Einstein, Laplace and Schwarzschild fumbled towards an understanding of the God when they wrote of singularities and black holes, but they never imagined how terrible it would be if such a thing possessed the capacity for attention and malice.

The God came down from the stars when the world was young. It descended into some primordial forest. Perhaps dinosaurs witnessed its coming. It warped the forest around itself, pulling the surrounding terrain into its timeless space.

To imagine this, draw two concentric circles. Subdivide the gap between them into two segments. Draw another circle encompassing them both, and divide the gap between that and the second circle into four segments. Another circle, eight segments, then sixteen, then thirty-two, sixty-four... Now do this infinitely. Each of the segments of your nth circle corresponds to an instant of our space-time. There's a segment for every point in our universe at every moment of time.

When you step into the wood, you move closer to that innermost circle. The number of segments – the 'size' of space/time within reach – dwindles as you approach the ultimate horror.

Woe betide those that the God – in its blind, incomprehensible, way – chooses to favour with its attention. The gaze of a living god is a terrible thing. It can draw you into the forest, where you wander for eternity, or pull you to pieces with the force of a trillion gravities.

THE GOD REVEALED

Those unlucky enough to behold the God describe it as...

... as a dark-eyed youth, beautiful of countenance, like some Roman god of the forest

... a huge squat thing with the face of a toad and the limbs of a gorilla, its fur matted with some unspeakable oily black secretions, its nostrils flaring as it sniffs the air

... a seething mass of horrors – not flesh, not plant matter, but something in between.

What unites all descriptions, though, is the sensation of terror. Our brains possess the capability for acknowledging and worshipping the divine, and also retain the proto-mammalian instincts that drove our remote ancestors to flee and hide from larger, stronger predators. The god engenders a panic so all-consuming, so ghastly that those who experience it are left witless and broken.



Those who survived their encounter are those who were ignored by the God. The full weight of the God's attention is invariably – and eternally – lethal. Should the God cast its gaze upon you when you are in its presence, you are not only crushed and torn apart, you are always being crushed and torn apart, as there is very little time close to the God. A halo of agonised, ruined forms orbits the God in its grove.

Sometimes, the God's attention wanders outside the forest. The fragile world outside the wood cannot endure its gaze for long. The earth quakes, rocks shatter, living things perish in the hurricane of its mindfulness.

THE CULT OF THE GOD

The god does not need or accept worship. It is indifferent to humanity. Nonetheless, a cult grew up around the God and the Wood thousands of years ago. Those who knelt before the God learned ways to please it, and learned to deflect its attention so that it turned its gaze inwards once again. They mapped the spiral paths that led through the forest, so they could stand close to the presence of the god without getting lost forever in the wood. They discovered that the God's attention was drawn by transitions from one state to another – after all, the God

is timeless and unchanging. Death, therefore, attracted its gaze. By sacrificing victims in the forest, the cult was able to keep the God quiescent for centuries.

Do they venerate the God or merely placate it? The answer to that question varied over the generations. Even the most devoted worshipper of the God recognised that it was an idiot thing, blindly tearing apart our world in idle malice. At the same time, even one who saw the God as a monster to be kept imprisoned and distracted could not wholly deny its divine glory.

The cult built a temple in a cave network near the forest. Here, they carved maps of the secret ways through the wood, and made contact with the God's servitor race, the fauns.

The Roman invasion destroyed the original incarnation of the cult. Most of the cultists were slain, and the survivors were driven into the forest, where some of them still dwell, albeit changed and warped by their sojourn in the timeless woods. Deprived of its sacrifices, the God in the Wood grew restless, and began to stir. The Abbot of the monastery of Saint-Cerneuf discovered the original stronghold of the cult and learned how to enter the inner woodlands. He reinstated the practice of sacrifices, and

THE GOD'S ATTENTION

The God's attention twists physics, tearing the physical world apart. The longer it lingers on a particular place, the more destruction it wreaks.

1ST INTENSITY: Buzzing in your ears; objects vibrate. Glass cracks. Extremely flammable or volatile substances catch fire. Everyone feels pummelled and pushed, suffering one point of damage per round and losing 1 SAN.

2ND INTENSITY: Walls creak, plaster cracks. Light objects start floating through the air. Any skill checks within the Attention suffer a -10% penalty. Everyone takes 1D3 points of damage per round, and loses 1D3 SAN.

3RD INTENSITY: The pressure becomes extremely painful. Fragile objects break; fragments float through the air as gravity now extends in random directions. Loaded firearms go off

spontaneously (characters holding a gun may try to aim before the gun fires, but the shot is Difficult. Unstable chemicals explode. Any skill checks made within the Attention suffers a -20% penalty. Everyone takes 1D6 points of damage per round, and loses 1D6 SAN.

4TH INTENSITY: The pressure becomes agonising. Most buildings collapse in on themselves or explode. Normally inert substances like water may now catch fire. Time and space fold on each other, warping distance and duration. Any skill checks suffer a -40% penalty. Everyone takes 1D10 points of damage per round and loses 1D10 SAN.

5TH INTENSITY: The pressure is lethal. Anyone and anything within the area of attention is destroyed.

in time the abbey became the new centre of cult activity. With the destruction of the abbey in 1789, the cult went underground. Fortunately for the world, this corresponded with a period of quietude on the part of the deity. The cult became a family tradition, a secret duty passed down from parent to child. They continued to carry out the sacrifices and rites needed to placate the God in the Wood.

The cult leaders are effectively immortal. They walk the spiral paths in the forest, where time runs more slowly. There are places where the paths run close to the edge of the wood, where different times touch. Some members of the cult have, from their perspective, spent only a few weeks walking in the woods, while many long centuries passed outside.

Today, the active membership of the cult consists of:

Abbot Chretien: A former abbot of the monastery of Saint-Cerneuf, Chretien is more than five hundred years old. He began his pilgrimage to the God when the monastery was destroyed. For a cultist, Chretien is a relatively sympathetic figure – he believes the cult's

purpose is ultimately beneficial to humanity, and that any sacrifices made or evil deeds performed in the cult's name are therefore justified. Better that the cult use innocent victims to hold the God's attention than the God's eye wander and wreak destruction over the whole world. He has begun the transformation into a faun.

Chretien's role in the cult is father-confessor and judge. He resolves disputes, and deals with threats to the cult.

STR 15 CON 16 SIZ 14 INT 16 POW 18
DEX 14 APP 9 EDU 13 SAN 0 HP 15

Damage Bonus: +1D4

Weapons: IronShod Staff 70%, damage 1D8 + damage bonus
Skills: Astronomy 60%, Cthulhu Mythos 50%, Dodge 70%, Hide 80%, History 80%, Listen 65%, Natural History 80%, Occult 80%, Own Language (Latin) 70%, Sneak 80%, Track 65%.

Spells: Cause Panic, Contact God in the Wood, Call Faun, Voorish Sign, Wrack, Alter Weather, Mark of the God, Magic of the God, Enchant Pipes, Summon/Bind Servitor of the Outer Gods, Wither Limb, Summon/Bind Byakhee, Brew Space Mead, Elder Sign, Flesh Ward, Avert Attention



Maria Decharette: The wife of Raimond Decharette; mother to Claude and Reni. She grew up in Saint-Cerneuf, and was a member of the cult her whole life. The cult arranged for her marriage to Raimond so they could keep watch on the new landowners. To ensure her loyalty and her silence, they gave her daughter from the woods – Reni is not Raimond’s daughter, but was born of a secret union between Reni and an elder faun.

Maria was called to the Wood by the God; sometimes, the God takes an unusual interest in a mortal, and that mortal must then enter the wood or the God’s growing attention would shatter the world around them. Maria lingers on the edge of the wood, spying on her former family from the eaves of the forest.

Within the cult, Maria serves as the intermediary with the fauns. She can call them out of the deep wood more easily than the other cultists. She tries to protect her former family and other innocents from the wrath of the more dangerous members of the cult.

STR 11 CON 10 SIZ 12 INT 13 POW 13
DEX 12 APP 13 EDU 14 SAN 20 HP 11

Damage Bonus: +0

Weapons: Fist/Punch 25%, damage 1D3

Skills: Disguise 60%, Hide 70%, Listen 80%, Sneak 90%.

Spells: Avert Attention, Call Faun, Contact God in the Wood, Music of the God, Voorish Sign.

The **Toulon Family** are the backbone of the cult in the current generation. **Michel Toulon** keeps the cult’s hidden temple safe and secure, while his brother **Albert** is the cult’s enforcer and guardian. His son **Pierre** was being groomed to replace Michel, but has proved less than reliable so far. See page 163 onwards for details on the Toulons. **Jacques Layon** (see page 167) is responsible for securing and providing sacrifices for the cult’s rites. The cult has at least one more agent in town – either someone who does not seem like a cultist, or a new recruit. Roll 1D6 to determine the identity of this cultist.

1. Mayor Leclerche
2. Lilane Castile
3. Emilie Regnier
4. Henri Jourdan
5. Reni Decharette
6. Gisele Layon

Other Cultists: The cult has more adherents among the local farmers and foresters. Not all of these members attend all the cult ceremonies, but they are loyal to the God. Assume the cult can call on at least another twenty people when needed – as well as an indeterminate number of fauns from the deep forest.

SERVANTS OF THE GOD

In addition to its human attendants, a race of degenerate quasi-humans worships the God. These beings are the root of the myth of fauns or satyrs. They are the remnants of people who became lost in the wood. They were driven mad by panic, and the power of the God flooded in to fill the void left in their minds by their departing sanity. The creatures resemble hairy, feral humans with jet-black eyes. Older fauns have curled horns on their foreheads.

The fauns can slip through space and time in the forest. They blink from place to place, like a record skipping its groove. They use this gift to sneak up on their victims, and to escape danger.

The fauns carry crudely carved pipes with them. They know the music of their God, and can play it to attract his dread Attention.



Incite Panic: The fauns share their God's ability to provoke panic. A character who fails a SAN check on seeing a faun is stricken by terror and tries to flee for 1D4 rounds, regardless of the amount of Sanity lost.

Calling the God: Playing pipes draws the God's attention. The faun must roll its Pan Pipes skill. If successful, the God's attention is attracted to that area. The attention rises by one level per round of successful playing; however, a failed check means the God's gaze moves away and the attention fades. The fauns are not immune to the effects of the God's attention, so playing for too long can be lethal.

FAUNS, Dancing Pipers in the Wood

Char.	Rolls	Avg.
STR	3D6	10-11
CON	3D6+6	16-17
SIZ	2D6+6	13
INT	2D6	7
POW	3D6+6	16-17
DEX	3D6+6	16-17

Damage Bonus: +0

Weapons: Frenzy of Teeth and Claws 70%, damage 1D6

Armour: 2-point hair and hide

Skills: Dodge 70%, Hide 70%, Listen 60%, Play Pipes 75%, Sneak 70%

Spells: Contact God in the Wood, Music of the God, Enchant Pipes

Sanity Loss: 0/1D6 Sanity Points to see a Faun

CULT GRIMOIRE

Mark of the God: This rite draws the God's Attention to a particular area or individual. To perform the ritual, the victim must be marked with blood in a prescribed rite. The victim's own blood does not have to be used, but waste not, want not. Completing the rite properly takes several minutes, although more experienced cultists can scrawl the mark in a single round. Truly adept casters, like Abbot Chretien, can even cast this spell from a distance as long as they have a magical link to their target like an item of clothing or of personal significance.

Those marked in this fashion become 'interesting' to the God. It now 'likes' to look at them, to pay Attention to them – and hence, to tear them apart on the atomic level with the weight of its gaze. The victim of this spell is subject to far more Attention than normal – they

experience 1st Intensity Attention several times a week, and up to 3rd Intensity regularly. This Attention grows if they move quickly, especially if they move towards or away from the God (as opposed to circling around it in an orbit).

If anyone uses the Pan Pipes of Attention spell near a Marked victim, the spell becomes Easy to perform.

Mark of the God costs 5 Magic Points and 1D6 SAN to cast.

Music of the God: By means of this spell, the caster activates a set of enchanted bone pipes and becomes able to play the music that attracts the Attention of the God. Casting the spell costs 6 Magic Points and 1D6 SAN. Once the spell is cast, the caster must immediately begin playing by making a *Difficult* Pan Pipes test. If the roll fails, the spell ends and any Intensity (probably) drops away. If the roll succeeds, the Intensity of the area around the caster rises by one.

Before a set of pipes can be used, they must be enchanted using the Enchant Pipes spell.

Avert Attention: This spell gives a limited amount of protection against the God's wrath. It absorbs damage equal to the caster's POW, but only damage inflicted by the God's Attention. Divert Attention costs 2 Magic Points and 1D4 SAN to cast.

Call Faun: The 'safe' version of this spell can only be cast on a moonlit night, when the fauns come close to the edge of the wood. To perform the spell, the caster must dance and sing and trace spirals in the earth. It costs 3 Magic Points and 1 SAN, and calls one or more fauns to the caster. The fauns are not necessarily well disposed to the caster, but are always somewhat curious. It usually takes several hours for the fauns to arrive.

