

WORLD WAR C T H U L H U C O L D W A R



CALL of
C T H U L H U





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This book contains descriptions of real places, real events, and real people. These may not be presented accurately and with conformity to the real world nature of these places, people, and events and are described in terms of the folklore, myths, and legends about them, further reinterpreted through the lens of the Cthulhu Mythos.

No offence to anyone living or dead or to the inhabitants of any of these places is intended. Just as these stories have formed the basis for local folklore, so they are being used here as the basis around which to spin tales about the ancient horrors from the imagination of H. P. Lovecraft and those who have expanded upon his visions.



статус оповещения

белый желтый зеленый синий красный



правая рука



Готовность
обратный отсчет



это старый
телевизор



левый контроль



бомбы расстояние



более 2000 бэр является
фатальной дозой



• INTRODUCTION •

WHAT IS WORLD WAR CTHULHU?

The 20th century was rife with conflict. Shifting political alliances and ideologies, the growth of mechanised warfare and the development of terrifying weapons of mass destruction cast long shadows over the world. And in such shadows, horrors flourish.

While humanity is on the verge of wiping itself out, there are older, more alien threats taking advantage of the chaos and suffering of war to further their own incomprehensible ends. Opportunistic predators and scavengers operate with impunity, taking those left vulnerable by the devastation around them. Many such horrors wear human faces, and it is often impossible to know who to trust.

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 line already includes *World War Cthulhu: The Darkest Hour*, a core setting for World War Two, and will expand into other conflicts in future releases.

WORLD WAR CTHULHU: COLD WAR

In *World War Cthulhu: Cold War*, players will take on the role of spies, agents and operatives of the Western intelligence services, exposed to the alien horrors of the Cthulhu Mythos. Recruited into the secretive Section 46, the last echo of a shadowy British Intelligence organisation from World War Two, investigators come from a wide range of backgrounds in espionage, the military or civilian life. Some may also find themselves influenced through dreams to follow other agendas, set out by the mysterious presence known only as H. These investigators are tasked with fighting a secret war on two fronts: a delicate game of cat-and-mouse against the Soviet Union and its allies, and a desperate fight against the insidious menace of the Mythos.

From tense excursions behind the Iron Curtain and bloody proxy wars in Sub-Saharan Africa to ancient cults hidden in the streets of East Berlin or the jungles of the

Golden Triangle, investigators must face both human and inhuman threats, never sure who can be trusted, who is waiting for the perfect moment to betray them and who is really calling the shots.

This book provides everything players need to create Cold War investigators: a full character generation chapter, a primer on intelligence work to get them up to operational speed and a briefing on carrying out covert operations, just in case. Keepers have their own section presenting advice on running games in the setting, a guide to key operational theatres for Western intelligence, Mythos threats, rules and equipment, as well as a short campaign set in Istanbul.

World War Cthulhu: Cold War concentrates on the activities of Western intelligence services throughout the 1970s – we will visit other agencies and times in future expansions. We will also be publishing scenarios, both in print and electronic formats – look out for the first of these, *Covert Actions*, available alongside this book.

CTHULHU MYTHOS

In the murky world of espionage, the Mythos threats in *World War Cthulhu: Cold War* may seem almost familiar, but this is a potentially fatal misunderstanding. Although cultists and spies may act in similar ways, operating from the shadows, manipulating the unwary and never revealing their true agendas, the similarity is a superficial one. The goals of spymasters may be inscrutable, but they are still human.

Cults and the alien monstrosities they serve are working towards ends that are inimical to the very existence of humanity, or at least incomprehensible to human minds. As with agents, however, there is one invariable similarity: these cultists are disposable assets, and no matter the power they have been promised, their masters will not hesitate to sacrifice them once they have outlived their usefulness.

When gathering intelligence and recruiting agents, investigators may end up moving through the fringes of society, dealing with broken, eccentric and dispossessed individuals. These are exactly the sorts of people who

might be drawn into the world of the Mythos, and there may be times when an investigator misunderstands the loyalties and motivations of a potential agent with dangerous consequences.

Of course, there is more to the Mythos than cultists. Some of the entities that the investigators may uncover are so utterly vast and inhuman that the best one can hope for is not to come to their attention. Others appear to operate on a smaller scale, interacting with humanity when it suits their ends, but these are still deathless monstrosities whose schemes may span aeons. Even attempting to understand their methods and goals invites madness.

And madness is a very real danger for investigators. The human mind is unable to cope with such horrors, and its defence mechanisms might lead to amnesia, desperate rationalisations or erratic behaviour. When an investigator's life may depend on their ability to keep the details of a cover story straight or remain cool under pressure, such breaks in sanity could prove deadly.

REAL HORRORS

The 1970s saw proxy wars, revolutions and terrorist actions across the world, bringing death and suffering to millions of innocent people. It is impossible to deal with the Cold War in this period without including such conflicts. These events are still within living memory for a great many people, and they have shaped the lives of younger generations.

We have attempted to be as sensitive as possible in our handling of the very real horrors of the Cold War. Moreover, we have avoided providing Mythos rationalisations for any such events. Human beings are more than capable of cruelty and violence without the influence of alien gods.

Mood

The dominant mood of *World War Cthulhu: Cold War* is one of paranoia. While the East and West have not yet entered the kind of total war seen in World War Two, proxy conflicts, terrorism, covert actions and espionage are common.

Missions will take investigators into war zones, areas controlled by hostile forces and behind the Iron Curtain. They will have to constantly be on the lookout for counterintelligence operatives, informants and those who would betray them for personal gain or revenge. Even when operating on friendly soil, investigators will have to work out who they can trust, who they can use and who may be using them. Sometimes the investigators will have to make alliances with horrifying people in pursuit of common goals, or to set up a future betrayal. This may be a war driven by ideology, but it is no conflict for idealists.

Although the Cold War might seem like an endless conflict, made up of too many moving parts for the mind to comprehend, it is potentially deadlier than anything that has come before. If the Cold War ever turns hot, it will likely spell the end of civilisation – and possibly of humanity itself.





• THE COLD WAR • A BRIEF HISTORY

THE ORIGINS OF THE COLD WAR (1917-1950)

To find the true origins of the Cold War, one must look back to the Russian Revolution in 1917. The violence of the revolution and the ensuing Civil War clashed with American ideals – founded in their own revolution – of how political change should be conducted. Coupled with a fear of the new Russian government renegeing on its massive war debt, the USA, the UK and other nations intervened on the side of the anti-communist ‘White’ forces. This doomed attempt to kill the revolution at birth laid the foundations for a lasting mistrust between the Union of Soviet Socialist Republics (USSR) and the Western nations, led by the USA.

In the United States, communism replaced Freemasonry, Catholicism and anarchism as the main existential threat to the welfare of the Republic. The First Red Scare of 1919-1920 saw the Department of Justice arrest and imprison hundreds of suspected communists in a spasm of fear. Led by Attorney General A. Mitchell Palmer, the ‘Palmer Raids’ were part of a much wider set of concerns provoked by the Russian Revolution and domestic labour unrest. Significantly, the First Red Scare kickstarted the career of a young Department of Justice official who would go on to become America’s most powerful and influential anti-communist: J. Edgar Hoover.

WORLD WAR TWO

By the outbreak of the World War Two, the United States had officially recognised the USSR. However, the paranoia of Soviet leader Joseph Stalin and the mistrust sowed in the minds of Western politicians by the Nazi-Soviet Pact of 1939 meant that even as the war progressed, the two sides remained deeply suspicious of each other. In truth, the Grand Alliance to defeat the Third Reich was never anything more than a temporary union. Even during the war, the Soviets spied on their allies, infiltrating the secret Manhattan Project that was racing to create the atomic bomb. Conversely, the Western allies never fully trusted their counterparts in the East, withholding intelligence and scientific cooperation in many areas, and carrying out their own surveillance of Soviet diplomatic and military communications.

With the war in Europe over and the Pacific conflict coming to its bloody conclusion, Stalin turned his attention eastwards. But before Soviet forces could land on the Japanese home islands, the United States unleashed the fruits of the Manhattan Project. Harry S. Truman had unexpectedly become president upon the death of Franklin D. Roosevelt early in 1945. The incoming president was a newcomer to foreign affairs, a blunt, plain-speaking Midwesterner, and had been kept ignorant of the Manhattan Project until he assumed office. With Truman at the helm, the cities of Hiroshima and Nagasaki were destroyed and the war finally ended a few days later. The reasons for the bombings – and the influence they had on the outbreak of the Cold War – are many, varied and continually debated even to this day. Suffice to say, it was a combination of a desire to end the war swiftly, to make use of a new weapon developed at immense expense, to intimidate the USSR and a whole host of other more minor reasons. Even though Stalin – through his spies within the Manhattan Project – knew about the atomic bomb before Truman did, it was not until after the bombing of Hiroshima that he ordered a crash programme to develop Soviet atomic weapons.

THE AFTERMATH OF VICTORY

The period from the end of World War Two to the outbreak of the Korean War in June 1950 saw a series of missteps, misunderstandings, deliberate provocations, ill-timed actions, coincidences and catastrophes that shaped and hardened the Cold War. Fearful of a repetition of the invasions of 1914 and 1941, Stalin set about establishing a buffer zone of states in Eastern Europe. These states were to be pro-Soviet, almost certainly communist, and were intended to provide a firewall against future German (and more broadly Western) aggression. The Americans – holding an atomic monopoly – engaged in an ultimately futile set of international discussions about the future of atomic weaponry. US reluctance to give up its monopoly – coupled with the aggressive, anti-Soviet posturing of key figures such as Truman, Secretary of State James F. Byrnes and the young Secretary of the Navy James Forrestal – ensured that these negotiations came to nothing.

Further afield, the fallout of the war contributed to the emerging Cold War. During World War Two, the Soviets had stationed troops in northern Iran to help guard against

invasion from the Axis powers. Now that the conflict was over, the United Kingdom – still the dominant power in the Middle East – wanted the Red Army out so it could get back to the business of extracting as much oil as possible from Iran. The Soviets eventually withdrew in 1946, but incidents such as this only served to further convince Western leaders that the USSR under Stalin was both expansionist and aggressive.

In the eyes of Truman's administration, the image of an outward-looking, warlike Soviet Union was bolstered by one of the Cold War's key documents. In early 1946, American diplomat George Kennan – then stationed at the US embassy in Moscow – wrote 'The Long Telegram'. Kennan's cable (the longest that had ever been sent by the Department of State up to that point) positioned the Soviet leadership as bent on expansion, fearful of the West and determined to spread communism around the globe. The Long Telegram became the founding document of the US policy of 'containment'. Through this policy, the United States and its allies sought to hold back the expansion of communism through diplomatic, economic and military means.

POST-WAR GERMANY

Critical to the early Cold War was the status of defeated Germany. Both sides were fearful of resurgent German militarism and wanted to avoid the mistakes of 1919. But, agreement was thin on the ground and the status of a divided Germany would be a running sore until the building of the Berlin Wall in 1961. After the war, Germany was divided into four 'zones', each controlled by one of the victorious allies: America, Britain, France, and the Soviet Union. The former capital of Berlin – sitting deep in the heart of the Soviet zone – was also divided into four zones of occupation. Disputes over how Germany would be governed, what its political make-up would be, what its currency would be and whether or not it should regain any military forces led to the defining clash of the early Cold War: the First Berlin Crisis, more commonly known as the Berlin Airlift.

Irritated by the Western allies combining their zones and introducing a new currency, the Deutsche Mark, Stalin ordered his forces to blockade the only land routes into West Berlin. With the railway and autobahn blocked by Soviet troops, the Western outpost in Eastern Germany would slowly starve. This prospect, Stalin hoped, would cause America, Britain and France to capitulate and withdraw entirely from Berlin. Stalin's gamble did not pay off, however. In the greatest logistical exercise the world

had ever seen, the allies kept West Berlin supplied by air. For nearly a year, everything the city needed to survive was brought in by a non-stop shuttle of cargo aircraft. Eventually, Stalin relented and lifted the blockade; a major propaganda coup for the West. The blockade only served to harden attitudes on both sides, leading to the creation of lasting military alliances in the form of NATO (created 1949) and the Warsaw Pact (created 1955). When the USSR tested its first atomic bomb in August 1949, people around the world anxiously awaited the first military – and potentially atomic – conflict of the Cold War.

What emerged from this period was a battle of conflicting ideologies, a clash between American-dominated Western liberal capitalism and Soviet-dominated collectivist communism. Both saw themselves as universally applicable; both offered differing visions of modernity. The rest of the Cold War would be a fight to see which ideology prevailed.

FROM KOREA TO CUBA (1950-1962)

KOREA, CHINA AND THE DEVELOPING WORLD

The American strategy of containment received its first real challenge on the Korean peninsula. The atmosphere and ideological conflict of the Cold War turned a Korean civil war into a struggle between capitalism and communism. For the Truman administration, the fight to 'save' South Korea from Northern communist domination was made all the more urgent by China's turn to communism in October 1949. The Chinese Civil War between the American-backed Nationalists under Jiang Jieshi and the Soviet-backed communists under Mao Zedong reached its denouement after years of fighting and millions of deaths.

The 'loss' of China said much about the perceived failure of American Cold War policy. Truman and his cabinet were attacked for failing to provide enough support for the Nationalists. Conspiracy theorists charged that internal subversion by communist agents explained Mao's victory. Still under fire when the Democratic Peoples' Republic of Korea (DPRK) forces invaded the South on June 25, 1950, Truman responded vigorously, sending thousands of American troops to the peninsula to fight under the banner of the United Nations. When the wayward UN commander General Douglas MacArthur took his forces too close to the Korean-Chinese border, the People's Republic of China intervened. The war swung back and forth until – in mid 1951 – it reached a grinding stalemate while negotiators attempted to broker a ceasefire.



Korea demonstrated that the Cold War would not just be fought in Europe, but that the developing world would be a key ideological, diplomatic, economic and military battleground. This was in part because of the other great transformative force of the era: decolonisation. After the Second World War, the cries for freedom amongst those peoples dominated by the European colonial powers became ever louder. In Asia and Africa especially, decolonisation became an unstoppable force. Some did try to stop it: the French in Indochina and the British in Malaya, both of whom fought against communist-inspired independence movements.

The opposing sides in the Cold War saw the newly decolonised nations as needing political direction. Of course, with each ideology seeing itself as the best way to modernity, the West and the USSR tried to cajole, bribe or intimidate new nations into adopting their system. Some chose to stand apart from the bipolar conflict, the so-called Non-aligned Movement (NAM) that emerged from the 1955 Bandung Conference in Indonesia.

PROXY WARS

Although the Western powers and the Soviet Union never entered into open warfare, conflicts between factions backed by each filled the latter half of the 20th century. *World War Cthulhu: Cold War* is primarily a game about espionage, but there is still scope for covert actions set in war zones that are significantly more military in nature. While investigators should not be placed in the position of being front-line troops, trying to achieve an already dangerous objective while bullets are flying, sane people are fleeing and the world around is in chaos adds an extra element of terror to missions, if used sparingly.

NUCLEAR ESCALATION

Looming over all of this was the spectre of nuclear annihilation. Until 1952, the threat of atomic warfare was awful, but bearable. War would be similar to those that had gone before, punctuated by the blast and radiation of the atom bomb. In October 1952, the United States prepared to test a wholly new kind of weapon: the hydrogen bomb. On 1st November – as part of a test series in the Pacific

codenamed Operation Ivy – US scientists detonated Ivy Mike, the first experimental H-bomb. The Mike ‘shot’ yielded 104 megatons of explosive force – 700 times the power of the Hiroshima bomb. The Soviets were not far behind, carrying out their own thermonuclear test series in the years that followed. By March 1954, the US had weaponised the H-bomb into a form deliverable by a bomber. Nations now had the power to wipe other nations from the face of the earth. In the 1950s, the bomber was still the primary means of H-bomb delivery. The world would not truly enter the missile age until the early 1960s, with the advent of the first reliable Intercontinental Ballistic Missile (ICBM) systems.



By 1960, the United States had nearly 19,000 nuclear warheads in its arsenal – as a result of President Dwight D. Eisenhower’s policies that prioritised nukes as a money-saving, “more bang for your buck” measure – with the USSR lagging behind with just over 1600 warheads. The emerging nuclear threat, the casualness with which some statesmen rattled their nuclear sabres and widening public knowledge about the effects of H-bomb warfare led to the rise of the global anti-nuclear movement. In America, Britain, West Germany and around the world, scientists, academics, intellectuals and ordinary citizens gathered together to protest against the rapidly expanding nuclear arsenals and the threat they posed to human existence. The anti-nuclear campaign developed into a series of

genuine mass movements, with organisations such as the Campaign for Nuclear Disarmament (CND) in the UK and the Committee for a Sane Nuclear Policy (SANE) in the US leading the way. By October 1962, it looked as if the worst fears of the anti-nuclear movement might well be realised.

THE CAMBRIDGE SPY RING

From World War Two until the early 1960s, the Soviet Union had a number of highly placed double-agents in SIS, feeding a steady stream of secrets to their handlers in the KGB. The most infamous of them, Kim Philby, was stationed in Washington DC in the 1950s, serving as British intelligence liaison to the USA. The revelations of his betrayal and the extent of Soviet penetration of SIS weakened the Special Relationship, and even by the 1970s it has not fully recovered. The British government's faith in its intelligence service was similarly damaged. There is still a great deal of paranoia about moles in the intelligence services on both sides of Atlantic. This is a dangerous time for members of Section 46, whose dual loyalties always raise the risk of them being mistaken for Soviet double agents.

THE CUBAN MISSILE CRISIS

The Cuban Missile Crisis that came to a head in October 1962 was not a singular event, but part of a longer, wider series of disputes between the West and the Soviet Union, between America and Cuba, and within the communist world. Since 1958, the Second Berlin Crisis had been brewing. Again, Germany was at the heart of the conflict. A rearmed West German military had been integrated into the frontline of NATO, provoking outrage in the Kremlin. The communist Bloc – in particular the German Democratic Republic (GDR, East Germany) – was also suffering a 'brain drain'. The phenomenon of republikflucht (flight from the republic) had been ongoing since the end of the war, but it accelerated in the 1950s because of the GDR's poor living conditions, political repression and omnipresent state

surveillance. The Soviet leader Nikita Khrushchev and his East German counterpart Walter Ulbricht were determined to put a stop to the brain drain and gain concessions from the West. Tensions ratcheted up until Ulbricht – with the approval of the Kremlin – decided to bring things to a halt. In order to stop East Germans leaving through the last hole in the border – between East and West Berlin – he ordered a wall to be built.