The 'hasty' version of this spell costs 6 Magic Points and 1D4 SAN per faun summoned. The fauns race straight from the heart of the wood, arriving within a few minutes of the spell being cast.

These fauns are angry and malicious, furious at being called so imperiously from their merriment. They therefore attack anyone near the caster – and may also attack the caster if the initial slaughter does not sate their bloodlust.



Contact the God in the Wood: This spell establishes a psychic link between the caster and the God in the Wood. The spell can only be cast in or near the Abbot's Wood near Saint-Cerneuf. It requires the sacrifice of a point of POW, and the chance of success is half of POWx5. Subsequent attempts do not halve the chance of success, but are calculated based on the new, reduced POW. If the spell is successful, the God gives his attention at an Intensity of 1D3 to the caster.

Cause Panic: The spell causes the victim to feel unreasonably terrified. The caster spends two magic points per target; each target must then make a SAN check. On a success, the spell has no effect; if the SAN check fails, the target loses 1 SAN and runs in terror for 1D4 rounds.

Other Spells: In addition, the cult knows the following spells from the *Call of Cthulhu* rulebook: *Alter Weather*, *Enchant Pipes*, *Summon/Bind Servitor of the Outer Gods*, *Voorish Sign*, *Wrack*.

SECRET RITES OF THE CULT

The cult of the God knows several secret rites that have genuine magical power. Most importantly, they know how to attract and deflect the Attention of the God, and how to navigate the forest.

Sacrifices: If the Attention of the God in the Wood wanders it has terrible effects on the world. Its whim can rip mountains asunder, crack open faults in the earth, or even – it is said – pull the stars into new and ghastly configurations. The God must be kept quiescent at all costs. Since the first men came to this land, the cult has performed regular sacrifices to keep the God's Attention focused inwards, on the wood and on itself.

At least once a year (and more often, if the God stirs), the cultists bring a sacrificial victim to their secret temple in the caves. They mark the victim to draw the God's Attention (using Mark of the God), then tie the sacrifice to a sled made of blackthorn and briars. Finally, they call the fauns out of the wood. The beasts arrive in a wild and raucous cavalcade, laughing and leaping and playing their maddening music. The fauns grab the traces of the sled and pull it, faster and faster and faster, dragging the victim along the spiral paths that run deeper into the forest. The victim's screams as he or she hurtles through the trees on a headlong race towards eternal agony echo

across the land. Myths of this ghastly fate are preserved in tales of the Wild Hunt and in funeral customs across Europe.

As the victim bears the Mark of the God, this drags the God's Attention inwards, into the deep woods.

One sacrifice is always performed on Walpurgisnacht; more sacrifices are made as necessary.

The Spiral Paths: As described earlier, the Abbot's Wood does not obey the normal laws of space and time. Travellers in the wood may find themselves turned back on their path, or wander in the wood for weeks of subjective time, only to find that only a few days have passed outside, or spend only a few minutes in the wood, but then find that weeks have passed in the normal world. Through millennia of trial and error, the cult learned to map the flows of time within the wood. They know its paths.

Each path begins at a certain point on the edge of the wood. To rational minds, it may seem absurd that walking to the *left* of a particular oak tree make any difference as opposed to entering on the right of the tree, but this is not a rational forest. Go left, and you step on a path that may take you into the very heart of the forest, to the presence of the God itself. Go right, and you will not make it a hundred yards into the wood before you are turned back by impassable vegetation. Should two travellers enter together, one passing to the left and one to the right of the tree, then they would seem to travel together, but would suddenly lose sight of one another and be separated when their paths diverged.

Some paths run faster than others. The elders of the cult, for example, walk long slow spirals that take centuries of objective time to reach the heart of the wood. These paths even touch the edge of the forest every so often, so the elders can – at the right time – slip out of the wood. Should they fail to return, it would attract the God's Attention. Other paths are quick, but only go a certain distance into the wood.

For example, Abbot Chretien walked into the wood in 1798. From his perspective, he has only spent ten years walking in the forest. Every few days, his path touches the edge of the wood, and he can slip out to attend cult ceremonies. From the perspective of the cultists outside the wood, though, the abbot has been in the forest for centuries, and emerges once or twice a year at most.



Should a cultist need to consult with the Abbot when the elder is deep in the wood, then the cultist can take one of the shorter paths that cut through the forest. Where this path intersects with the abbot's long slow pilgrimage, the two can meet and talk, but the Abbot cannot follow the cultist out of the wood on the short path, nor the cultist follow the Abbot any deeper into the wood. They may be in the same physical location at that moment, but they must follow different paths when they leave.

Throughout the forest, the cultists created old raised small stone cairns – piles of ivy-covered stones, each marked with a unique glyph. These look like path markers, and they are, but you cannot just go from one

cairn to the next nearest. You need a map, and the maps are a closely guarded secret of the cult. The Abbot's path might go from the snake-glyph cairn to the owl-glyph to the wolf to the bear; the cultist's short cut might go right from snake to bear.

The maps of the forest are engraved on the stones of the cult's hidden temple (see page 159), and written down in the *Revelations of Saint Serenus* (see below); most of the cultists know a few of the paths by heart. The fauns know them all, of course, and maybe Remi Decharette sees them in her dreams. Without the secret of the paths, the investigators will never discover the fate of Lionel Malo.

THE REVELATIONS OF SAINT SERENUS

The monks of the Monastery wrote down the secrets of the cult in coded form. Anyone who glances at this book assumes it to be a Christian hagiography, describing the life and death of the possibly apocryphal Saint Serenus. Much of the book is taken up with descriptions of the Saint's gardens, and his visions before he was martyred.

At the back of the book are several curious illuminated drawings, depicting spiral paths. These show the paths through the forest between the stone cairns that allow the cult to traverse the woods. These illustrations are also the key to decoding the book – if you place the illuminated drawings over the right pages, and read only the words beneath the cairns, the secret rites of the cult are revealed. Decoding this requires a successful Cryptography check.

In concert with the spiral maps, it contains a description of the cult's sacrificial rituals. It also contains instructions on navigating the woods (see page 198).

Reading the book without deciphering it takes two weeks and gives no benefits.

Reading the book with the correct key: SAN loss 1D4/1D10; Cthulhu Mythos +6%; Average 4 weeks to study and comprehend; Spells *Mark of the God*, *Call Faun*, *Avert Attention*, *Enchant Pipes* and *Summon/Bind Servitor of the Outer Gods*.





THE GOD IN THE WOODS • CAMPAIGN •

This campaign brings the investigators into occupied France on a mission to set up a safe route for future spies. Secretly, Network N wants them to hunt for a missing correspondent who vanished in the area just before the war. The discovery of Lionel Malo's fate is the climax of this scenario; however, if the Keeper desire, the investigators can remain in Saint-Cerneuf and use the village as a home base for further missions. Alternatively, they can flee back to England afterwards.

TRACKING TIME

The God in the Wood begins in April of 1941. The characters parachute in on the night of the full moon, April 11th; the next full moon is the 11th of May.

Most events are not linked to any particular date (though some are), but the Keeper should still keep careful track of time. Unlike a regular *Call of Cthulhu* game, the characters' lives outside the investigation are just as important. The players need to complete both their espionage missions and investigate the God in the Wood.

PACING

This campaign is designed to unfold over two to three months of game time. Unlike a normal investigation, where the investigators can dedicate themselves full-time to pursuing clues, here the investigators must be circumspect. There will be long stretches of downtime, where the investigators have to wait until opportunities to arise. Players who try to push the investigation will draw unwanted attention. See the Operationing Undercover rules on page 116.

LIONEL MALO

Lionel Malo is a German occultist and dilettante. Up until three years ago, he was a correspondent of N's, a member of his information network. In 1938, Malo became interested in the Monastery of Saint-Cerneuf while digging through church records in Cahors, a nearby town. He travelled to Saint-Cerneuf, wrote two brief letters to N – then vanished.

Malo is still alive – in a manner of speaking. The investigators' task is to rescue him. Much of their investigation will involve retracing his final days. See page 187 for more on Malo's time in Saint-Cerneuf.

STR 11 CON 12 SIZ 14 INT 16 POW 14
DEX 12 APP 11 EDU 17 SAN 40 HP 13

Damage Bonus: +0

Weapons: None

Skills: Credit Rating 60%, Cthulhu Mythos 15%, Library Use 70%, Occult 60%, Meddle in Things Man Was Not Meant To Know 90%

THE BRIEFING

London, early 1941.

With the retreat from Dunkirk, all of Europe is under the Nazi yoke. Heeding Churchill's order to "set Europe ablaze", the Special Operations Executive begins plans to parachute agents behind enemy lines. Many challenges must be overcome to accomplish this goal. The first few hours and days after an agent lands in occupied territory are perhaps the most dangerous. Strangers – especially strangers who may be missing proper documentation, or unaware of common customs – easily fall under suspicion of being spies. SOE wants a place where they can drop agents safely, where the agents will have time to acclimatise and to prepare in the company of friendly allies.

The village of Saint-Cerneuf is – in the eyes of certain analysts, at least – an ideal solution. The village is isolated enough to have only a small garrison, but close enough



to key targets to make it worthwhile. The local partisans seem motivated and dependable. Most important of all, the fields near the wooded part of Saint-Cerneuf could be a good landing ground for parachutists.

The investigators receive orders to report to Wanborough Manor in Surrey. This stately home was requisitioned by the military and is now used as a training facility for SOE Section F (France) agents. The SOE intend to drop the characters into the fields outside the village of Saint-Cerneuf, where they will make contact with a group of French partisans – see Handout 1, Saint-Cerneuf. The staff mutter darkly about changed orders and confusion. Apparently, the initial team slated to go on the mission were reassigned unexpectedly, so the investigators need to be trained and prepared with great haste.

Play through this training period if you wish, introducing SOE instructors and agents who can be recurring NPCs. Alternatively, just describe the training period briefly, and give the players the handout explaining their mission.

A VISIT TO LONDON

Four days before they are due to depart for Saint-Cerneuf, a staff car arrives at Wanborough in the dead of night to whisk the characters back to London. The driver keeps the lights of the car off for most of the journey, weaving down twisty country roads at high speed in the darkness. They drive in silence through silent London streets with blacked-out windows until they arrive at Trafalgar Square – and N's office.

Upstairs, N briefs them on the occult aspect of the mission. Their task is to find out the fate of Lionel Malo, an antiquarian and occultist who vanished near Saint-Cerneuf in 1938. Malo was a friend of N's; he describes Malo as an "erudite German of good family; an epicure of the mind". He was an informant of Network N before the war, and provided N with valuable intelligence about several book collections as well as... other topics, best not discussed needlessly. Before his disappearance, Malo wrote about investigating the Abbot's Wood at Saint-Cerneuf.

N gives the characters a folder of copies (Handout 2), which consists of several letters written by Malo. He cautions the characters to destroy the folder once they are done with it.

They are to find Malo or, if he is dead, find proof of his death. They should also discover what truth, if any, lies behind the tales of the Abbot's Wood. They may contact him by radio for further instructions.

The car returns the characters to Wanborough after the brief meeting.

FINAL PREPARATIONS

The last few days at Wanborough pass in a whirlwind of preparation and planning. The characters are given clothing (purchased from refugees who recently crossed the Channel) and other accoutrements to suggest that they are former French soldiers, demobbed after the Armistice

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and now looking for work. They are also issued with equipment necessary to their role as spies – a radio set, codebooks, explosives and other tools, and pistols – with the instructions that these be hidden as soon as possible. If the investigators wish to obtain any special items of equipment, now is the time.

THE FIRST NIGHT

The investigators' first sight of France comes through the rain-splattered portholes of an RAF Hudson bomber. At least, they have to take the pilot's word that the darker patch of land out there is France. In the dim moonlight, it could be anywhere.

Then, up ahead, the investigators see lights in the darkness. Five blazing bonfires in the midst of pitch-dark nothingness. Those five fires should outline the edges of the landing field. The Hudson flies over the field, then turns. It's time to jump.

As the characters descend, the moon maliciously emerges from behind a cloud, throwing silver light over the countryside. The whine of the Hudson's engines changes as it accelerates, hoping to regain the safety of the heavens before it's spotted by any German observers on the ground. For their part, the characters can see the whole landscape traced below them in silver – the village, nestling in the folds of the valley.

The mine, with the roads leading away from it. The ruins of the monastery, rising like broken teeth out of a green field, and the hulking shape of the Decharette mansion. Most of all, though, they see the forest, serene and primal, a consuming darkness that surrounds them on four sides.

As per the standard rules for parachuting, each investigator must make a Dex x 9 check to exit the plane safely. Spot Hidden rolls let the characters see the smaller bobbing torches of the partisans on the ground.

Call for Luck rolls as the investigators descend. Anyone who receives a successful Luck roll falls within the field, and lands safely.