Although in many ways the wall eased tensions over Berlin, the wider issues surrounding the Cold War did not go away. Coming to office in January 1961, the new American president John F. Kennedy knew that in order to defend Berlin from possible aggression, nuclear weapons would have to be used. On the other side – despite his boasting – Khrushchev knew that the Soviet arsenal was far behind the US in terms of numbers of warheads and means of delivery. In order to offset this imbalance, the USSR needed to place weapons closer to the continental United States. It needed to place them in a location where Soviet medium and intermediate-range missiles could offset the long-range capabilities of American bombers and ICBMs. It needed to find a friendly nation, close to the US...

The Cuban Revolution of late 1959 and early 1960 swept away the brutal, kleptocratic dictatorship of Fulgencio Batista. Supported by US businesses and underworld interests, Batista and his followers had enriched themselves at the expense of ordinary Cubans. The victory of the rebels, led by the charismatic Fidel Castro and Ernesto 'Che' Guevara, changed everything for American interests in the Caribbean. Initially approaching the US for funding to help rebuild Cuba, Castro was rebuffed by the Eisenhower administration and turned instead to Khrushchev, who was only too glad to gain an ally on America's doorstep. After Kennedy authorised the ill-fated Bay of Pigs invasion in April 1961, Castro asked his friends in the Kremlin for aid to defend the infant Cuban Revolution. As 1962 progressed, it became clear that the Soviets were sending far more than rifles, grenade launchers and machine guns to Havana. It was Khrushchev's turn to get "more bang for his buck".

The Cuban Missile Crisis became one of the defining events of the Cold War; an international incident that brought the world came closer to nuclear war than at any time before or since.¹ For just under a fortnight, the world sat transfixed as the US Navy blockaded Cuba, Soviet freighters steamed towards the island, and leaders in Washington and Moscow

1. The nuclear alerts surrounding the 1973 Yom Kippur War and the 1983 Able Archer '83 incident may have taken the world even closer to the nuclear brink. These incidents, however, mostly happened away from the glare of publicity.



attempted to divine each others' intentions. The successful resolution of the Crisis came down to a multitude of factors. In American minds, it is often mythologised as an example of hard-nosed brinkmanship, where JFK stood his ground against a belligerent enemy who cracked first. For the Soviets, there was bafflement at the way the Crisis developed. After all, they reasoned, the United States had Jupiter missiles on their borders. But more than anything, the fact the world did not witness a disastrous nuclear conflagration was down to luck. It was lucky that Soviet submarine commander Vasily Arkhipov chose not to fire his nuclear torpedo at American ships. Lucky that US fighter aircraft did not fire their Genie nuclear rockets at Soviet interceptors chasing a stray U-2 spy plane. Lucky that the commanders on the ground in Cuba – who had the authority to fire nuclear weapons pre-delegated to them – did not take fright at rumours of an imminent American invasion of the island and launch a warhead at Washington or New York.

proxy wars and rhetorical conflicts, there was a gradual thaw in superpower relations, a process known as détente. The aftermath of Cuba saw the first real moves towards nuclear disarmament. The Limited Test Ban Treaty – signed by the the UK, USA and USSR on August 5, 1963 – prohibited atmospheric, underwater and outer-space nuclear testing (but not underground testing). Such an agreement had been sought since the 1950s, but persistent disputes prevented negotiation of the treaty until Cuba brought world leaders to their senses.

The Caribbean Crisis also changed the way in which the leaders of the USA and USSR would communicate in an emergency. The creation of the 'hotline' – a direct telephone link between the White House and the Kremlin – removed at least some of the potential for dangerous communication lags and misunderstandings that had plagued discussion during the crisis. Now, the American and Soviet leaderships could discuss vital matters directly.

THE SPECTRE OF NUCLEAR ANNIHILATION

While most *World War Cthulhu: Cold War* scenarios do not deal directly with nuclear weapons or the imminent threat of their use, their presence always looms in the background. *Call of Cthulhu* is already a game about desperate battles against forces too great and terrible for the human mind to comprehend, which may annihilate us all without mercy. The Cold War provides a thematic parallel, with humanity poised to wreak the destruction on itself that the Great Old Ones have yet to achieve. The Keeper should find ways of reminding the players that both sides of their battles have the survival of humanity as a stake. While it will be a rare mission whose failure may provoke a nuclear war, many risk heightening tensions or escalating into more open conflict. If the investigators are only terrified of the Mythos, the Keeper is only doing half of their job!

These building blocks of détente were, however, paralleled by continued strife and conflict. In the decolonising world, the two blocs competed to win new states over to their way of thinking, draw them into their economic systems and build new alliances in the developing world. In Africa and Asia, local conflicts intersected with the Cold War, as the Western and Soviet blocs tried to stymie perceived or real opponents. In many cases, local leaders took advantage of the competition, playing the two sides off against each other. Interference and intervention in the developing world exacerbated volatile situations, such as in the Democratic Republic of Congo, where American, Belgian, Soviet and Cuban involvement only served to increase the level of bloodshed and violence.

THE VIETNAM WAR

The conflict that came to symbolise the ideological blindness of the Cold War was the Vietnam War (or, as the Vietnamese called it, the Resistance War Against America). Constantly oppressed by different colonial powers from China, France, Japan, France again and then the USA, North Vietnam fought not to spread international communism but for freedom and self-determination.

In the febrile atmosphere of the Cold War, American politicians and planners feared a 'domino effect', whereby one Asian nation falling to communism would lead to another, and so on, threatening the strategic American presence in the Asia-Pacific region. Thus, the United States supported the South Vietnamese dictatorship of Ngo Dinh Diem until – in 1963 – his brutally repressive methods

HOTLINE TO DÉTENTE (1963-1972)

More than anything, the Cuban Crisis demonstrated the risks inherent in ideologically based, nuclear armed conflict. Although the period from 1963 would still see

became too much and the CIA gave permission for him to be assassinated. With significant material support from other communist nations, the North Vietnamese attempted to re-unify their country and with the 1964 Gulf of Tonkin Resolution, the United States vastly expanded its military presence in Indochina. Massive aerial bombing campaigns and the deployment of hundreds of thousands of ground troops made Vietnam the epicentre of Cold War conflict.

THE VIETNAMESE AT VERSAILLES

Vietnamese delegates in Paris during the 1919 Versailles peace conference had repeatedly attempted to address questions of self-determination for the colonised peoples of Africa and Asia to US President Woodrow Wilson. Although Wilson's famous '14 Points' espoused such high ideals, these did not extend to the European colonies around the world. Wilson – a noted racist – refused to entertain the representatives from French Indochina. One of the representatives in Paris – Ho Chi Minh – would go on to achieve lasting fame as the leader of his nation's fight against colonialism. One wonders how things might have developed, had Wilson sat down in good faith with Ho Chi Minh?

THE VIETNAM WAR IN WORLD WAR CTHULHU: COLD WAR

Although the Vietnam War plays a major part in the overall shape of the Cold War, it largely falls outside the scope of this volume. If you are interested in *World War Cthulhu: Cold War* games set in Vietnam, refer to the companion book, *Our American Cousins*.

REVOLUTION, REPRESSION AND RAPPROCHEMENT

By 1968, the war had taken its toll on President Lyndon B. Johnson. Seeing the domestic strife provoked by the conflict, the drain on resources that it caused and the international

outrage at US actions, Johnson declined to stand for the presidency in the 1968 elections. In the same year, the USSR – led by Leonid Brezhnev, who had taken power after Nikita Khrushchev was ousted in 1964 – demonstrated that it was still more than willing to take repressive measures against its allies. As part of a wider series of revolutions that took place across the world in 1968, the politicians and people of Czechoslovakia demanded greater political, social and cultural freedom. For a brief moment, it seemed that the dreams of the Czechoslovaks would come true; but on 21st August, Soviet tanks and troops brutally crushed the nascent revolution. 1968 also saw student-led revolutions around the globe. In West Germany, Italy, France and Mexico (among many others), mass movements protesting against domestic repression, the orthodoxy of the Cold War, East-West conflict and many other issues rose up – and were invariably suppressed by the state.

Despite the strife around the world, détente moved on apace. The election of Richard M. Nixon to the US presidency in late 1968 brought to power a man of conflicting motivations, complex character flaws and undoubted political skill. Nixon and his National Security Adviser (later Secretary of State) Henry Kissinger swiftly moved forward with their plans to normalise relations with the communist world. This precipitated the true era of détente. The successful conclusion of the negotiations for the Nuclear Non-proliferation Treaty (NPT) in the final months of Johnson's presidency set the groundwork for enhanced détente. Nixon and Kissinger negotiated – with their Soviet partners – the first round of Strategic Arms Limitation Talks, a hugely symbolic (if not practically meaningful) set of agreements that aimed to curb the ever expanding arms race.

Nixon also extended the hand of friendship to China, a state treated as a political pariah since the communist victory in 1949. As the first president to visit China, Nixon set in motion negotiations that would eventually result in the full normalisation of relations towards the end of the decade. On all sides, the reasons for pursuing détente were complex. For one thing, Nixon and Kissinger wanted to get America out of Vietnam; whereas for Brezhnev and his colleagues, the disastrous state of the Soviet economy meant that the vast sums being spent on defence were unsustainable. Détente was not simply an effort to simply reduce the tension of the Cold War. Détente reflected a wide range of political, social, military and economic imperatives for all the states involved. However, détente was interpreted different in different places. It was this lack of alignment – coupled with other global factors – that would see thaw gradually return to freeze as the 1970s progressed.



THE SECOND COLD WAR (1973-1980)

By the early 1970s, the balance of world power was changing. The Soviet Union was a superpower in military terms only, its economy in a terrible state, its domestic policies riven with contradictions and problems. Although it remained the world's only true superpower, the United States found itself entering a period of decline too. The fallout from Vietnam made America look like a tottering giant, while domestic political convulsions wracked the nation. And almost every nation around the globe suffered from the financial implications of the way the world was changing. In the 1970s, oil, religion and terrorism would become major factors.

THE OIL CRISIS

A critical moment was the 1973 Yom Kippur War between Israel and a coalition of Arab states. American and European support for Israel during the war (in conjunction with a range of other, more minor, factors) provoked the Organisation of Petroleum Exporting Countries (OPEC) to cut production and enforce embargoes.

This first 'oil shock' of the 1970s instigated near crisis in the United States and Western Europe. Petrol rationing was put in place, huge queues snaked away from garage forecourts, industries had to reduce their output and electricity supplies dwindled. Britain was one of the hardest hit, suffering a series of economic crises that would run through the 1970s to the near-panic of the 1979 'Winter of Discontent'.

The oil shock shifted the focus onto new players in the world power game: the states of the Middle East². The rising power of the oil states – particularly Saudi Arabia and Iran – was tracked by the perceived decline of America as a power. The humiliating withdrawal from Vietnam in 1973 (and the subsequent defeat of the US-backed South Vietnamese regime in 1975) and the domestic political upheaval caused by the Watergate Scandal provoked many observers to declare the United States a failing colossus.

The USSR found itself in a similar position. Despite vast military power, the Soviet Union was never an economic, cultural or technological superpower in the way that the USA was. Led by ailing men in the Kremlin, the USSR experienced shortages of everything apart from missiles and nuclear warheads.

2. During the Cold War, the Middle East was defined as extending from Turkey in the north, to Yemen in the south, and from Egypt in the west to Iran in the east



AFGHANISTAN AND IRAN

Towards the end of the 1970s, détente began to die. Neither side believed that détente placed restrictions on their intervention in the developing world. It was this belief that – amongst a backdrop of other factors – brought the Cold War back to vigorous, threatening life. Proxy conflicts in places as far apart as Angola, the Ogaden and Afghanistan saw American and Soviet-backed forces collide once more. It was the last of these – Afghanistan – that put the stake through the heart of détente when Soviet troops entered the country over the Christmas of 1979.

The Iranian Revolution of 1978-79 had driven the Shah or Iran – America's staunchest ally in the Middle East – from power. Into the autocrat's place stepped the Islamic scholar Ayatollah Ruhollah Khomeini. The Revolution caused ripples of fear on both sides of the Iron Curtain. The United States had lost an important ally, while the Kremlin feared the expansion of Islamic revolutions across its borders and into the significant Soviet Muslim populations. Because of this and a desire to support the teetering Afghan communist regime, the USSR entered into a brutal, bloody war that



would last until 1989 and wreck the lives of millions of Afghan and Soviet citizens.

INTERNATIONAL TERRORISM

The 1970s also saw the rise to prominence of modern terrorism. Organisations such as the Red Army Faction (in West Germany), the Red Brigades (in Italy), the Fuerza Armadas de Liberacion Nacional Puertorriquena (in Puerto Rico) and the Black September Organization (in Palestine) hijacked aircraft, took hostages, bombed, shot and protested their way across the decade. The more paranoid members of the American intelligence community believed that the USSR was somehow behind every terrorist organisation, but this was nothing more than fantasy and propaganda.

THE END OF THE COLD WAR (1981-1991)

The 1980s was a decade of two halves. The reignited Cold War was inflamed by President Ronald Reagan's aggressive

rhetoric, Soviet belligerence, alliance politics, mistakes and misunderstandings. During 1983 a series of unrelated events, woefully mistaken KGB and GRU intelligence gathering, and a NATO military exercise codenamed Able Archer '83 took the world to the brink of nuclear war. The major difference between 1983 and the near catastrophe of 1962 was that Able Archer took place out of the public gaze. The world was blissfully ignorant of impending Armageddon.

But by the end of the decade, the Cold War shuddered and ground to a halt. Not because of Reagan's over-hyped Strategic Defense Initiative, not because of major international diplomacy, but because of a myriad other factors. Ordinary people in East Berlin, Gdansk and Prague decided they had had enough. Lower-level politicians made mistaken announcements. Mikhail Gorbachev's perestroika and glasnost policies took on a life of their own. The Berlin Wall crumbled and – two years after that momentous event – the Soviet Union ceased to exist. The Cold War was over and the post-Cold War world – with all of its changes, challenges, and conflicts – emerged from 45 years of fear and tension.

DEALING WITH TERRORISM

Terrorism is always a sensitive subject, and many of the conflicts discussed in this book are either still ongoing or have echoes in the modern day. There is always a chance that someone you know and game with has been affected by global terrorism in some manner. While we have tried to be as neutral as possible when discussing the conflicts that birthed such actions, it is impossible to do so in a manner that will be reasonable to everyone. Even the use of the word "terrorism" is a judgement, and some of your players may see the actions of certain groups as justified, making them guerillas or even freedom fighters.

If you are planning to include terrorism as a theme in your campaign, discuss it with your players first. If there is no safe way of handling the topic for everyone at the table, then there are plenty of other problems in the 1970s that the investigators can try to tackle.





• INTELLIGENCE AGENCIES •

INTELLIGENCE AND THE COLD WAR

Secret intelligence, espionage and covert operations were intertwined with the Cold War like a thread through a tapestry. Just as the role of secret agents is critical to *World War Cthulhu: Cold War*, so too were real-life spies crucial to the conduct of international affairs from 1945 to 1991.

This chapter outlines intelligence in the Cold War, discussing the different forms of intelligence gathering, intelligence agencies around the world and offering insights into some of the ways in which intelligence agencies function in the 1970s.

FORMS OF INTELLIGENCE

The popular conception of intelligence gathering and espionage is the trilby-hatted agent loitering in an alley in Berlin, awaiting the arrival of a shady contact carrying microdots and codewords. Most Cold War espionage is *not* like that.

However, the popular image does have some basis in truth. Spies, agents, turncoats and moles all come under the heading of Human Intelligence (HUMINT). When we read about Jim Prideaux travelling to Czechoslovakia in order to get information from a defecting general in John Le Carré's

classic espionage novel *Tinker, Tailor, Soldier, Spy*, that's HUMINT. The true tale of notorious British double agent Kim Philby feeding top-secret information back to the Soviet Union? That's HUMINT too.

But as the Cold War progresses, serious money is devoted to more technical forms of espionage. The big gun in all of this is Signals Intelligence (SIGINT). SIGINT can be broken down into two main disciplines: monitoring communications (COMINT) and monitoring electronic emissions, such as radar (ELINT). For the Western powers, SIGINT became hugely important because of the Soviet and Eastern European agencies' (particularly the Soviet KGB and the East German Stasi) skill at rooting out spies and double agents (with a few notable exceptions, such as Oleg Penkovsky – who was eventually executed – and Oleg Gordievsky, who had to be smuggled out of the USSR in the boot of a car). Huge, well-financed, secret organisations such as the British General Communications Headquarters (GCHQ, based in Cheltenham, England) and the American National Security Agency (NSA, based in Fort Meade, Maryland) were created to handle SIGINT.

As technology advanced, so too does the use of space as an arena for spying. Several countries – especially the United States – invested heavily in Imagery Intelligence (IMINT). From the 1960s onwards, satellites of increasing power and sophistication were lofted into orbit in order to



observe both ally and enemy alike. By the 1970s, the giant American KH-11 satellites can photograph individuals from hundreds of miles up in orbit.

The use of technology went both ways. Both the Soviet Union and the Western allies seek to gain – by hook or by crook – examples of the latest enemy technology to take apart and study, a process known as TECHINT. A prime example of this is the defection of Soviet fighter pilot Viktor Belenko in 1976. Disillusioned with his life, he flew to Japan in the very latest MiG-25 interceptor aircraft. This gave Japanese and American analysts the ideal opportunity to examine a supposedly fearsome weapon, that turned out to be a lot less formidable than other forms of intelligence had indicated.

Finally, there is a form of intelligence that does not rely on satellites or defecting pilots. Throughout the Cold War and up to the present day, states rely heavily on Open Source Intelligence (OSINT). By reading newspapers and monitoring TV and radio broadcasts, a considerable amount of information can be collected.

For example, the British Broadcasting Corporation (BBC) monitoring station at Caversham Park in Berkshire, England, had a dual function. On the surface, it allowed the BBC to keep track of news happening all over the world. Underneath, it also served an OSINT function too, passing information back to the British Secret Intelligence Services (SIS).

INTELLIGENCE AND SECURITY AGENCIES AROUND THE WORLD

This section discusses and outlines some of the major domestic and foreign intelligence and security organisations. This is by no means an exhaustive listing, and the selection tends to privilege the groups that investigators in *World War Cthulhu: Cold War* are most likely to come into contact with. There were – and are – many, many intelligence and security agencies out there, and covering them all would require a book many times the size of this one. If you are interested in the wider world of intelligence in the Cold War, the bibliography on pg. 232 is a good place to start.

THE WESTERN ALLIES

For Western intelligence, the 1970s are a period of crisis and change. This is especially true of the American Central Intelligence Agency (CIA), an organisation that was suddenly thrust into the limelight. In Britain too, formerly

clandestine agencies have found themselves exposed in the full glare of the media. The walls of the ‘secret state’ are crumbling, and a new generation of journalists – many inspired by the Watergate Affair that brings down US president Richard Nixon – seek to make the secret world accountable to the public that it supposedly serves.