Those who fail to receive a successful Luck roll, though, find themselves drifting towards the trees. They feel suspended between earth and sky, trapped in a limbo. Should it take this long to descend? Are they held in place

by some impossible force? Shapes seem to move behind the clouds overhead, and unnatural fog cloaks the forest below.

The characters must then make Dex x 3 rolls, as well as a 0/ID4 SAN check. Failing the Dexterity check means the character takes 1D6 damage when he lands in a tree. Failing the SAN check means that overwhelming, irrational panic wells up within the character, causing him to plunge blindly through the woods in terror for several minutes. Roll 1D6 for each afflicted character; on a 1-3, they run back into the field. On a 4-5, they stay close to the edge of the forest and can easily be found by the other characters once they recover. On a 6, however, the panicked character runs deeper into the forest. See *Into The Woods*, page 198.

CONTACTING THE PARTISANS

The partisans lit the bonfires as guiding lights for the aeroplane. The wood hides the bonfires from prying eyes. They kick the fires out and extinguish them as soon as the plane leaves, then go searching for the investigators. Present are Jack Martin, Leon Ferrand, Albert Toulon, Pierre Toulon and Bertin Beliac, while Giscard Bressan watches for intruders or patrols.

Martin and most of the partisans know the password BIRCHWOOD, but if the characters meet Bertin Beliac, he cannot recall the identification phrase and just hollers for Martin that he's found them – a ghastly breach of operational security, but fortunately there's no-one around to hear. As soon as all the characters are together, the partisans lead them to the shed at the back of Jack Martin's farm where they can rest for the rest of the night. He tells them to stay there until nightfall the following day, while he makes sure that no-one saw the plane or the landing. Beliac stands guard over the characters, and refuses to answer any questions about Saint-Cerneuf or the partisans. Jack will tell them everything, he says.

COLD WELCOME

The next evening, Jack Martin invites the characters to dinner at the farmhouse. Present are Martin, his wife Helena, Beliac, and Helena's brother Loius Valoir. Roast chicken, fresh vegetables, good wine – it is as though the war was a million miles away. Martin explains the following:



- The next step is for the characters to reinforce their cover identities. The authorities check the most recent employer when doing routine background checks. So, the characters need to have an employment history in France.
- The biggest employer in Saint-Cerneuf is the Decharette copper mine, and they are hiring labourers. He suggests that the characters should get work there – or at least pretend to. Helene's brother Louis is the chief clerk at the mine. He can arrange for the false papers. One or two can stay and work on the farm, but too many labourers here would be suspicious.
- The characters should “arrive” in town over the next week, sign up at the mine, and set themselves up in Saint-Cerneuf. They can stay in the hotel, or find somewhere else to rent.
- Once the characters have established themselves and they are sure they are not under suspicion, they can get down to work.

Other likely events at dinner:

- If asked any questions about the partisans, Jack tries to deflect them or mutter something about everything being on a need-to-know basis. A character who matches Jack drink for drink (CON x 5 roll) or succeeds at a Persuade roll convinces the partisan to give a little more information about the other resistance fighters.
- Jack flirts with any female investigators.
- Leon Ferrand shows up at the farm half-way through the dinner. He and Jack have a brief argument at the door before Jack turns him away. Anyone who eavesdrops with Listen learns that Leon wanted to meet with the characters, and has a list of supplies that he wants the British to parachute into Saint-Cerneuf. Jack insists that now is not the time.
- After dinner, Beliac leads the characters back to the pig shed. A storm moved in while they were in the farmhouse, so they have to stumble across rain-drenched fields in the pitch darkness. Call for Spot Hidden checks – those who succeed glimpse shapes moving in the forest.

LIVING IN SAINT-CERNEUF

Over the next few days, Jack encourages the characters to leave their hiding place and move into the village itself. The characters should not move as a group, but should instead arrive in pairs or singly. He suggests they claim to be labourers or former French soldiers in search of work. Once established, they can go to the mine, get jobs there, and reinforce their covers in town. The longer the characters can avoid contact with the local authorities, the better – someone's certain to have heard the plane pass overhead when the characters parachuted in, so the authorities may be on watch for strangers.

Once the characters are established, they can either get orders from London (see *ANTIQUARIAN*) or start investigating the disappearance of Lionel Malo (see *Investigating Malo*).

QUESTIONS TO BE ANSWERED

The players need to decide:

- **Where are their characters staying?:** They can't all stay at the farmhouse, but the only hotel in town is the unprepossessing place operated by M. Arnel (see page 166). Do they rent rooms there, or try to find lodgings with local families? Do they risk staying with the other partisans? Alternatively, there's the empty house for rent on Rue des Bois (see page 155).
- **What about their equipment?:** Where are they hiding their weapons and other equipment? What about the radio set? The hotel has electricity, as does Jack Martin's house, but the empty house and the pig shed do not.

INFILTRATION

What's suspicious? Sneaking around, avoiding questions, asking odd questions, not knowing basic local trivia – the line between *Call of Cthulhu* investigator and incompetent spy is a thin one. The characters need to hide in plain sight in Saint-Cerneuf and establish themselves in the village before they can safely investigate.

Locals: Ask the players to describe how they make their way into town, and what their initial plans are. The hotel is an obvious place to start, as is the restaurant, the café or the church – anywhere that new visitors to the village



might reasonably go. Depending on how the players describe their characters' actions, call for Fast Talk or Disguise checks. On a success, the character avoids attracting any sort of attention from the ordinary locals. If the roll fails, then something about the character is 'off' – maybe he orders a coffee with cream, even though there isn't anything but black coffee for sale thanks to rationing. Maybe he says he got a lift into the village from a friend during the night, even though doctors are the only civilians allowed to drive after sunset. Or maybe the character just seems foreign. If the roll is a catastrophic failure, or the character compounds his error, then the local reports what he saw to the authorities.

Possible encounters:

- M. Arnel at the hotel has a simple policy. If the characters bribe him, then he doesn't ask questions. If they don't, then he writes down everything he sees and reports it to the police if there is anything out of the ordinary. He asks the characters if they wish to pay "a gratuity in advance" when checking in.
- Mdm. Barotte at the restaurant is in the middle of a rant about how one of her suppliers in a nearby village – a vintner named Resenac – was arrested on suspicion of sheltering partisans. How is she supposed to keep this restaurant open in the midst of all this rationing and turmoil when silly spies and policemen keep messing everything up? This leads to a discussion about spies between M. Barotte and the other barflies. The characters walk in on the middle of this discussion, which means their stories get scrutinised as if they were spies. "*Migrant workers*", scoffs one local, "*isn't that exactly what a spy would say, eh?*"
- At the café, Emilie Regnier (page 170) greets the characters warmly. As she talks to them, her would-be admirer Henri Jourdan (page 171) arrives, and throws his weight around to impress Emilie. He demands to see the characters' papers, threatens to arrest them for vagrancy if they have nowhere to stay and generally insults them. If the characters argue back, he even demands to inspect any baggage they have with them.

The Authorities: The characters are not obliged to register at the town hall as new residents, but if they do not do so, it raises questions if they are stopped by

the police. The clerk at the town hall, Castile, scowls suspiciously at them and examines their forged papers. Call for Luck rolls; on a success, she shrugs and notes down the characters' details, but takes no further action. On a failure, she becomes suspicious and says that she wants to hold onto their documents for 24 hours while she checks them thoroughly. A successful Fast Talk roll coupled with a good cover story convinces her not to bother. If he does take the documents and has a chance to examine them, then she will discover the characters' papers are forged. The PCs must somehow ensure that Castile never gets a chance to scrutinise the documents. If they fail to prevent this, then Castile reports them to German counter-intelligence across the border.

If the characters cause any trouble during their first days, then they will be visited by one of the police officers, and part of any investigation involves examination of their identity papers.

German troops: Saint-Cerneuf is in the French State, not the occupied zone, but it is close enough to the border to see plenty of German troops passing through. Usually, the troops come to escort shipments of copper ore from the mine, but they also visit Saint-Cerneuf to 'requisition' supplies. Under the terms of the French surrender, the French state is obliged to fund the occupation, so most of the countryside's agricultural and industrial output gets swallowed by the insatiable German war machine. Saint-Cerneuf is so close to the border and there is so much traffic that the normal crossing rules are ignored.

THE MINE

The Decharette copper mine outside town is the biggest employer in Saint-Cerneuf. Copper was mined from these hills for hundreds of years, and mining is a traditional occupation for some families. Their great-great-great grandparents worked for the monks, and now they work for the Decharettes, who are still seen as interlopers despite living in the town for almost a century.

The Decharette mine digs horizontally into the side of the hills, although deeper shafts delve far underground. The new entrance to the mine was dug in the 19th century; in other places, the work of previous generations of miners can be seen. The mine is almost exhausted, but the demand for copper for the war effort drives a last paroxysm of frantic activity. Without space for machinery or modern techniques, the mine works on brute force labour.



If the characters present themselves at the mine, then the foreman directs them to the office nearby. There, Loius Valoir takes the characters' details. He is careful not to admit that he recognises the characters, and shushes the characters if they say anything that might reveal their previous meetings. He treats them as just another group of labourers.

While Loius is busy filling out their details, Claude Decharette (see page 168) visits the office. He makes small talk with the characters while he waits for Loius to finish, asking where they came from, what previous experience they have in mining and so on. He also complains that the full production of the mine has been seized by the occupying forces, and that they pay only a fraction of the real value of the ore. Valoir cautions him not to grumble – there is a war on, after all, and sacrifice is expected of everyone.

A successful Idea roll suggests that there is something between Claude and Loius.

EVENTS IN TOWN

Use these events to provide colour or to spark action when play slows. Alternatively, take a low-level response from the section on *Cult Reactions*.

Raucous Soldiers: A group of off-duty German soldiers cross into Saint-Cerneuf and get drunk in the restaurant. They stagger out onto the streets late at night, singing loudly and looking for fights. If the characters are out after dark, the soldiers pick a fight with them.

The Stolen Truck: A truck carrying a load of copper from the mine is stolen, right from under the noses of the guards. The truck was parked outside the mine office, and the guard captain went in to fill out some paperwork with Louis Valoir. While he was inside, some local children arrived and threw stones at the guards waiting by the truck. The guards chased the children off – only to find that someone drove off in the truck while they were distracted. The guard captain blames Valoir for this, arguing that this was deliberate sabotage of vital war materiel and that Valoir should be arrested as a partisan.

The truck was actually stolen by Jean Leandres (see page 170), a local troublemaker. It was a spontaneous crime; Leandres hopes to sell the stolen ore on the black market, or at least sell it back to the Decharette mine. He never intended to get Valoir into trouble.

Rumours of Spies: Either the characters have aroused someone's suspicions, or the rumours stem from sheer paranoia, but the effect is the same – stories spread around town that someone there is a spy for the English. In response, the police question known troublemakers like Jean Leandres, Giscard Bressan, and one or more of the investigators. The questions relate to recent movements, associates, past criminal convictions and the like. Again, a Fast Talk roll can deflect most of this suspicion.

A Terrible Storm: An unseasonal and terribly violent storm strikes the village. Howling winds tear slates from roofs and fling them down with malicious accuracy on the heads of those unlucky enough to be outside. Torrential



rain hammers the countryside, partially flooding the caves and putting the mine out of action for several days until the road dries out enough for trucks to pass through. Any characters hiding in outdoors without proper shelter suffer 1D3 points of damage from exposure.

Strangely, anyone looking at the forest sees tendrils of white light rising from the tops of the trees towards the storm. This could be a phenomenon like St. Elmo's fire, but the tendrils seem to move with conscious purpose and direction...

INVESTIGATING MALO

The investigator's primary task for Network N is to find Lionel Malo. Their starting points are the two letters sent by Malo to N (Handout #2), which hint at Malo's initial movements within Saint-Cerneuf. See the sidebar for a more detailed description of Malo's activity before he vanished.

Following up on the references in the letters yields several clues about Malo.

MALO IN SAINT-CERNEUF

He arrived in Saint-Cerneuf and initially stayed in the hotel (page 153). He visited the library, and there he met Claude Decharette, who invited him back to dine at the mansion. Malo and Claude's father Raimond got on very well, and Raimond told Claude about certain relics belonging to the monastery that were stored in the upper levels of the mines.

Raimond had an ulterior motive for his generosity. His wife Maria vanished more than twenty years ago. She was secretly a member of the cult, and was called into the Wood by the God. Raimond believes, correctly, that she is still alive. The cult warned him not to try to follow her or to interfere with them, but he hoped that by nudging Malo on the right track, he could find out what really happened to Maria.

Exploring the mine, Malo found the secret tunnel leading to the cult's underground temple. The cult discovered him and gave chase. He fled back into town and hid in the hotel, but the cult found him and pursued him again. He blundered into the wood...

And he's still there, lost in the wood's time-distortion labyrinth. If only he had understood the symbols carved on the stones of the cult temple, the spiral map that shows how to navigate the forest. If only he had decoded the cryptic references in the

documents from the monastery. If only he had learned the meaning of that maddening piping. Malo had all the clues, but failed to put them together in time, and now time is all he has, forever and ever, an eternity pinned in the agonising presence of the God in the Wood.