In the 1970s, Western intelligence gathering is dominated by the United States of America. Most famous (and infamous) of the US intelligence organisations is the CIA. The CIA has wide-ranging responsibilities, from running spies and covert operations, to orchestrating spy plane missions. But it is an agency in crisis.

Accusations of abuse of power, infiltration of domestic organisations (such as the anti-Vietnam War movement), the actions of James Jesus Angleton (its paranoid head of counterintelligence – see opposite) and attempts to assassinate heads of state (such as the persistent attempts to do away with Cuba’s Fidel Castro) are investigated by Congressional committees. This results in CIA’s dirty laundry being very publicly aired. The agency is also responsible for serious lapses, most notably the failure to predict the coup in Iran that ousts the autocratic Shah (an important US ally) from power in 1979.

The CIA is not, however, the only major US agency active during the decade. The Defense Intelligence Agency (DIA) handles military intelligence; the National Security Agency (NSA) is responsible for SIGINT; and the National Reconnaissance Office (NRO) has responsibility for satellite IMINT. All of these agencies – and many more,



smaller outfits – contribute to a powerful, global US intelligence community that is nonetheless riven by turf wars, jurisdictional squabbles and embarrassing revelations about their activities.

JAMES JESUS ANGLETON

James Jesus Angleton was the CIA's chief of counterintelligence for 21 years. Angleton was the spy who hunted other spies, a man so lost in the 'wilderness of mirrors' that he succumbed to rampant paranoia, mistrusting everyone around him. Formerly the CIA's liaison with Israeli intelligence, Angleton became head of counterintelligence in 1954. The treachery of high-ranking British SIS officer Kim Philby, along with the information passed over by defectors such as Anatoly Golitsyn and Yuri Nosenko, made Angleton convinced that the CIA and the FBI had been penetrated by the KGB. He was also convinced of the treachery of anti-Vietnam War protesters in the United States, and organised an illegal surveillance and intelligence gather programme against them. By late 1974, Angleton's suspicion, accusations against foreign leaders and belief in KGB penetration grew too much, and he was forced into resigning on Christmas Eve, 1974. Was Angleton right? The uncovering of CIA operative Aldrich Ames (who ironically worked in counterintelligence) and FBI mole Robert Hanssen after the end of the Cold War would seem to say that he was. But, the historical jury is still out.

Across the Atlantic sits America's closest intelligence ally: the United Kingdom. Although the UK's intelligence community is far smaller and less diverse, the 1970s are a no-less troubling time for it. The Secret Intelligence Service (SIS, known to the public as MI6) handles foreign intelligence gathering, mostly through traditional HUMINT methods. The Security Service (most commonly referred to as MI5) handles counterintelligence (spying on enemy spies) and domestic subversion (perceived enemies of the state). Finally, General Communications Headquarters

(GCHQ) is Britain's SIGINT organisation. Despite having a much lower profile than MI6 or MI5, GCHQ is actually the largest and best-funded of all the agencies.

Like their brothers-in-arms across the water, British spooks find themselves facing increasingly varied challenges in the 1970s. The walls of the so-called 'secret state' are crumbling here too as disaffected former intelligence officers (from the US and the UK) and investigative journalists expose their activities with ever increasing frequency. GCHQ is named publicly for the first time in 1976, and from there on, exposés reveal the nature and location of major British intelligence agencies.

The rest of the English-speaking world is also home to their own intelligence agencies. Australia, Canada and New Zealand all maintain organisations allied to their American and British counterparts. These range from analogues of the CIA and SIS, like the Australian Secret Intelligence Service (ASIS), the New Zealand Secret Intelligence Service (NZSIS) and the Royal Canadian Mounted Police Security Service (RCMPSS). The RCMPSS has a tough time in the 1970s, being accused of all manner of illegal activities, with the outcome being that – in 1981 – the RCMPSS ceases to exist and a new, standalone intelligence service is created. Sitting in strategically critical regions, Australia, Canada and New Zealand also retain substantial SIGINT functions in the form of the Australian Defence Signals Division (DSD), the Canadian Communications Security Establishment (CSE) and the New Zealand Government Communications Security Bureau (GCSB). All of these agencies share information with NSA and GCHQ under the auspices of the United Kingdom-United States Agreement (UKUSA) – see also pg. 20.

Western Europe also hosts a large number of intelligence and counterintelligence organisations. The West German Bundesnachrichtendienst (Federal Intelligence Service, or BND) traces its origins to the post-World War Two Gehlen Org. Headed by former Wehrmacht intelligence officer Reinhard Gehlen, the Gehlen Org was funded by the CIA and notoriously employed large numbers of former Nazis. The 1970s are a decade of change and modernisation after Gehlen's departure in 1968. The 1972 Munich Olympic Massacre is a hugely significant event, prompting the BND leadership to pay more attention to counter-terrorism.

The French Republic also retains a significant foreign intelligence gathering arm in the form of the Service de Documentation Extérieure et de Contre-Espionnage (External Documentation and Counter-Espionage Service, or SDECE). The SDECE – although not on the same scale

as the CIA – maintains a global reach, reporting on events in Africa (during the 1970s it is heavily involved in attempts to depose Libyan leader Muammar Gaddafi), the Middle East and Asia.

BLACK PROPAGANDA

During the Cold War, intelligence agencies made extensive use of 'black propaganda'. This involves the deliberate planting of stories designed to make the other side look bad in newspapers and on television. For example, in Western Europe in the 1970s, the CIA plants stories about the links between international terrorism and the Soviet Union. With the rise of terrorism around the world, stories such as this have a veneer of truth.

The CIA propaganda implies that it is the USSR that ultimately controls and supplies all of the major terrorist groups that are causing havoc in Europe, the Middle East, Africa and Asia. Later on, the KGB have their revenge. When the AIDS Crisis explodes in the 1980s, rumours circulate that the disease originated in secret US germ warfare labs in the jungles of Sub-Saharan Africa. These tales grip the public imagination and – despite being fabrications – are believed by millions around the world.

THE EASTERN BLOC

On the other side of the Iron Curtain, the secret services of the communist world face fewer public challenges than their Western counterparts. For organisations such as the Soviet Glavnoye Razvedyvatel'noye Upravleniye (Main Intelligence Directorate, or GRU), the Komitet Gosudarstvennoy Bezopasnosti (the Committee for State Security, more commonly known as the KGB), the East German Ministerium für Staatssicherheit (Ministry for State Security, the MfS, better known as the Stasi) and its foreign intelligence division, the Hauptverwaltung Aufklärung (the Main Directorate for Reconnaissance, or HVA), HUMINT remains a priority, as the agencies find themselves unable to close the technological gap between East and West.

The KGB is the latest in a long line of Soviet (and, before that, Imperial Russian) agencies, from the Tsarist Okhrana, through the revolutionary-era Cheka, the OGPU, the NKVD/NKGB, and finally the MVD/MGB. In the 1970s, the KGB is led by its longest serving chief, Yuri Vladimirovich Andropov. A hardliner, Andropov had been one of the main proponents of military intervention to suppress the 1968 'Prague Spring' and, as the 70s progress, he continues to take strong measures to suppress political dissidents within the USSR (as, unlike the CIA, the KGB have an internal security function too). Beyond the borders of the Soviet Union, KGB agents and moles continue to penetrate other intelligence agencies, foreign governments and multinational organisations such as NATO. Indeed, no one is happier than the KGB when James Jesus Angleton is turfed out of the CIA (see pg. 17).



The GRU is without a doubt the KGB's main rival. The GRU is the military foreign intelligence arm, and controls HUMINT, IMINT and SIGINT assets. Hence, the GRU is more like a combination of the United States' DIA, NRO and NSA. There exists an intense rivalry between the GRU and the KGB over foreign intelligence, a rivalry that sometimes leads to near disaster. With the Soviet Union's economy in steep decline in the 1970s, paranoia has set in at the highest levels of politics. This paranoia leads to edicts and tasking predicated on the belief that NATO will – at some point – launch a pre-emptive nuclear strike against the USSR.



Seeking political approval and access to scarce resources, the GRU and KGB seek to outdo each other in providing what they think their masters in the Kremlin want. This culminates, at the end of the 1970s and into the 1980s, with Operation RYaN, an intelligence gathering scheme based on dangerous assumptions, misinterpretations and paranoia, almost leading the world to nuclear war in 1983.

THE MAN WITHOUT A FACE

The inspiration – at least in part – for hundreds of fictional spymasters, Markus Wolf is the incomparable head of the HVA (East German foreign intelligence) for the majority of the Cold War. He runs the Stasi's foreign intelligence division for a remarkable period of time, from 1953 to 1986. No Western intelligence agencies even know what he looks like (hence his moniker) until 1978, when he is photographed and identified on a visit to Sweden. Unlike many other intelligence agency leaders, Wolf is happy to control key spies and informants himself.

Some of these include West German students who had visited the GDR in the 1960s, were 'turned', and then rose to high rank within West Germany's government, military and intelligence services. At the end of the Cold War, Wolf is arrested and imprisoned by the government of the reunified Germany. After writing his memoirs – appropriately titled *Man Without A Face* – he dies in his sleep in 2006.

Each of the Soviet satellite states in Eastern Europe has its own security agencies, including the Polish Służba Bezpieczeństwa (the Security Service, or SB) and the Romanian Departamentul Securităţii Statului (the Department of State Security, popularly known as the Securitate). Perhaps the most important – and certainly the most infamous – of the Soviet-allied agencies is the East German Stasi. The Stasi carries out internal security, secret police and foreign intelligence functions (the latter through the HVA). From its headquarters on Normannenstrasse in East Berlin, the Stasi controls one of the most effective and comprehensive surveillance states the world has ever seen.

Likewise, the HVA – led by mysterious master spy Markus Wolf – is one of the Cold War's most effective HUMINT organisations. In the 1970s, the Stasi and the HVA aid and train security and intelligence organisations in Angola, Ethiopia and Syria (amongst others), penetrate the NATO command structure, carry out assassinations in the West and (alongside the KGB) spread damaging propaganda on numerous issues.

HONEY TRAPS

One method that the Soviet and Eastern European intelligence organisations use to penetrate Western institutions is the 'honey trap'. Under the guidance of Markus Wolf, the HVA are the masters of this art. Young, attractive men and women are sent West, posing as refugees from the GDR. There, they gradually form romantic relationships with clerks, secretaries and functionaries within NATO, the West German government, and on.

Then, one day, they tearfully relate that they have received a note from back East. The Stasi have arrested their family and threatened them with dire punishments unless the 'escapee' can do something to help the GDR. Can, the unhappy former East German asks their lover, they spirit a simple document out of their workplace, just so they could have something to send back to the Stasi? Thus, it begins. Soon, the hapless dupe is handing over vital military and economic secrets. And, if things get too hot, they will be left in the lurch, alone, facing a long, long prison sentence.

AFRICA AND THE MIDDLE EAST

By the 1970s, the Cold War is global in reach. Even in the time of détente, espionage is rife wherever you go. This is just as true – if not more true – in Africa and the Middle East as for anywhere else. Four of the most notable agencies in this area are Iran's Sāzemān-e Ettelā'āt va Amniyat-e Keshvar (Organisation of Intelligence and National Security, or SAVAK), Israel's HaMossad leModi'in ulēTafkidim Meyuḥadim (the Institute for Intelligence and

Special Operations, or Mossad), Agaf HaModi'in (Directorate of Military Intelligence, or Aman) and Sherut haBitahon haKlali (General Security Service, or Shin Bet), and apartheid South Africa's Bureau for State Security (BfSS).

Iran in the 1970s is hugely wealthy, drawing upon vast oil reserves made even more valuable by the 'oil shock' of 1973. It is also, for most of the decade, closely allied to the United States. Absolute control of the country lies in the hands of the autocratic Mohammed Reza Shah Pahlavi, who believes that the way to make Iran modern is to spend vast sums of money on American arms and industrial projects, such as nuclear power plants.

This all comes to an end when, in late 1978 and early 1979, the Iranian Revolution sweeps the Pahlavi regime away (an event that completely blindsides the CIA, the KGB, and the GRU). Prior to this, however, the Shah tasks SAVAK with maintaining control and gathering intelligence on his enemies. SAVAK use intimidation, torture and executions to suppress dissent and destroy the regime's opponents.

Born into conflict, the state of Israel maintains significant intelligence and security organisations. Mossad and Shin Bet are generally regarded – in the West at least – as two of the most effective (if problematic) agencies in the world. Mossad became famous in 1960 for spiriting the Nazi war criminal Adolf Eichmann out of Argentina to stand trial in Israel. Their fame – and infamy – do not subside in the 1970s.

The 'Lillehammer Affair' (where, in 1973, Mossad agents mistakenly assassinate a Moroccan waiter in Lillehammer, Norway), their operations throughout the Middle East, and their involvement in the 1976 Entebbe Raid in Uganda ensure that they remain firmly in the public eye.

While Mossad is the most famous in the wider world, Shin Bet and Aman carry out their roles out of the limelight. The former has responsibility for internal security, counterintelligence, and counter-terrorism, while the latter is tasked with military intelligence gathering.

Thousands of miles away from Israel, there exists another security organisation with an infamous reputation: the South African BfSS (sometimes incorrectly referred to as BOSS). The BfSS was created in 1969 and – after a name change in 1978 – is radically restructured in 1980.

The Bureau's job is to monitor threats to the South African state, both internal and external. This mainly involves monitoring anti-apartheid groups at home and abroad,

and frequently undertaking repressive measures against domestic opponents. One of the main reasons for the eventual restructuring and abolition of the BfSS is its involvement in the 'Information Scandal' of the 1970s, a corruption scandal that – in 1979 – results in the resignation of the President of South Africa (B. J. Vorster, who had previously served for twelve years as Prime Minister).



ECHELON

If one thing illustrates the dramatic leaps forward being made in SIGINT during the 1970s, it is the ECHELON network. Overseen by GCHQ and the NSA under the UKUSA agreement, ECHELON is a vast global network of listening and intercept stations, and the analysis systems that back them up.

With stations in the UK, USA, Australia, Brazil, Canada, Cyprus, Japan, Kenya, New Zealand, Oman and elsewhere, ECHELON keeps tabs on the communications of allies and enemies alike. The workings of this secret spider web only come to light in the 1990s, revealed by campaigning journalists such as Britain's Duncan Campbell (who was the first to expose GCHQ in the 1970s) and New Zealand's Nicky Hager.

ELSEWHERE IN THE WORLD

Within the confines of this brief chapter it is not possible to cover every single intelligence and security agency active in the 1970s. Instead this section outlines a few of the more notable organisations in Asia and Latin America.

Regional South Asian rivals India and Pakistan both maintain sizeable intelligence communities. India's main foreign intelligence organisation is the Research and Analysis Wing (RAW). The RAW emerged from the Intelligence Bureau (IB) in 1968 and is – to a significant extent – modelled on the CIA. Until 1968, the IB had handled both foreign and domestic intelligence and security matters. After the division, the IB retains control of internal security, counterintelligence and counter-terrorism. Pakistan's Directorate of Inter-services Intelligence (mostly commonly known simply as the ISI) is an agency very much in the doldrums for most of the 1970s. Zulfikar Ali Bhutto – who comes to power in late 1971 – believes the ISI to be complicit in the disastrous 1971 Indo-Pakistani War and the preceding elections of 1970 that in large measure precipitate the disaster. It is only with the 1977 military coup led by General Mohammad Zia ul-Haq that the ISI regains its influence, subsequently gaining huge power as the main conduit for the arms and money flooding into Afghanistan after the Soviet invasion of 1979.

The People's Republic of China's (PRC) Central Investigation Department (CID) is the nation's main foreign intelligence gathering agency, complemented by the military intelligence elements of the People's Liberation Army (PLA). The Ministry for Public Security deals with domestic security matters across the length and breadth of the vast PRC. Just across the East China Sea lies the southern tip of Japan, a nation that also maintains capabilities in the form of the Kōanchōsa-chō (the Public Security Intelligence Agency, or PSIA).

Finally, Latin America is home to a sizeable number of significant agencies. During the 1970s, many of these are controlled by deeply unpleasant authoritarian or military regimes that carry out 'dirty wars' and have a habit of making their enemies 'disappear'. Despite their differences, many of these regimes jointly participate in what is known

as 'Operation Condor', a continent-wide campaign of right wing, state-sanctioned terror and political repression aided and abetted by the United States (in particular the CIA). Operation Condor begins in 1975 and results in the imprisonment, torture and murder of thousands of people in Argentina, Brazil and Chile, amongst others. The intelligence and security agencies of these nations – such as Argentina's Secretaría de Inteligencia (Secretariat of Intelligence, SI), Brazil's Serviço Nacional de Informações (National Information Service, SNI), and the Chilean Dirección de Inteligencia Nacional (National Intelligence Directorate, DINA) are intrinsic parts of Condor.

ASSASSINATIONS

Intelligence operations are not all listening in to radio transmissions, duping NATO clerks, endless boring stakeouts or spreading lies about the enemy. Sometimes, things turn violent. While not as common as films might make out, assassinations are nonetheless a tool in the arsenals of most agencies. In Europe at least, the most notable assassination of the 1970s is the bizarre death of Bulgarian dissident Georgi Markov. As he walks across London's Waterloo Bridge on 7th September, 1978 (on the way to work at the BBC), Markov has the sensation of an insect bite on his leg. Turning, he sees a man pick up an umbrella, hurriedly dash to a waiting taxi and disappear. Four days later, Markov dies. The cause is traced to a tiny pellet embedded in his leg. The pellet – administered by a needle gun concealed in an umbrella – contained a lethal dose of the poison ricin. The operation was carried out by the Bulgarian secret police, in conjunction with the KGB.



• SECTION 46 •

THE WARTIME NETWORK N

During World War Two, a mysterious spymaster known only as N managed to insinuate himself into the British intelligence establishment. Attaching himself to the Special Operations Executive (SOE), he inserted his own agents into the organisation and regularly diverted resources to his own missions against ancient horrors (see *World War Cthulhu: The Darkest Hour* for details of Network N's activities throughout this period).

While these activities were secret, even by the standards of the highly secretive SOE, N operated with the backing of the British government. His agents may have had to hide their actions, but they had some legitimacy.

Now, 30 years later, N's network is a ghost of what it once was.

SECTION 46

When the SOE was disbanded in 1946, the official Network N was shut down with it, and most of its agents returned to civilian life. N looked to the Secret Intelligence Service (SIS) for a new home, as it had originally birthed the SOE and provided obvious continuity. He gathered the remaining members of his network and once again started to form his own little empire. To give himself a legitimate cover, N proposed the creation of a new department: Section 46. The official purpose of Section 46 was to coordinate allied intelligence services. Precedent existed in the form of the Five Eyes alliance, formed in 1941, which allowed intelligence sharing between Australia, Canada, New Zealand, the United Kingdom and the United States. N's plan was to extend this arrangement, pooling operational resources under the direction of Section 46 and, by extension, under his control. This was an overreach, even for someone with N's reputation, and resistance from the other nations killed the project before it started.