MALO: A TIMELINE

- April 10th, 1938: Visits Cahors and consults the diocese records there.
- April 24th, 1938: Arrives in Saint-Cerneuf and books a room at the hotel for two weeks. Writes 1st letter to N.
- April 25th, 1938: Visits the ruins of the monastery.
- April 26th, 1938: Visits the local library, meets Adele Leandres. She suggests he return the next day, when she will introduce him to Claude Decharette.
- April 27th, 1938: Meets Claude Decharette, goes walking with him.
- April 28th: Dines at the Decharette house.
- April 29th: Second visit to the ruins and Devil's Field.
- April 30th: Second dinner at Decharette house.
- May 3rd: Writes 2nd letter to N.
- May 4th: Visits the old tunnels; finds a secret passage to the cult temple.
- May 5th: Hides in the hotel for the night. Writes 3rd letter to N.
- May 6th: Gets lost in the wood.



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THE DIOCESE ARCHIVES AT CAHORS

The town of Cahors is about 15 miles (24 kilometres) away from Saint-Cerneuf. It's the seat of the Bishop of Cahors, Jean-Joseph-Aime Moussaron. The diocese archives are kept in a vault attached to the grand fortified Cathedral of Cahors. The clerk there is an old and half-blind priest named Philippe. He vaguely remembers Malo as a strange, inquisitive German, and can show the characters the records of his visit.

A successful Library Use roll gets the characters a copy of the *Revelations of Saint Serenus* (see page 180). Someone has removed the key pages depicting the spiral maps of the forest. Fr. Phillipe is alarmed at this sabotage; according to the index of books, that copy of *Revelations* was undamaged. Malo was the last person to consult it, but there was a break-in a few weeks after Malo's visit. Phillipe assumed the thieves were disturbed before they could steal anything, but maybe they damaged the book. He recalls that the missing pages were illustrations or maps of some sort, a sort of spiral picture.

THE HOTEL

Arnel initially denies that Malo ever stayed there. If the characters show proof (like a letter) or otherwise threaten Arnel, he admits that yes, he stayed in the hotel for a few days, but Arnel hardly ever saw his guest.

The hotel "records" are a pile of grubby school copybooks and crumpled receipts. A successful Accounting check, though, finds the cheque that Malo paid with. He booked a hotel room for two weeks.

A successful Persuade check convinces Arnel to talk. Malo returned to the hotel on the night of the 5th of May. He was scared out of his wits, and his hands and knees were covered in dirt, as though he had been crawling through caves. He begged Arnel not to tell anyone he was there, then went straight up to his room. Later that night, Arnel heard someone skulking around the street outside. He went to investigate, and came upon this... animal thing in the alleyway. It was like a goat or a deer, but... it had a human face. Arnel shot it, but more of the things chased him away. He hid inside the hotel again. Looking out from an upper window, he saw a man standing outside the hotel, pointing up at Malo's room. Arnel swears that the man was wearing a monk's robes.

The next morning, there was no sign of Malo. Something had broken into the hotel through the side door, and Malo's room looked like it had been torn apart. The door was smashed, the wardrobe toppled, and the window broken. Arnel knew better than to report the incident to the police. Malo left his belongings behind; Arnel sold them to the general store.

Ever since, *they've* been watching him. They intimidate him, demand that he keep silent. There have been incidents – fires, broken windows, rotten animal carcasses in the kitchen, rats in the wall – that he knows were the work of whoever was after Malo.

Searching the room: Malo stayed in Room 5. A successful Conceal or Spot Hidden roll (or an examination of the mirror) turns up Malo's third letter, Handout #3.

Don't Talk to Strangers: If he talks to the investigators, then the cult decides to make an example of M. Arnel. He may be killed in a hideous fashion, or simple 'disappeared'. Perhaps he is kidnapped by Jacques Layon and used as a sacrifice in the next sabbat.

THE LIBRARY

Mrs. Leandres in the little library remembers Malo fondly. He was such a funny little man, full of enthusiasm for the most obscure topics. He asked her questions about the old monastery, about the history of the town, about local archaeology, about folk beliefs – even about her dreams. He also asked her about the Revelations of Saint Serenus. She knows the book – there are plenty of references to it in the monastery records that survived – but she has never seen a copy. She suggested that Malo return the next day and meet with Claude Decharette; the Decharette collection might include a copy of the *Revelations*.

Malo met with Claude, the pair got on very well, and left the library together. She thinks that Malo stayed at the Decharette mansion for a few weeks before leaving town.

THE DECHARETTES

The first challenge is making contact with the Decharette family. If the characters are under cover as mine labourers, they can hardly just walk up to the door of the mansion and demand to speak with the owner. Their best chance is to get an introduction through a third party, like Louis



Valoir or Adele Leandres. Failing that, they'll need to pass a Credit Rating check to get an audience with Raimond Decharette.

Raimond Decharette: Raimond is cautious when discussing Malo (he used Malo to investigate the disappearance of his wife), and may initially assume the characters are agents of the cult. Malo stayed for several days as his guest. They discussed local history and walked around the ruins of the monastery. Some of the monastery's remains are stored in the disused upper tunnels of the mine, and Malo asked for permission to examine those. Raimond agreed, and never saw Malo again. He assumed that Malo had to leave suddenly on business – the strange man hinted that he was engaged in some very important business, but never revealed the nature of it, and Raimond did not wish to pry.

Claude Decharette: Claude remembers Malo well; they met at the library, and Claude introduced him to his father. The two shared an interest in history and antiquity, so Claude felt it would be good for the two to meet. There are so few people in town who share his father's hobbies.

Reni Decharette: Reni remembers Lionel. She dreams of him, sometimes. In her dreams, he's lost in the wood, and there are goats chasing him.

The Revelations: If asked about the *Revelations of Saint Serenus*, then Raimond says that he is familiar with the book. There was a copy in the library assembled by his father. It was his wife's favourite book, and it vanished with her. There must be other copies still extant, though

– the monks privately printed a small number of copies of the book in the 1700s.

Don't Talk To Strangers: Again, the cult responds to any contact between the characters and the Decharettes. They do not wish to injure Reni, but Claude Decharette is fair game.

RETRACING MALO'S STEPS

Following Malo's investigations in the mines brings the characters to an old tunnel in the upper mines (assuming the mines are still open – see *Blowing Up The Mine*, page 191). Old boxes containing documents and other salvage from the monastery lie on the floor; nothing useful survives here. A successful Spot Hidden roll or a diligent search locates the narrow opening in the ceiling that can be clambered through to reach the caves (see page 159), and from there the investigators can make their way through the narrow, lightless caverns to the cult temple.

ANTIQUARIAN

The investigators' "official" mission in France is to set up a spy network in the Dordogne, codenamed ANTIQUARIAN. The SOE established many such networks during the War; the networks centre around a radio operator and a courier who together relay SOE's wishes to the French partisans, and transmit information back to England. The network may also include trainers and teachers who show sabotage and combat techniques the partisans, as well as spies and saboteurs.

SETTING UP THE RADIO

The characters parachuted in with a radio set and the necessary codebooks. The messages are transmitted in Morse code after being encrypted using a substitution cipher, where each letter of the message is turned to a number, a certain value is added to the number, and the number gets turned back into a letter. SOE use lines from poems as the key to the cipher. As encoding a message takes some time, the agents need a secure place to work, as well as electricity for the radio. A car battery will do.

See the rules for radio operation on page 118. The first time the characters try to send a message back to SOE, they discover that the radio behaves oddly close to the wood. Sometimes, it works perfectly, but at other times, the radio picks up deep booming noises shrouded in static; at other times, this eerie shrill noise that sounds like pan pipes. If the character continues listening to these transmissions, it draws the First Attention of the God.

CONTACT WITH LONDON

Once the characters establish radio contact with London, they can report on their successes so far. Assuming nothing major has gone awry, their superiors at London transmit a brief message of congratulations. They are especially enthusiastic about their new contacts in the Decharette copper mine, and urge the characters to cultivate this resource. They enquire if the characters can obtain jobs as delivery drivers for the copper ore shipments, as that would give access to vehicles, regular border crossings, and give information about German industry and war machinery. The characters are to avoid drawing any attention to themselves if possible. They also want to land more agents at Devil's Field at the next full moon (May 11th). The characters are to prepare accommodation and supplies for these agents. Any equipment that the characters themselves need can be dropped with those agents - like explosives for Leon Ferrand's scheme to blow up the mine (see page 191).

Note that unless the characters delay excessively in getting their radio operational, the timed event of Walpurgisnacht will take place before the attempted parachuting.

RECRUITING HELP

The characters cannot run the network alone - they will need help. Couriers to carry word; informants and

spies to gather intelligence about the enemy; saboteurs and activists to sow chaos. The French partisans are eager to help, but none of them are especially suited to these roles. Recruiting Madame Barotte in the restaurant would provide far more useful intelligence about German intentions than a dozen armed thugs.

THE DROP

On the 11th of May, another plane from 161 Squadron - this time, a smaller two-seater Lysander - flies over Saint-Cerneuf. The characters and the partisans must light signal fires to guide it to the drop zone. As it approaches Devil's Field, an uncanny storm blows up over the wood. Black stormclouds laced with lightning obscure the pale full moon. Through gaps in the cloud, the characters see two parachutes descending. One carries a crate of supplies (weapons for the partisans, plus any equipment that the characters requisitioned by radio); the other is the chute of a British agent, Jerome Belson.

A *force* - not an electric shock, nor a gust of wind, nor an explosion, but something partaking of all three - hammers the air over the wood. Belson's blown off course, and the Lysander is also struck. Flames burst from the plane's engine and fuel tank, and it spirals down towards its doom. Call for Spot Hidden and Navigation tests.

- A character who passes the Spot Hidden test sees Belson's chute, a dark square against a dark sky. The poor man's falling to the south of the village, out somewhere beyond Toulon's farm. The character also spots the equipment crate; it looks to be coming down west of the town, close to the edge of the occupied zone.
- A character who passes the Navigation check can work out where the plane comes down. It's going to land deep in the wood. As the characters watch in horror, the burning plane falls out of the sky and crashes off in the distance.

The characters need to decide what they're going to do quickly. Everyone in Saint-Cerneuf will have heard that crash. There will be German patrols out hunting for the downed plane within the hour, and no doubt they will be looking for parachutists too. Do the characters retreat back to their hiding place and wait out this storm, or do they try to rescue Belson?



Rescuing Belson: Belson came down badly, breaking his right angle and spraining his left leg and left wrist. He landed in a vineyard south of Saint-Cerneuf, owned by a farmer named Galley. Belson cut his chute free, but was unable to bury it. He crawled out of the vineyard and is now hiding in a ditch in a nearby copse of trees. Galley is no hero – as soon as he finds the parachute in the morning, he reports it to the German authorities.

To rescue Belson, the characters need to:

- Cross Saint-Cerneuf, dodging the German patrols
- Find Belson in the dead of night without being spotted by Galley or any other locals
- Treat Belson's injuries to keep him alive
- Optionally, bury the parachute and hide their tracks
- Get Belson to a place of safety.

Belson is barely lucid when found; he mutters about a great eye that looked at him from the middle of the forest.

Recovering the Crate: The crate crashed down in the back garden of a house in Saint-Cerneuf. Jean Leandres (see page 170) is the first on the scene, and he steals anything he can carry from the wreckage. If the characters requested any equipment, then he takes that. Otherwise, he grabs weapons, explosives, and a special camera that Belson intended to use to photograph the ships in Bordeaux (see *Belson's Mission* below). The Germans arrive shortly afterwards, forcing Jean to flee. The characters have to recover these items before they can be examined in German counter-intelligence. If they fail to do so, the Germans learn a great deal about the partisans in Saint-Cerneuf.

The Crashed Plane: The Lysander crash-lands deep in the forest. The pilot, Carstairs, survives the crash and wanders through the wood for some time (hours, from his perspective; weeks, to those outside the wood). The characters may encounter him on their own explorations of the forest (see page 198); they may be able to rescue him if they discover how to traverse the forest, or else he gets killed by fauns.

Belson's Mission: Belson's mission in France was to make his way to the port at Bordeaux and ascertain the state of the French warships there. Most of the French fleet was sent away or put out of action to keep the Nazis from making use of it, but British naval intelligence fears that the ships in Bordeaux were not successfully scuttled.

With Belson crippled, the SOE ask the investigators to complete this assignment. (Optionally, you can introduce a Mythos element to this assignment – maybe one of the scuttled ships landed on some Deep One ruins under the Bay of Biscay, and stirred up something ghastly.)

OTHER OPERATIONS

You can introduce more missions through the ANTIQUARIAN network. Either N dispatches the investigators to investigate Mythos-related mysterious in South-Western France, or informants in the network pass on news of strange events and unaccountable disappearances. As the mystery of the God in the Wood is designed to unfold over several months of play, you can easily send the investigators off on shorter investigations between events in the main plot.