There *is* still a Section 46 in SIS, however, with a few desks in an out-of-the-way office on the tenth floor of Century House, but no one is quite sure what they do beyond providing administrative support. N uses his diminishing sway to keep their budget going, and to deflect what oversight he can. Section 46 has no operational jurisdiction, no official standing and barely enough staff to answer telephones and deal with correspondence.

Almost none of the agents of Section 46 actually work for the department. Many do not even work for SIS. N's network is now almost completely unofficial, extending into other intelligence agencies, the armed forces, the civilian world and, if you believe the rumours, beyond the Iron Curtain. Even within SIS, Section 46 agents almost all work for other departments, hiding their involvement with the strange little office on the tenth floor.

TENTACLES ACROSS THE WORLD

In the early days of World War Two, members of SOE travelled to Canada to teach at Camp X, a joint British-Canadian training camp on the shore of Lake Ontario. Many of these recruits were American, forbidden from training in the USA by the Neutrality Act. When America entered the war, these trainees became the Office of Strategic Services (OSS), the American counterpart to SOE, which would form the basis of the CIA after the war.

Working alongside SOE, some members of the OSS and the Canadian military were also inducted into Network N. In the years that followed, a number of these people rose through the ranks of the CIA and the Royal Canadian Mounted Police security service. While N has no official presence in either of these organisations, those who were once part of his network use Section 46 to coordinate. Much like the original Network N, they divert resources to help trusted officers conduct their secret operations.

Because of the connection between Section 46 and the Five Eyes alliance, there are also agents in the Australian Secret Intelligence Service (ASIS) and the New Zealand Secret Intelligence Service (NZSIS), although lacking the same strong historical link with Network N, their numbers are fewer.

N, THE GHOST OF ST JAMES'S

A forgotten relic of a bygone age, N has been given a peerage and quietly put out to pasture. Once he had Churchill's ear and blackmail material on the entire Cabinet, but now he has to exert influence in subtler ways. He stalks the corridors of Whitehall, sits quietly on various defence and intelligence committees, and carries out clandestine meetings in a private room of the Greene Club in St James's. Those who work with N on more earthly



intelligence matters know him as Lord Brichester, a name that amuses him for reasons he never shares.

Physically, N is a frail echo of the man he was during the war. He is wizened and stooped, voice high and cracked, with wispy white hair barely covering his liver-spotted pate. Despite the ravages of age, his eyes are clear and bright, and those rare people with whom he makes eye contact can see fire burning deep within them.

Few members of his network are briefed directly by N these days. Senior agents of Section 46 tend to conduct affairs on his behalf. When there is something of vital importance to discuss, however, N sends invitations to join him in his private room at the Greene Club. Here he draws the blinds and discusses the fate of the world over brandy and cigars. N's room is half-filled with tea chests and bookcases, holding the extensive library he has built up over decades. There are maps pinned to the walls, and many more curled up in rolls, stacked in the corners. The room is always dusty, with a lingering smell of tobacco smoke. The windows are never opened to air the room, and club staff are forbidden from entering to clean it. A folding cot bed leans against a wall, for the many nights N finds himself too busy to head to wherever he may call home.

H, THE GHOST OF DREAMS

In the decades since World War Two, something new has started affecting members of N's network. Increasing numbers of agents have reported troubling dreams, in which a young, ethereal woman speaks directly to the dreamer in a clear and direct manner. She displays knowledge of the agents, their roles within Section 46 and their missions, and often offers advice about what actions to take. Some agents have called her suggestions oddly compelling. The fact that so many have described visitations from an identical woman has made it impossible to dismiss these events as a hoax or coincidence. N is cagey about who this woman may be, but has warned his agents to beware of her. While the suggestions she makes are often helpful, and she never seems hostile, N insists that she is pursuing her own agenda and sees members of his network as nothing more than disposable pawns.

While N avoids naming the woman, he has let the designation "H" slip a few times, and this has caught on amongst members of Section 46. Those who have addressed the woman as H in dream conversations with her have found that she responds to it, usually with something of a wry smile.

WORKING FOR SECTION 46

Now, in the 1970s, being an agent of Section 46 is more dangerous than ever. Even a decade on, SIS is still licking its wounds over the betrayal of Kim Philby, and there is ongoing paranoia about moles in the service. By the middle of the decade, the new Labour government is looking to rein in its spooks, and SIS officers operate under more scrutiny than ever before.

On the other side of the Atlantic, the CIA is coming under similar fire, especially in the aftermath of the Watergate affair and the subsequent investigations by the Church commission. An intelligence officer subverting operations to combat alien horrors from beyond space and time risks being mistaken for an incompetent at best, or a Soviet double agent at worst.

This means that there may be occasions when a Section 46 agent has to take extreme actions to cover up their involvement, especially when these actions are noticed by the wrong people. This may require creating a plausible web of lies, finding a scapegoat to blame for the agent's own actions or, if there is no other choice, blackmailing, intimidating or even killing witnesses.

Briefings are usually clandestine affairs, even by the standards of the intelligence services, and communications are carried out through dead drops, proxies or encoded transmissions. Even in the wartime days of Network N, agents worked hard to keep knowledge of the Mythos from their colleagues outside the Network and from the world at large. Agents of Section 46 not only have to contend with this, but with keeping the very existence of their organisation a secret, even from their colleagues in the intelligence services. Fighting for humanity's future has never been so dangerous.



статус оповещения

белый желтый зеленый синий красный



правая рука



Готовность
обратный отсчет

8.8

8.8

это старый
телевизор



левый контроль



бомбы расстояние



более 2000 бэр является
фатальной дозой



• OFFICERS, AGENTS AND OTHER SPIES •

As a player you will take on the role of a person caught up in the horrifying events of *World War Cthulhu*. Though your character may be an intelligence officer, an agent, an assassin, a bureaucrat or otherwise, all characters in *Call of Cthulhu* and *World War Cthulhu: Cold War* are called investigators.

Your investigator is part of the Western intelligence services, but also part of something else. After an encounter with something inexplicable and chilling, they have been approached and pressed into working for Section 46 by N, a mysterious spymaster dedicated to eradicating the horrors of the Cthulhu Mythos, or by one of his associates. All steps within this character creation chapter should aid you in creating an agent in N's battle against this alien, eldritch evil.

The steps within this character creation chapter should aid you in creating an interesting and rounded character, ready for play.

CREATING YOUR INVESTIGATOR

Copy a character sheet from the back of this book or download and print it from Cubicle 7's website (www.cubicle7.co.uk). 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 on your character sheet, or else to make notes on another piece of paper and transfer the information to the character sheet when you are finished.

This character creation system replaces the one from the *Call of Cthulhu* rulebook. You can use a traditional *Call of Cthulhu* character in *World War Cthulhu: Cold War*, though be advised that such investigators will have fewer skill points.

Pg. 41 contains suggestions for bringing existing *Call of Cthulhu* and *World War Cthulhu: The Darkest Hour* characters into the Cold War setting.

The process of creating your investigator is presented in eight steps. The process is thorough, and should produce an interesting and rounded character ready for play. If you prefer a speedier method, you may wish to use the **Quick-Fire Method** (see pg. 37); it lacks the depth and detail of the full version, but will get you up and running with the bare-bones of a character, which can be further developed during play.

The ten steps of character generation are:

STEP ONE: Generate Characteristics (page 28)

Begin by determining your investigator's key attributes, rating features such as strength and intelligence.

STEP TWO: Investigator's Age (page 28)

Your investigator can start play at any age, and the age you choose can affect their attributes.

STEP THREE: Other Attributes (page 28)

Those characteristics that were rolled in Step One, in combination with age, determine other factors, such as how quick your investigator can move and how resilient they are.

STEP FOUR: Identity and Name (page 29)

A name and where your investigator is from.

STEP FIVE: Occupation, Skills and Trust (page 29)

Choose an occupation. Decide whether your investigator is a career intelligence officer or if they had a previous occupation. Assign skill points and determine Trust.

STEP SIX: Intelligence Agency Training (page 30)

This is where your investigator receives the training they will need to be an effective intelligence officer.

STEP SEVEN: Create a Backstory (page 32)

By now you should be getting a feel for who your investigator is. This is where you can go into more detail about various aspects of their background.

STEP EIGHT: Brush with the Mythos (page 35)

An encounter with something strange led to your investigator's recruitment into Section 46. This is where you define what the nature of that encounter was.

STEP NINE: Recruitment (page 36)

Your investigator has been recruited into Section 46 by the shadowy N. This is where they receive the conditioning that will help them battle the agents of the Mythos.

STEP TEN: Equipping your Investigator (page 38)

Determine what gear your investigator possesses.

CHARACTER SHEET SUMMARY

1. Characteristics

The investigator's key attributes, typically rated between 15 and 90.

2. Investigator's Age

The investigator's age can affect their attributes.

3. Other Attributes

The investigator's Move, Sanity, Hit Points, Luck

and Magic Points are determined by a their characteristics and age.

4. Identity and Name

Key details about the investigator.

5. Occupation, Skills and Trust

The investigator's occupation determines the skills they are trained in. Their Trust measures the faith other agencies put in them – and vice versa.