BLOWING UP THE MINE

This sequence of events triggers a power struggle within the partisan group, and may bring the investigators into conflict with the cult. These events can take place at any time before May 11th.

CONTACT FROM MOSCOW

The triggering event is the arrival in town of Doctor Malik, who is secretly Leon Ferrand's superior in the Communist party. While Germany and Russia are technically under a non-aggression pact at this point in the war, thanks to the Molotov-Ribbentrop pact, certain elements with Russia fear that Germany is preparing to invade. The RED ORCHESTRA Russian spy network has therefore been ordered to slow the German war machine, and Malik wants the Decharette copper mine put out of operation.

Malik arrives in Saint-Cerneuf, ostensibly to give vitamin shots and vaccinations to village children, but meets with Leon in the churchyard. There, he instructs Ferrand to blow up the mine; Ferrand also informs him of the arrival of the British agents.

DEBATE IN THE FARMHOUSE

Once Malik leaves, Ferrand brings the proposal to Jacques Martin and the other partisans at the Martin farmhouse, along with the investigators. He presents it as his own idea. He argues that the copper from the mine is vitally



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needed by the Germans, and it's the only reason they pay any attention to Saint-Cerneuf. If the copper mine were put out of operation for a few months, it would be a great victory for the resistance.

Ferrand has no explosives and no training in demolitions. Jacques Martin knows how to use explosives from his days as a bank robber, but has no explosives to hand. Ferrand suggests that the British agents could have explosives dropped by parachute, or failing that, they could steal explosives from the mine itself and use them. The mine has a small and heavily guarded supply of gelignite for mining operations.

Martin is unenthusiastic about the plan, especially the parts that put him in direct danger. He argues that destroying the mine would draw too much attention, not to mention it would hurt Louis Valloir and other friends of the partisans who work there. Pierre earnestly supports Ferrand; the other partisans are undecided. The investigators may raise their own objections, or they may choose to go along with Ferrand's suggestions.

As the partisans argue, the God's Attention lights on them momentarily. Everyone in the farmhouse feels the effects of the First Attention (suffer one point of damage, lose 1 SAN, the windows in the building shake and some smaller ones crack; all the chimneys suddenly vomit out a blast of soot). Helena blesses herself; a successful Idea roll notes that Albert and Pierre Toulon both make the same curious gesture that is not a blessing, but resembles the 'fig' sign used in folklore to repel the evil eye.

"That's enough discussion for tonight", insists Helena. "No good decisions are made at this hour of the night." She gets up and clears away the cups and plates from the meal. Her hands shake, and she refuses to look out the window at the dark forest beyond.

The ultimate decision is up to the investigators. If they support Ferrand's plan, then the partisans agree to go ahead – run *Sabotage Mission*. If they overrule Ferrand, then Pierre secretly gives Ferrand the help he needs –run *Rites of the Partisan* instead.

SABOTAGE MISSION

Blowing up the mine is easy. Doing it *correctly* is tricky. Detonate an explosive in the wrong place, and the damage is minimal and easily repaired, or else much too

destructive, collapsing the whole hillside and causing terrible loss of life. The best thing to target is the vertical shaft that goes down to the lower levels where most of the ore comes from; choking that shaft with rubble would stop the mine from producing any copper for months, but leave most of the place intact.

Obtaining Explosives: The characters can ask London for explosives if they do it before May 11th – see *The Drop* on page 190. Otherwise, they must steal them, either from the mine or from the Germans. The explosives in the mine are kept in a secure chamber in the upper tunnels, behind a heavy steel door.

Breaking the door open requires – assuming you don't have explosives – a *Difficult Locksmith* test, or stealing a key. Copies of the key are owned by Raimond Decharette and the mine foreman, Cassaud. Loius Valoir knows who carries keys, but does not have a copy himself.

Setting the Charges: To avoid injuring innocents, the best time to blow up the mine is at night. The mine is guarded at night by 1D4 armed watchmen; if the mine owners or the occupying forces suspect trouble, this guard is doubled.

Once past the guards, setting the explosives requires a successful Demolitions test.

Possible complications:

- If the demolitions roll fails, then the fuse splutters and dies. The bomb could still go off at any moment if jarred. Can the characters recover and disarm the bomb before the mine workers arrive the next morning?
- Claude and Louis stayed behind at the mine to spend time together – it's one of the few places in Saint-Cerneuf where they can avoid prying eyes. They emerge right in the line of fire. Can the investigators get them out before the bomb explodes?
- A German officer invited himself to dinner at the Decharette house, and demanded a tour of the mine. Do the characters call off the sabotage attempt, or try to kill the officer while they are there? And can they manage it without endangering Claude Decharette?



rites of the Partisan

If Martin and the investigators will not help, Leon is forced to accept help from an unlikely source. Pierre Toulon, eager to prove himself to Ferrand, suggests that there are supernatural ways to destroy the mine. Ferrand initially dismisses Toulon as a crank, but Toulon promises that the scheme will work.

Toulon knows the spell *Call Faun*. One evening, he casts it while hiding in a small copse of trees near the mine entrance. Ferrand watches in mounting confusion and horror as the animal-thing creeps out of the forest and approaches. Through broken Latin and gestures, Toulon explains what they want from the faun, and the creature agrees. It bounds away towards the mine.

The faun perches atop the entrance to the mine and invokes the spell of Avert Attention. It then begins to play its pipes, using the spell *Music of the God*. Anyone in the mine (including any investigators) hears an eerie music echoing through the tunnels. As the faun plays, the Attention in the mine starts to grow. The faun takes its time playing, so the Attention rises more slowly than is normal for the spell.

At the First Attention, everyone in the mine feels the unnatural presence of the God. Those in the depths of the mine faint as the pressure grows too great to endure.

At the Second Attention, the lights go out. Small rocks and pebbles fall from the ceiling, but do not hit the floor. Instead, they levitate in mid-air, creating a thick cloud of unsettled dust.

At the Third Attention, the mine begins to collapse. The explosives stored in the secure room spontaneously detonate, destroying the mine entrance, the lift shaft, the buildings outside and burying the lower tunnels in rubble.

The investigators may be able to avert this destruction by driving the faun away; failing that, they can rescue trapped miners or just flee for their lives.

Occupying Forces

If the Decharette mine is destroyed, life in the village is transformed. The Germans occupy the village, replacing the local *Gendarmes* with armed soldiers. The mine is placed under direct military control, despite

the Decharettes' objections. The Germans redouble their efforts to find the partisan cell in the countryside, bringing in tracking dogs to hunt saboteurs and radio direction-finder vans to look for the radio they assume must be hidden somewhere nearby.

The Assassination

If the mine is put out of commission, the German forces occupy Saint-Cerneuf to secure the village and find the partisans – the destruction of the mine convinced the Nazis that the partisans must be wiped out. (Should the investigators prevent the destruction of the mine, then the Keeper should engineer some other excuse for the town to be occupied.)

German troops sweep across the border and establish a camp near the ruins of the monastery. The Decharette mansion is 'requisitioned' as the new command post. The Decharettes are permitted to remain (if they refused to host the German commanders, then Raimond would be arrested on whatever charges came to mind).

Resident in the mansion are Klier and Priss, along with six guards.

Hunting the Partisans

The Germans employ multiple different methods to locate the partisans.

- **Local Informants:** Who knows about the partisans, or the presence of the investigators? If the investigators have antagonised any of the locals, they might inform on them, or the cult might use the Germans as a way to eliminate the investigators. If no informants come forward, then the Germans offer a reward of 15,000 Francs, which is enough to motivate treacherous souls like Giscard Bressan.)

- **Raids:** The Germans guess that the partisans are hiding out in a farm outside town. They therefore send squads to raid farms at random. Each week, roll 1D100. On a 01-10, the Martin farm is raided. On a 96-00, the Layon farm is raided. If the characters are hiding on some other farm, or at the Folly, that location may also be randomly raided.

If the Martin farm is raided, then 10 armed soldiers show up and search the farm and the outbuildings. Select one character at random and have him make a Luck check to determine whether or not they find the pigshed.

If the Layon farm is raided, then the squad vanishes. Klier blames the partisans, although he cannot explain how ten men vanished into thin air. In the woods, the fauns cackle and cavort as they suck the marrow from the soldier's thigh-bones.

- **RF Detector Vans:** Call for a Luck check whenever the radio is used. If the check fails, the Germans get a fix on the radio's bearing. If the radio is not moved, a second failed Luck check means the Germans know the location of the transmitter.
- **Increased Patrols:** The Germans have enough men to send ten to patrol the streets of Saint-Cerneuf by night, and have another 10 patrolling the surrounding countryside in a pair of *kübelwagens*. Any partisan activity may run into these patrols.

Soon, stories about eerie sightings out in the countryside start percolating through the German camp.

THE ASSASSINATION

With an important Nazi like Klier close at hand, the partisans raise the suggestion of assassinating him. Initially, Jacques Martin is hesitant about the idea; Leon Ferrand starts out enthusiastic, but after consulting with Doctor Malik, he changes his tune and wants the British to do it (Malik does not want to endanger the non-aggression pact with Germany).

If contacted by radio, London refuses to endorse the plan, but leaves the final decision up to the characters. As long as they are confident that they can perform the assassination successfully without leaving any trace of their involvement, they may go ahead. However, it must be the partisans who take responsibility, not the British. Failing to achieve this may leave British officers elsewhere vulnerable to assassination by Nazi agents.

Carrying Out The Assassination: If the characters agree to carry out the assassination, then they need to come up with a plan and carry it out. They have four options

for the venue – Klier stays at the Decharette Mansion, regularly visits the town hall, prefers to eat at the Barotte's restaurant, and travels between the three places and the main German headquarters by motorcar. He's always accompanied by at least eight guards who travel in a *kübelwagen* and a pair of motorcycles with sidecars.

Possible options for the assassination:

- Placing a sniper on a rooftop who can make the killing shot *and* escape without being seen
- Poisoning Klier's food, and somehow ensuring that the Barottes do not get blamed for the crime
- Placing an explosive or incendiary device
- Ambushing the motorcar on some lonely country road

The Occult Assassination: If the characters refuse to carry out the assassination, then Leon Ferrand convinces Pierre Toulon to do it. They hit upon a simple plan – wait until Klier goes to dinner at the restaurant, then Pierre sits outside and plays the music that attracts the God's Attention. If he plays it properly, the God's roving mind should light first on those inside the restaurant, crushing them and tearing them apart.

Pierre is overconfident. If the pair try this plan, then Pierre fails to control the Attention. The God's full Attention (5th Intensity) manifests at the restaurant. It kills Klier and his bodyguards, along with the Barottes, Pierre Toulon, and any bystanders (pick a few random townsfolk to eliminate). Leon Ferrand survives, but is hunted down and captured by the cult. He is then sacrificed as both a punishment and as an offering to the God.

Before dying, though, Ferrand leaves a note for Dr. Malik in a dead-drop outside Saint-Cerneuf. For the rest of the campaign, the Communist doctor can be used as a stalking horse, as he tries to investigate the secrets of Saint-Cerneuf and to seize the power of the God for the cause of the Soviet Union.

CULT RETALIATION

The cult of the God in the Wood takes action against those who would profane its sacred temple or learn the secrets that have been jealously guarded for thousands of years. With the exception of *Walpurgisnacht* and *Human Sacrifices*, all of the events in this section take



place in reaction to the actions of the investigators. If the investigators ask too many questions in Saint-Cerneuf, then the cult might threaten them with *Bad Dreams* or *Sabotage*. If they talk to a witness, then that witness might suffer a *Mysterious Disappearance* or be *Troubled by Fauns*. If they break into the cult temple, then hit them with *The Hungry Woods* or *Assassination*.

There is no need to use all the cult reactions, but keep them in the order listed. Begin with small but troubling encounters, then escalate over the course of the campaign. First, let the investigators see signs and hints of the danger, then have horrible things happen to friendly NPCs and other witnesses, and only near the end of the campaign do the investigators encounter the horrors directly.

WALPURGISNACHT

The feast of Walpurgisnacht – Walpurgis Night, May Eve – is a holy day in the cult’s year. It is the time of the annual sacrifice to the God. As the characters arrive in Saint-Cerneuf in April, they are present for that dreadful night. Unless the characters are incredibly pro-active in investigating the cult, they will not locate the cult temple in time to witness this first sacrificial ritual. However, they may see other strange signs and portents on that ill-favoured night, such as:

- A weird greenish fog rolls out of the forest, engulfing Devil’s Field. Strange marsh-light blaze within the field, and also hover over the stone cairns dotted through the woods.
- The Attention of the God flickers from place to place that night; windows quiver, small fires spontaneously start, animals go mad with terror. The whole valley comes alive with barking dogs and frightened hens.
- The churning psychic energies stir up ghosts. Places like the graveyard, the monastery ruins or the empty house are especially haunted this night.
- Anyone who tries sleeping that night has terrible nightmares. The investigator with the highest POW dreams of Lionel Malo, lost in the deep woods.
- The characters catch a glimpse of the faun-pulled sled carrying the sacrificed German soldier (see *Layon’s Farm*, page 157, and *Secret Rites of the Cult*, page 179). At this stage of the campaign, they should not get a clear view of the fauns – they just see a strange wooden sled flash past, with a screaming bloody figure tied to the back. The sled is gone before they can react, and they cannot follow it through the wood (see *Into The Woods*, page 198).

INTERROGATING A CULTIST

Investigators can be extremely tenacious, especially during wartime. Where a Lovecraft protagonist would faint or give up on a pursuit, investigators keep on going, and they don’t accept cryptic answers either. If Castro (the old cultist from *The Call of Cthulhu*) fell into the hands of investigators, they wouldn’t let him go until he gave them names, addresses, full descriptions and biographies of every one of his fellow cultists, along with a bullet-point list of cult beliefs and rituals.

In *The God in the Wood*, the slow unravelling of the cult’s beliefs can be short-circuited if the investigators grab, say, Pierre Toulon, tie him to a chair and fill him full of sodium pentathol. If a cultist does fall into ‘enemy hands’, the other cultists may deem him doomed and eliminate him by sending a faun to play the Music (see *That Hideous Piping*, page 197). Investigators get cyanide pills; cultists get the hammer-blow wrath of a blind idiot god. A captured cultist can give a few hints about what’s going on, not the full back-story in a single monologue.

Later in the campaign, captured cultists become less of a concern, and you can have the investigators fill in the blanks by interrogating a prisoner.



HUMAN SACRIFICES

Excessive use of the *Music of the Godspell* draws the God's attention outwards, so the cult must then lure it back into the woodlands by means of extra sacrifices. Assume that the cult performs a sacrifice after *Rites of the Partisan* (page 193) and *The Occult Assassination* (page 194), and after any occasion where they use the God's Attention to strike at the investigators.

The sacrifices are kept at *Layon's Farm* (see page 157) until the whole cult can gather in the secret temple. They then perform the *Mark of the God* spell, call the fauns out of the deep wood, and send the victim off on a doomed journey. The chosen sacrifices may be captured soldiers, kidnapped villagers, or investigators. The cult may even turn on its own, sacrificing Pierre Toulon for his betrayal of the God's secrets.

THE FIRST HINTS

Use these scenes early in the campaign (up until the 11th of May and *Blowing Up The Mine*).

Bad Dreams: The investigator with the highest or lowest POW (or someone who possesses some psychic or dreaming powers, or who has somehow come in contact with the psychic taint of the God) has recurring bad dreams. Images in these dreams include:

- Being lost and panicked in the woods
- Feeling like some tremendous eye is searching for him

- Buried bones
- Being tied to a rushing sled or train that's plummeting towards some abyss
- Dancing and chanting in some primal forest
- Spirals and forest-cloaked precipices

The Keeper can use dreams like these to pass on hints to stuck investigators. Dreams cost 0/1 SAN.

A Sighting: One of the investigators sees a faun at a distance. The creature bounds away into the wood before the investigator can catch it or even get a good look at it. Checking the place where it vanished reveals a gnawed leg-bone, possibly from a human's shin.

A Brush of Attention: The God's Attention momentarily lights on the investigator. This is the First Intensity of the Attention, and lasts only for one round. Still, it is an unsettling experience, like a mild earth tremor but welling up from all directions at once instead of coming from beneath.

Ghastly Discovery: The investigators find a shallow grave in the woods or fields. Inside are the blackened bones of a human child, partially burnt. Other belongings – shoes, scraps of clothing, what remains of a school satchel – were buried with the skeleton. The shin-bone is missing.

These are the remains of a local child, Sandrine, who was kidnapped by the cult but died in captivity before she could be sacrificed.



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Warning Signs: The cult reinforce their authority over Saint-Cerneuf by leaving certain warning signs that will be recognised by those who have encountered the cult before. Such warning signs include:

- A faun's footprint in the mud
- Unnatural thunder without a cloud in the sky
- Spirals daubed on walls in town
- Thorny wreathes hung on the doors of enemies of the cult
- Threatening letters, promising that a horrible fate will befall the target

Cursed!: The cult strikes one of the investigators with a curse. To deliver this curse, they must either steal something that belongs to the investigator (perhaps Pierre pick-pockets some personal item), have a sample of the investigator's blood (obtainable if the investigator is injured), or else they must give the investigator a small bone token that carries the curse – as soon as the investigator picks up the token, the curse strikes.

The curse takes the form of an extremely unpleasant and mysterious illness – fever, vomiting, weakness, dizziness, hallucinations, all without any apparent cause.

Once per day, the investigator may pit his POW against POW16 (the POW of Michael Toulon) to break the fever. The curse expires after two weeks.

Maria's Gift: Maria Decharette (page 177) tries to deflect the investigators away from the cult, to ensure that they do not endanger her family. She leaves a note directing them to the Folly, or beckons them into the wood along a short path that intersects with Lionel Malo's spiral (see *Into the Woods*, page 198).

ESCALATION

The cult becomes increasingly aggressive towards the investigators. Use these between *Blowing Up The Mine* and *The Shadow over Saint-Cerneuf*.

Sabotage: The cult destroys something vital to the investigators. The obvious target here is their radio set (assuming Pierre or Albert Toulon know where it is hidden), but they could also burn down the Martins' pigshed if the investigators are still staying here, or rob the investigators' hotel rooms, or put out the signal fires so a plane cannot find the drop zone.

Cult Conclave: The cult meets in conclave to discuss the threat posed by the investigators. All the cultists gather by night in the cult temple. Investigators already suspicious of particular individuals may be able to follow them back to the temple (and run into the fauns who protect it).

That Hideous Piping: The cult sends a faun to stalk the investigators. At an opportune moment, the faun plays *The Music of the God*, attracting the God's Attention. The investigators hear an eerie piping echoing in from the nearby woods, and then the windows crack and the candles burst into balls of greenish flame.

The faun plays up to the Third Intensity – which may be enough to kill a weak investigator. The faun slips back to the deep woodland after completing its task.

The Hungry Woods: The God can influence the space within the woods, and the cult can influence the God. When the investigators are close to the edge of the Abbot's Wood, the cult causes the God to bend space and time, making the wood engulf them. The investigators are lost in the wood (see *Into the Woods*, page 198), and may wander there for some time before escaping.

Mysterious Disappearance: The cult abducts someone in the village close to the characters. Likely targets are Helena Martin, Louis Valoir, Claude Decharette, Fr. Beaumarais or anyone who has proved to be a useful ally or informant for the characters. This victim may never be seen again, or may be taken and imprisoned on the Layon farm (see page 157). Alternatively, the cult may simply eliminate this victim, either by faking a suicide or by outright murder.

Unwholesome Meeting: Abbot Chretien decides that the investigators need to be dealt with. He emerges from the forest and tracks them down. He then confronts one of the investigators. Ideally, this happens at night, when the investigator is alone.

The Abbot wears a hood to disguise his inhuman features, and speaks in halting French. *"This place... this place is holy. God is in the Wood. You will not disturb him. We will kill you if you try. Your friend is lost. Do not look for him. Leave. This is your last warning."* If the investigator tries to stop Chretien, he gets hit with a Wrack spell or is attacked by the Abbot's retinue of fauns.

ENDGAME

These events can be used as the investigators draw close to finding the cult temple, or to recovering Lionel Malo.

Under Siege: A pack of fauns attack the investigators when they are gathered together outside Saint-Cerneuf. Ideal targets might be the Martin farm or the Decharette mansion. The fauns do not use the *Music of the God* unless the investigators successfully kill some of their number – and if they do, the cult will conduct a human sacrifice soon afterwards. The fauns may not necessarily kill the investigators; any investigators they capture get dragged into the wood to wander, or are imprisoned in the Layon farm or in the caves, where they may be rescued by the survivors of the attack. However, the fauns are wild and feckless, and may succumb to bloodlust.

Calling Down The Servitor: To safeguard their temple, the cultists summon a Servitor of the Outer Gods. This amorphous horror materialises in the circle of stones, and squats there like an obscene slug-thing piping on its flute. This servitor is attuned to the God in the Wood, and can attract or deflect its attention better than the cultists. It can direct the God's Attention as a weapon, or lull the God back into its eldritch slumber. However, the servitor is hungry, and demands daily sacrifices.

The Eye of God: If the cult is severely disrupted or destroyed by the investigators, then the God's Attention wanders out of control. The God stirs, and fixes its divine gaze on Saint-Cerneuf. The town is struck by the full attention of the God – history will record it as a mining accident that triggers a landslide that buries the town. Similar incidents will keep happening until either the God is appeased with a sacrifice, renewing the ancient ways of the cult, or else the God's Attention continues to wander until half the world is a blasted and tormented ruin. The God awoken is far worse than any world war, and all the feeble bombs of humanity as nothing compared to the cosmic inferno of His alien gaze.

INTO THE WOODS

The investigators' mission is to find Lionel Malo, and he's lost in the woods only half a mile away from the village. In the presence of the God, though, that distance is warped and stretched, so Lionel Malo is as far from our world as any human as ever been. To rescue him, the investigators will have to find a way to navigate the woods.

THE STONE CAIRNS

As described on page 160, there are dozens of small stone cairns throughout the forest. Go from cairn to cairn in the right order, and you walk a path that permits you entry into the deeper woods. The characters can learn these paths:

- By finding one of the copies of the Revelations of Saint Serenus and decoding it
- By examining the spiral carvings in the cult temple
- By following a cultist into the woods
- By capturing and interrogating a cultist
- Through dreams or psychic connections with the God (not recommended)

EARLY EXPLORATIONS

The outer fringes of the wood are relatively harmless. The woods are eerie and hard to navigate, but as long as a traveller stays within sight of the open fields, he is unlikely to encounter any supernatural effects. Most locals know better than to go any deeper than this.

As soon as a traveller moves deeper from the edge of the wood a feeling of intense panic envelops them. Characters must make SAN tests immediately. A character who succeeds manages to fight the panic; those who fail lose 1D4 SAN and run in a random direction – usually away from the deeper woods (roll 1D6 – on a 1-3, the character flees straight towards the edge of the forest; on 4-5, the character stays in the outer parts of the wood; on a 6, the character runs deeper into the woods).

Past the dark region where the panic first strikes, the time dilation begins. This far from the God, the dilation is minimal – travellers in the wood may find that, say, one hour and ten minutes have passed after they spent an hour in the woods. The dilation is enough to throw watches off, and creates a feeling of unease once the characters return to the normal world (SAN Loss of 1/1D4 when the dilation is discovered).

Encounters in the outer wood:

- Animals, like deer or rabbits. Wolf tracks in the mud. The buzzing of wild bees. Some of the animals seem unusually old – the characters spot a stag with a huge rack of antlers, covered in moss and old man's beard.



- The characters glimpse another traveller in the woods, like one of the cultists.
- The characters spot a faun, but the creature vanishes before they can get a good look at it.
- A gnarled and dead tree spontaneously topples towards one of the investigators (Dodge check to avoid 1D8 damage). In the torn-up soil exposed by the tree's roots dragging out of the ground, the investigators find a human skeleton.
- A carving on a tree, depicting a beautiful human face in the centre of a complex spiral.
- A small cache of supplies left next to one of the cairns. One of the cultists left these supplies for Abbot Chretien or another older cultist. The supplies consist of food and wine (and, optionally, some surveillance photographs or personal items of the investigators, if the cult is aware of and opposed to the investigators).

DEEPER EXPEDITIONS

To get deep into the woods, the investigators must make a Difficult Navigation check to follow a course towards the heart of the woodland. Compasses do not work in the woods. Again, the characters must make SAN checks to avoid panic as they come closer to the God.

Another Difficult Navigation check is required to get out of the wood.

The time dilation in this part of the wood is obvious. For every hour the characters spend in the wood, 2D6 hours pass outside. So, if they spend a day in the forest, 2d6 days pass in the real world. Walking into the wood takes 4+1D6 hours, plus another 8+2D6 hours per failed Navigation check.

Here, the forest becomes primordial. The trees loom impossibly huge and ancient, and a thick greenish mist swirls around them, rising from the mushy leaf-mould of the forest floor. In the distance, the characters sometimes hear faint drumming or piping, but a successful Idea roll reveals that the 'drumming' is the sound of their own heartbeats, somehow echoed and amplified. The piping, though, is a mystery.

This is as deep as the characters can go without learning the spiral paths.

Possible encounters in the middle woods:

- The characters meet an old woman, dressed in rags. She's clearly been wandering the wood for a very long time, living off scavenged acorns and roots and whatever meat she could trap. She's in the process of becoming a faun; two nubs of horn protrude from her forehead, and her feet are a twisted, mangled mess of rotting flesh that will soon fall away, revealing hooves. Her mind is still human, albeit deranged and terrified. If the characters manage to calm and communicate with her, they learn she no longer remembers her own name, but she became lost in the woods because she fled "the plague".

A pack of fauns stalks the woman, waiting for her to give up the last remnants of her sanity and join them in wild worship of the God.

- The characters come upon the remains of a camp made by German soldiers on the far side of wood. They drew the Attention of the God upon themselves, and the God brought them deep into His forest. The camp's utterly ruined, smashed and torn by the Attention. Bodies look like they were rolled over by tanks or exploded from within; all the ammunition cooked off, spraying bullets everywhere and causing small fires.

If the characters disturb the camp, it draws the Attention of the God at the Second Intensity, causing the dismembered and squashed corpse-bits to fly around the grove. SAN Loss is 1/1D6 plus the normal loss for Attention.

- If the investigators explore the woods after the 11th of May, they may come upon the wreckage of the downed Lysander plane (see page 190).
- The investigators see the faun-dragged sledge that bears the latest sacrifice flash by on its voyage towards the God. The victim tied to the back of the sled screams as he's dragged past at high speed.
- The investigators may meet Abbot Chretien or Maria Decharette.

MEETING MALO

The investigators may encounter Lionel Malo on one of their expeditions into the middle woods. If they mount no such expeditions, then perhaps Malo's wanderings bring him close to the edge of the forest where he runs into the investigators. Ideally, such a meeting takes place only after the investigators discover the third letter from Malo in the hotel (see page 153).

Malo is unaware of the time-warping effects of the God. From his perspective, only a few weeks have passed since the cult chased him into the forest. He still thinks it is 1938. Malo is heartened if told that N sent the investigators to find him, and is eager to leave Saint-Cernuef and return to England.

However, there's a problem. Malo's on a different path to the investigators. He cannot just walk out of the woods. The direction that the investigators move in to leave the wood does not exist in his frame of reference. It is not that there is a barrier preventing his movement, or that he cannot bring himself to travel that way – that way is a direction he cannot name or recognise. Trying to travel that way costs 1/1D8 SAN per futile attempt (and the same goes for investigators who try to accompany Malo).

In this encounter, Malo can fill in any blanks in the investigators' reconstruction of his movements, and may also suggest courses of action, like investigating the cult temple or finding an intact copy of the *Revelations of Saint Serenus*.

Once the investigators leave Malo, they are unlikely to find him again unless they ask him to camp where they met him.

THE SPIRAL PATHS

Examining the carvings or consulting the decoded Revelations shows that there are many different possible paths into the wood. The only ones that reach the centre are the long spiral paths followed by the elder cultists, but there are shorter direct paths that plunge deep into the woods, but do not quite reach the core. Some of the paths only go in one direction; others can be traversed forwards or backwards.

One spiral path begins at Devil's Field, and that is the path that Abbot Chretien and Lionel Malo follow. A shorter direct path starts near the cult's temple and intersects

with the longer path just short of the centre. This latter path is the one used by cult sacrifices. If the investigators follow this path, they can meet Malo and bring him back out of the woods, snatching him from the jaws of the God in the Wood. The danger is that the investigators will come perilously close to the God's domain.

Following the spiral path requires 8+2D6 hours and two Navigation rolls (or Track rolls if the investigators follow the sled). A failed roll delays the investigators for another 8+2D6 hours. This deep in the forest, 12 hours pass outside for every hour spent under the trees.

Should the characters manage all of this, they come close to the heart of the wood, where Lionel Malo waits for them.

Where the God dwells.

THE HANDS OF THE LIVING GOD

Malo waits on the near side of a grove of huge, twisted trees. From the far side of the trees, the characters can hear a familiar music – the discordant piping of the God's song. If anyone dares to peer through the trees, they see several Servitors of the Outer Gods writhing and piping as they dance around the God in the Wood. The wreckage of the God's terrible Attention – shattered stones, fragments of broken trees, dismembered corpses – orbit around a central point, and that central horror is...

It's God. God is in the Wood. The hammer blow of faith, the utter certainty that the hideous, idiotic, fumbling thing is undeniably the sovereign lord of all things is enough to crush the minds of mere humans. (Lose 1D20/1D100 SAN). As the characters approach, the God stirs. The nearest tree implodes into fragments as the God's Attention passes through it. The ground near Malo explodes upwards as the God idly pulls reality to pieces. Any characters who wish to flee now may do so. If everyone flees, Malo is lost forever.

If some of the characters remain, then they find themselves at Malo's side, surrounded by the tumult of flying debris and seething gravity. Suddenly, everything stops and they see the God in another form. A beautiful youth, like a Greek marble brought to life, steps out of the carnage and looks quizzically at the investigators. Have each investigator make a Luck check.



Any Investigators who fail are Marked by the God. This works like the *Mark of the God* spell, but it is more potent. The God smiles at any individuals so Marked, then vanishes. The characters can then grab Malo and stumble back out of the woods.

THE SHADOW OF THE GOD

Any Marked characters now live in the shadow of the God. In its blind, idiot way, the God loves these unlucky individuals. At some point – and because time has no meaning for the God, it could be immediately, or next week, it could be twenty years or a billion years hence – the God will place its Attention on them, unmaking them and drawing them into itself. These unlucky investigators are not extremely dangerous for those around them. At any time, the God might look upon them, and that would be like a bomb going off with the investigator at the point of impact. The God's Attention can devastate whole cities.

At times, its Attention passes over them. Usually, this Attention is relatively weak – just enough to rattle windows or send papers flying. Sometimes, though, it is enough to wrack the investigator with pain or to crack the walls of sturdy buildings. Over time, too, this Attention builds, growing more and more intense.

The investigators may realise the implication of this – one day, the God's full Attention will fall on them, and they will be utterly destroyed, and so too will anything or anyone around them. What do the investigators do? Ignore their impending doom? Look for a way to hide from the God? Recreate the cult's sacrificial rites to appease the God? Or do they sacrifice themselves by becoming living bombs, and carrying the God's attention into the heart of some enemy city?

ESCAPING THE CULT

If the cult still exists at this point in the campaign, then any Marked characters become their targets. The cult exists to worship the God, but also to keep the God's Attention focussed inwards. If the Marked characters survive and leave Saint-Cerneuf, then the God will inevitably look outwards, and that endangers the whole world. In the meantime, the only way to keep the God calm is to increase the number of sacrifices.

If the Marked investigators are to remain alive, then someone else has to pay the price to keep the God in the Wood.

DEFEATING THE GOD

The God is eternal. It cannot be defeated or destroyed by any means. It cannot be banished or driven away with a spell. The only solution is the one the cult hit upon, thousands of years ago keep sending sacrifices to the God as playthings, so it rips them apart instead of ripping the rest of the world apart. Should the characters defeat the cult, they may very well find themselves recreating it in another form later on.

CONTINUING THE CAMPAIGN

Rescuing Malo - and escaping the God's attention - concludes the *God in the Wood* campaign. However, Saint-Cerneuf can continue to serve as a base of operations for Network N. From here, the characters may be sent on other missions for Network N, explore the catacombs under Cahors, or delve into the cave networks under the wood.

Alternatively, the characters may escape back to England. From Saint-Cerneuf, the easiest escape routes are via the sea from a French port, or to head to neutral Spain and catch a flight back to England.

Handout 1 - Saint-Cerneuf Briefing

OPERATION FOOTHOLD

BRIEF FOR ALL PARTICIPANTS

1. The aim of this Operation is to establish a covert landing ground for future infiltration missions. With the co-operation of local partisans, it is hoped that the Saint-Cerneuf region will be a 'back door' to the Dordogne, and from there to both sections of France.
2. You will parachute into France under cover of night, carrying with you a radio set and other vital supplies for the local partisans. With their aid, you will establish a network codenamed ANTIQUARIAN. The priorities of the ANTIQUARIAN network are:
 - a. To communicate any intelligence obtained from the partisans and other informants
 - b. To establish a secure, hidden landing zone for future parachutists, and to investigate the possibility of establishing a secret landing strip
 - c. To provide a source of cover identities and documentation for future parachutists
 - d. To complete other tasks as assigned and required by control
3. The partisans expect a landing on May 11th. The password to identify them is BIRCHWOOD. Should you fail to rendezvous with the partisans at the drop site, find a safe hiding place and use the radio to contact SOE for further instructions.
4. Our assessment of the partisans is that they are eager and committed, but may not be reliable. Ascertain whether or not they can be trusted before involving them in operations unless absolutely necessary.



Handout 2 – Malo’s Letters

Saint-Cernuef-du-Bois
April 24th, 1938

Dear [REDACTED],

Forgive my handwriting. The table in my hotel room quivers when I put any weight on it, so I am obliged to use my suitcase as an ad hoc writing desk. I have, in my time, slept in tents, rail carriages, barns and on one memorable occasion in an igloo, and I have never before encountered such an insalubrious place as this hotel. I fear for my health (and my wallet, from the look of my host) if I stay here too long, which is a great pity, as Saint-Cernuef is a curious place.

I came across a reference to the village in the records of the Diocese of Cahors. In 1541, Bishop Pau de Caretto was sufficiently troubled by the 'wild and larcenous' ways of the monks of the Abbey of Saint-Cernuef that he dispatched an episcopal inquisitor named Alain Heremol to investigate. The bishop's annals merely record that Heremol 'died in a fire', but local legends hold that the monks murdered him, allegedly to conceal their sinful ways that included 'congress with beasts of the forest'. Did these the monks have some alarming vices, or was Heremol onto something?

L

Saint-Cernuef-du-Bois
May 3rd, 1938

Dear [REDACTED],

I write to you from much improved accommodation, thanks to a chance meeting in the local library. My new hosts know a great deal about the history of Saint-Cerneuf, and their home is on the grounds of the old monastery. I spent several very pleasant days tramping around the ruins, although there was little to be found there. I also visited the Devil's Field, a burnt patch on the edge of the ill-favoured Abbot's Wood. The locals insist the devil may be encountered there, but he was not in residence when I visited!

Perhaps I went on the wrong night, but my hosts insisted on my dining with them on May Eve. We discussed mostly trivialities - the price of copper, the new prime minister, the referendum in what was Austria - until I tried to steer the conversation to the history of the monastery. R paled visible, and said that such a topic should not be discussed on that particular night. There was absolute horror in his voice, and I thought it best not to press the matter - at least, not while I am a guest under his roof.

I slept poorly that night, with dreams of wheels and earthquakes. I was disturbed, I think, by May Day celebrations in the village, which involved raucous piping and dancing.

* * *

Exploring the ruins again the following morning, I found curious footprints that would best be described as goat-like, but which I would swear were made by a two-legged individual. Now, I do not discount the possibility of mockery (I have made no secret of my interest in local legends and the supernatural), but the prints led away across Devil's Field into the wood. I made an attempt to follow them, but quickly became disorientated in the forest. There are little cairns of stones in the wood, ostensibly to guide travellers, but they proved useless.

To be wholly honest, I cannot entirely account for my disorientation. A feeling of overwhelming, irrational terror came upon me. I am not a man to be easily scared, as you yourself know, but the shadows of those trees seemed to me as unwholesome and as perilous as anything I have ever encountered.

R was more willing to discuss the monastery tonight. It seems that some parts of the copper mine were once used as storerooms by the monks. Those sections were closed off many years ago. He has reluctantly given permission for me to explore those vaults, and see if anything from the old monastery survives after nearly two hundred years. The locals, I discovered, have stories about a cache of treasure - jewelled chalices and gold and the like - that was rescued from the wreck of the monastery and buried in the old mine. Some of them suspect me, I think, of being a treasure hunter and clearly worry that I am about to steal away that fortune which is theirs by squatters' rights!

In exchange, my host asked me for a favour, one which I believe I am uniquely able to fulfil - perhaps with your help. There are mysteries to solve here, my friend.

L

Handout 3

Being pursued by servants of the thing in the wood. They're still here in the village, the same dread purpose behind the pagans and the monks, surviving down through the centuries. I found their temple. Spirals carved on the rocks reminded me of the illustrations in the Revelations book.

They were gathered there for some sort of ceremony. Ordinary faces, the faces of people I'd seen in the village, made monstrous by candle-light and splattered blood.

As they chanted, there came down another tunnel this bizarre procession. There was a monk, and a young woman - Maria! - and with them danced this goat-things, like drawings of satyrs but more monstrous, degenerate mockeries of the human form. They played this piping noise, repetitive and eerie, and -

There was something else there, suddenly. Invisible, but undeniable. Pressure on my skull, like someone had their thumbs in my eyes and kept pushing on them. Dust motes suddenly arranging themselves into orbit. Little stones rising. A voice like thunder.

Then one of the satyr-things sniffed the air, and looked up at my hiding place. I panicked, fled, blundered blindly through the caves. Cave paintings, thousands of years old, that same spiral everywhere. How long have they been here? How long has

Noises outside. They've found me.

Raimond can be trusted, I think. I don't know. Wish I'd brought that book with me from Cahors, maybe I'd have understood it with more study. Priest knows more.

God is in the Wood.

POSSESSIONS

ESPIONAGE EQUIPMENT

MYTHOS ENCOUNTER

RECRUITMENT - REASON FOR JOINING

PSYCHIATRIC HISTORY

IDENTITY DETAILS

MYTHOS TOMES READ

MAGICAL ARTEFACTS / SPELLS KNOWN

INVESTIGATOR HISTORY

NOTES

THREATS

DISTANT THREAT 0/104
GENERAL THREAT 1/104+1
IMMEDIATE THREAT 3/103+3



• FORTEAN EVENTS DURING WW2 •

A collection of strange events to inspire Keepers. According to our sources, all of these are true...

1911 THROUGH 1946

Gilbert Murray, Professor of Greek at Oxford University, conducts a series of tests in psychic and paranormal activity at his home with his two daughters as assistants. Subjects included remote sensitivity and retro-cognition. These experiments continued for 35 years, and were never successfully explained or debunked.

FEBRUARY 13, 1936

Nineteen-year-old man Giusseppe Verardi is found dead beneath a bridge near his home town of Catanzano, Italy, apparently the victim of a mysterious fall. On **January 5, 1939**, 17-year-old Maria Talarico walks over the bridge and is apparently possessed by an entity claiming to be Guisseppe Verardi, offering undisputed details of Verardi's life and last hours alive, and providing the identities of his killers. When Talarico lies in the exact position where Verardi's body was found, the entity disappears leaving Talarico with no memory of what occurred.

AUGUST, 1939

A U.S. military transport plane on a routine flight from San Diego to Honolulu, sends a distress call three hours into the flight. The plane returns to San Diego and makes an emergency landing, the exterior showing signs of serious damage. When the plane is opened, the ground crew discovers 12 of the 13-man crew are dead, killed with horrific, gaping wounds. The co-pilot is the only survivor, though he dies of his injuries minutes after landing. The plane has a strong sulfuric reek, and the pilot and co-pilot's 45 pistols are empty, emptied at an unknown target. Personnel entering and examining the plane suffer an unusual skin infection, which clears weeks later.

FEBRUARY, 1940

Warren Felty is on his way home to Middletown, Pennsylvania, when he sees the car in front of him skid into a snowy embankment. Emerging to help, Felty finds the driver bloody and unconscious; thrown through the window and buried in the snow bank. Felty takes the driver, William Miller, to the hospital, where he awakens four days later. Without knowing one another, each man later joins the U.S. Army and becomes a B-17 pilot.

Both men are shot down over Germany and captured. In 1944, they are being marched through the snow to Nuremburg, along with four thousand other prisoners. Felty sees a fellow prisoner's body in a snow bank, and stops to help. That unconscious man is none other than William Miller.



PDNNE MCBQP BY
TYNCW DLVMS DC
OHNDW OLSMJ K

1940S

Small humanoids, entirely covered in reddish hair, are spotted at numerous times along the Ivory Coast of Africa. They are described as being graceful and apparently intelligent, though no pygmies are native to the area.

1940S

The semi-mythical Lake Champlain monster known as "Champ" is spotted several times throughout the 1940s. The creature is described as serpentine, thick as a barrel, with a horse-like head. Though sightings of the creature date back to the early 1800s, the 1939 sighting is the first where it attacks and chases witnesses, in this case, two fishermen in a motorboat.

1940S

A large and unidentified creature is repeatedly sighted in a remote part of the Himalayas called Assam, in northwestern India. The creature is called the "Buru" and is described as almost seven meters long and resembling a monitor lizard.

EARLY 1940S

A Polish self-taught alchemist named Dunikovski masters transmutation of base materials into gold through a process utilizing a newly-discovered type of radiation Dunikovski titles "z-rays." Dunikovski successfully demonstrates his process to Franz Tausend, another alchemist in league with Hitler, but when he is unable to repeat his process large-scale, he is arrested and imprisoned for fraud, gaining his release just before the war breaks out.

Rumors persist that Dunikovski has relocated to a factory on the French-Swiss border, and that alchemical gold is being used to fund the German war effort.

MARCH, 1941

A stockman traveling by rail between Boulia and Warena Station, in Queensland, Australia, passes a cemetery at roughly 10:00 p.m. He sees a strange glow emanate from the graveyard, coalescing into a glowing ball the size of a watermelon. It hovers momentarily among the tombstones, then follows the stockman on the train all the way to Boulia.

This mysterious phenomena, called the "Min Min lights" has been observed for almost a century, and never explained.

SEPTEMBER 11, 1941

Ground is broken for the Pentagon. Vague rumors circulate about strange rituals conducted around the foundation, and immense, unusual diagrams etched into the poured cement, quickly concealed as construction begins in earnest.

104 - GCO
 LGMOS KFODW
 EDNS VOFAT



1942

Game warden Captain Charles Pitman, assigned to the Angola-Zaire border, reports that a large pterodactyl-like beast has repeatedly been sighted in swamps near the border.

AUGUST 19, 1942

In a precursor to the D-Day attack, Allied troops launch an assault on the beach near Dieppe. The invasion costs the Allies more than 3,000 troops through death, serious injury, or capture. Nine years later, almost to the day, two English women vacationing in post-war France are staying at an inn and hear the sounds of the battle as if they were transpiring around them: shelling, shouting, machinegun fire, and the screams of the dying. The experience lasts for the exact duration of the actual battle nine years prior, then ends.

WINTER, 1943

A young U.S. military officer stationed in Panama, concerned about his mother's health after major surgery, falls asleep. He dreams he is back in the New York City hospital his mother is at, checks in at reception, and enters an elevator, after which he wakes up. He later receives a letter from his mother who informs him that a nurse asked about his visit, saying she recognized him from a photo.

The receptionist and nurse report seeing an American officer in uniform signing in and entering the elevator at exactly the same time the officer is dreaming in Panama, and the register shows officer's name, logged at the correct time of the dream visit. That officer was Charles Berlitz, who becomes one of the world's foremost experts on the paranormal.

OCTOBER 14, 1943

Returning from the Black Thursday bombing run over Schweinfurt, the 384th Bombardment Group of the American Eighth Air Force encountered flying clusters of glowing silver disks. The clusters were accompanied closely by clumps of black debris, roughly a yard across. Plane #026 of the air group flew through one of these clusters and reported an impact on its tail assembly, but no damage was done.

MARCH 24, 1944

With his plane engulfed in flames midair and after losing his parachute to flame, RAF Flight Sergeant Nicholas Alkemade makes the grim decision to leap to his death from the height of 6,000 meters, without a parachute. In the 90 seconds of his fall, he reflects upon his life and the cosmic insignificance of humankind, then passes out.

Alkemade awakens in a foot and a half of snow beneath a tree that apparently broke his fall, leaving him with a twisted knee. He is otherwise is without harm, and is quickly captured by incredulous Germans who refuse to believe his extraordinary tale.



PDNNE MCBQP BY
TYNCW DLVMS DC
OHNDW OLSMJ K



NOVEMBER 23, 1944

The 415th Night Fighter Squadron reported encountering a group of eight to ten mysterious glowing orange globes on a late night reconnaissance run over the Rhine River, near Strasbourg. According to intelligence officer Lt. Fred Ringwald, the globes were "moving through the air at a terrific speed."

DECEMBER 13, 1944

Reuters correspondent Marshall Yarrow reports that Hitler's *Luftwaffe* are successfully developing a type secret flying weapon resembling a glass ball, almost like a Christmas ornament, and it has been spotted flying singly and in clusters over Occupied territory.

FEBRUARY, 1945

The *Luftwaffe* reportedly test a mysterious aircraft called the *Kugelblitz*, or "Ball Lightning" fighter over a secret underground research complex called Kahla, in Thuringia, Germany. The craft, designed by Rudolph Scriver and manufactured secretly in a BMW plant outside Prague, Czechoslovakia, in 1944, is an update of the *Feuerball*, or "Fire Ball" tested prior and reportedly responsible for many "Foo Fighter" sightings.

FEBRUARY, 1945

Charles Watson, a farmer in Warwickshire, England, is found dead in an apparent ritual murder, with a pitchfork and hedge-hook beneath a willow tree. Before his death, Watson was known and feared as a witch by other farmers in the area, a solitary man claiming to be able to speak with birds, as well as raising toads in his garden.



104 - GCO

LGMS KFOW
EDS VOFAT



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Yggdrasill

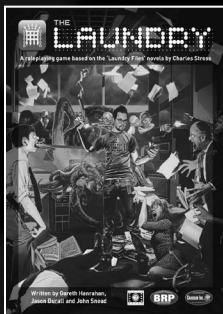
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Cthulhu Britannica



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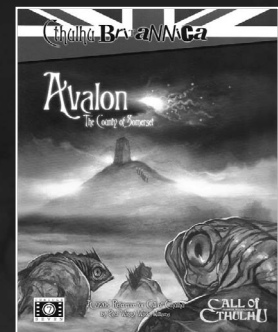


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This new collection of horror scenarios for the *Call of Cthulhu* role playing game features five tales of horror and the weird, set within the green and pleasant land of England. Each scenario focuses upon a different time period, from the streets of Victorian London to the far future when End is almost nigh. Although each scenario can be played as part of an existing campaign, they also come with a set of pre-generated investigators, allowing all to be played and run with the minimum of effort.

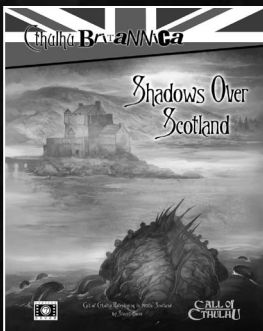
Avalon – The County of Somerset

This Sourcebook for Chaosium's *Call of Cthulhu* roleplaying game details the mysterious West Country of 1920's England, written by Paul "Wiggy" Williams, is a 128 page softcover containing: a history of Somerset; a detailed and mystery-filled gazetteer; extensive notes on local legends and folklore; new books of lore and local personalities; and four complete adventures.



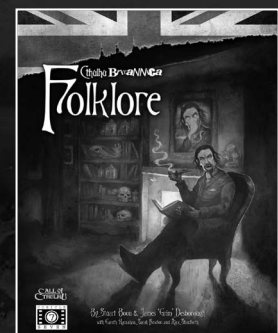
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This massive, 288-page hardback sourcebook for Chaosium's *Call of Cthulhu* roleplaying game covering Scotland in the 1920s. Written by Stuart Boon this sourcebook is the winner of the 2012 Origins Award for Best RPG Supplement and the 2012 ENnie Award for Best Setting. It features three comprehensive sections detailing the Lowlands, Highlands and Islands, individual sections on history, folklore, language and life in 1920s Scotland, a complete Scottish Mythos timeline, detailed coverage of nine cities and their various inhabitants and six sinister adventures complete with extensive handouts.



Folklore

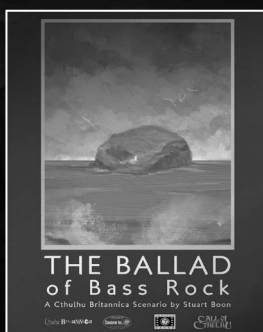
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VICTORIANA

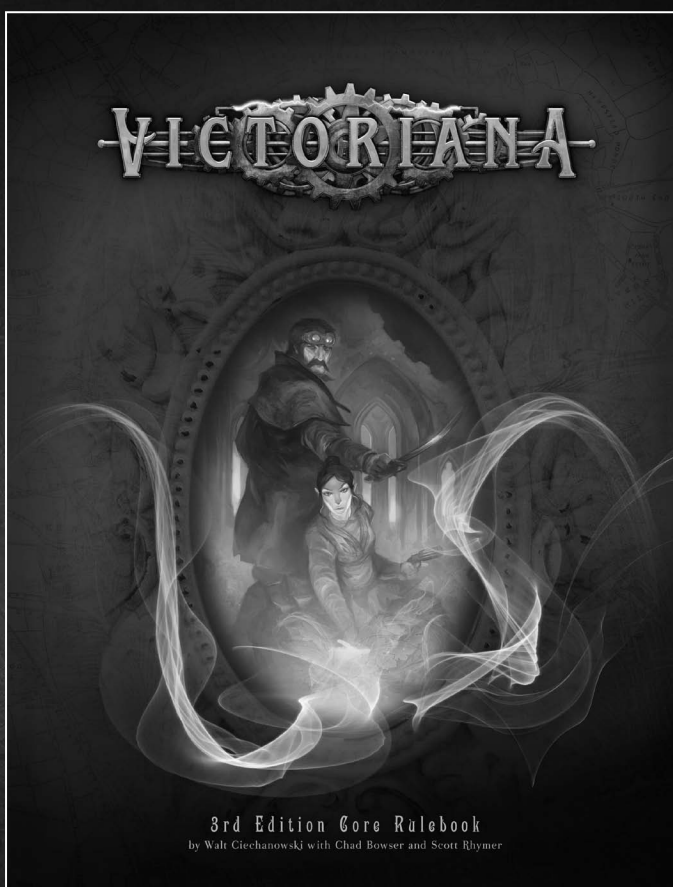
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