INVESTIGATOR	NAME 4	PERSONALITY		STR	DEX	INT	CHARACTERISTICS
	PLAYER			CON	APP 1	POW	
	OCCUPATION 5			SIZ	EDU	MOVE RATE 3	
	SPECIALISM 6	AGE 2	SEX 4	AGENCY			
NATIONALITY 4							

HIT POINTS	Dying	0	1	2	MAX HP	TEMP. INSANE	START	INSANE	SANITY	
	Unconscious	3	4	5						
	6	7	8	9	MAJOR WOUND	INDEF. INSANE	MAX	INSANE	SANITY	
	11	12	13	14						15

LUCK	Out of Luck	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	MAX HP	MAGIC POINTS			
		16	17	18	19	20	21	22	23	24	25	26	27	28	29	30			31	0	1

INVESTIGATOR SKILLS	<input type="checkbox"/> Accounting (10%)	<input type="checkbox"/> Dodge (Half DEX)	<input type="checkbox"/> Language (Own) (EDU)	<input type="checkbox"/> Pilot (01%)
	<input type="checkbox"/> Anthropology (01%)	<input type="checkbox"/> Drive Auto (20%)	<input type="checkbox"/> Law (05%)	<input type="checkbox"/>
<input type="checkbox"/> Appraise (05%)	<input type="checkbox"/> Electrical Repair (10%)	<input type="checkbox"/> Library Use (20%)	<input type="checkbox"/> Psychology (01%)	<input type="checkbox"/> Psychoanalysis (01%)
<input type="checkbox"/> Archaeology (01%)	<input type="checkbox"/> Electronics (01%)	<input type="checkbox"/> Listen (20%)	<input type="checkbox"/> Psychology (10%)	<input type="checkbox"/>
<input type="checkbox"/> Art/Craft (05%)	<input type="checkbox"/> Fast Talk (05%)	<input type="checkbox"/> Locksmith (01%)	<input type="checkbox"/> Ride (05%)	<input type="checkbox"/> Science (01%)
<input type="checkbox"/>	<input type="checkbox"/> Fighting (Brawl) (25%)	<input type="checkbox"/>	<input type="checkbox"/> Science (01%)	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/> Mechanical Repair (10%)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Art/Craft (Forgery) (05%)	<input type="checkbox"/> Firearms (Handgun) (20%)	<input type="checkbox"/> Medicine (01%)	<input type="checkbox"/> Signals (01%)	<input type="checkbox"/>
<input type="checkbox"/>	<input type="checkbox"/> Firearms (Rifle/ Shotgun) (25%)	<input type="checkbox"/> Military Science (00%)	<input type="checkbox"/> Sleight of Hand (10%)	<input type="checkbox"/>
<input type="checkbox"/> Artillery (01%)	<input type="checkbox"/>	<input type="checkbox"/> Natural World (10%)	<input type="checkbox"/> Spot Hidden (25%)	<input type="checkbox"/>
<input type="checkbox"/> Charm (15%)	<input type="checkbox"/>	<input type="checkbox"/> Navigate (10%)	<input type="checkbox"/> Stealth (20%)	<input type="checkbox"/>
<input type="checkbox"/> Climb (20%)	<input type="checkbox"/>	<input type="checkbox"/> Occult (05%)	<input type="checkbox"/> Survival (10%)	<input type="checkbox"/>
<input type="checkbox"/> Command (05%)	<input type="checkbox"/> First Aid (30%)	<input type="checkbox"/> Operate Heavy Machinery (01%)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Credit Rating (00%)	<input type="checkbox"/> History (20%)	<input type="checkbox"/> Organisation Knowledge (01%)	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Cryptography (00%)	<input type="checkbox"/> Intimidate (15%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Cthulhu Myths (00%)	<input type="checkbox"/> Jump (20%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Demolitions (00%)	<input type="checkbox"/> Language (Other) (01%)	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> Disguise (05%)	<input type="checkbox"/>	<input type="checkbox"/> Persuade (10%)	<input type="checkbox"/>	<input type="checkbox"/>
			<input type="checkbox"/> Swim (20%)	<input type="checkbox"/>
			<input type="checkbox"/> Throw (20%)	<input type="checkbox"/>
			<input type="checkbox"/> Track (10%)	<input type="checkbox"/>
			<input type="checkbox"/> Tradecraft (01%)	<input type="checkbox"/>

WEAPONS	Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf	DAMAGE BONUS	COMBAT
	Unarmed				1d3+0b	-	1	-	-		

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6. Specialism
After recruitment, the investigator's agency will train them in a specialist field of intelligence work.

7. Backstory
Various details about the investigator's background.

8. Encounters with Strange Entities
Prior to recruitment into Section 46, the investigator had a brush with the Mythos – the first of many, no doubt.

9. Injuries, Phobias and Spells
During their conflict with the Mythos, an investigator will be changed in some way. During play, record these changes here.

10. Gear and Possessions
Equipment and other belongings the investigator possesses.

11. Fellow Investigators
Record the names of your fellow investigators here. You may need to call out for help during a mission!

**WORLD WAR
ETHULHU
COLD WAR**

BACKSTORY	PERSONAL DESCRIPTION _____	TRAITS _____
	_____	_____ 7
	WHY ARE YOU A SPY? _____	INJURIES AND SCARS _____
	_____	_____
GEAR AND POSSESSIONS	SIGNIFICANT PEOPLE _____	PHOBIAS AND MANIAS _____
	_____ 7	_____ 9
	MEANINGFUL LOCATIONS _____	ARCANE TOMES, SPELLS AND ARTEFACTS _____
	_____	_____
TRUST	TREASURED POSSESSIONS _____	ENCOUNTERS WITH STRANGE ENTITIES _____
	_____	_____ 8
	AGENCY _____ %	
	_____ 5	
GEAR AND POSSESSIONS	SPENDING LEVEL _____	CASH AND ASSETS
	STANDARD OF LIVING _____	
	CASH £ / P	
	ASSETS _____	
_____ 10	_____ 10	
1 POUND (£) = 100 PENCE (P)		
FELLOW INVESTIGATORS		Character: _____
		Player: _____
		Character: _____
		Player: _____
		Character: _____
Character: _____		Player: _____
Character: _____		Player: _____
Character: _____		Player: _____



STEP ONE: GENERATE CHARACTERISTICS

Characteristics describe your investigator's physical and mental qualities, quantifying 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 and multiply the total by 5 to determine each of Strength (STR), Constitution (CON), Power (POW), Dexterity (DEX), and Appearance (APP).
- Roll 2D6+6 and multiply the total by 5 to determine each of Intelligence (INT), Size (SIZ) and Education (EDU).

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 rolls between INT, EDU and SIZ, if desired.
- If you don't like your dice rolls at all then scrap them and start again. The Keeper may allow the use of this option whenever a player rolls three or more characteristics below 50.
- Use the **Quick-Fire Method**, outlined on pg. 37.

STEP TWO: INVESTIGATOR'S AGE

A player may choose an age between 15 and 79 for their investigator. If you wish to create an investigator outside this age range, it is up to the Keeper to adjudicate. Use the appropriate modifiers for your chosen age only (they are not cumulative).

- **15 to 19 years of age:** Deduct 5 points amongst STR and SIZ. Deduct 5 points from EDU. Roll twice to generate a Luck score (see Luck, above) and use the higher value. (Note: it is unlikely that a *World War Cthulhu: Cold War* investigator will be this young, as most career intelligence officers are recruited out of university or in adult life. This is still presented as an option in case a player has a concept that demands it, such as a child prodigy or a street kid who has been recruited as an agent.)
- **20s or 30s (20-39 years of age):** Make an improvement check for EDU.
- **40s (40-49 years of age):** Make two improvement checks for EDU, deduct 5 points among STR, CON or DEX, and reduce APP by 5.

- **50s (50-59 years of age):** Make three improvement checks for EDU, deduct 10 points among STR, CON or DEX, and reduce APP by 10.
- **60s (60-69 years of age):** Make four improvement checks for EDU, deduct 20 points among STR, CON or DEX, and reduce APP by 15.
- **70s (70-79 years of age):** Make four improvement checks for EDU, deduct 40 points among STR, CON or DEX, and reduce APP by 20.

To make an EDU improvement check, simply roll the percentage dice. If the result is greater than your present EDU, add 1D10 percentage points to your EDU characteristic (note that EDU cannot go above 99). Subsequent improvement checks are compared with the improved EDU score.

STEP THREE: OTHER ATTRIBUTES

Now that you have determined your investigator's characteristics and modified them by age, it's time to work their other attributes.

Intelligence Roll: This is equal to your INT. You can attempt an Intelligence roll when your investigator is stumped. The Keeper will resolve this.

Know Roll: This is equal to your EDU. Use Know rolls to determine if your investigator has some piece of general knowledge or information.

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

Hit Points (HP): Add your investigator's CON and SIZ together and divide by 10, rounding down. The resulting value is your investigator's Hit Point (HP) total. Whenever your investigator is hurt, the amount of damage is subtracted from HP.

When your investigator reaches 0 HP, unconsciousness ensues.

- If your investigator has a major wound and is reduced to 0 HP, your investigator is dying, and in need of urgent First Aid.
- If your investigator takes an amount of damage equal to or greater than their full Hit Point total in one blow, they are killed outright.

Damage Bonus (DB) and Build: Strong and strapping investigators do more damage with hand-to-hand or physical



attacks, while 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 64, subtract 2 from any physical attack damage. Your Build is -2.
- ... 65 and 84, subtract 1 from any physical attack damage. Your Build is -1.
- ... 85 and 124, damage is unmodified. Your Build is 0.
- ... 125 and 164, add 1D4 to physical attack damage. Your Build is +1.
- ... 165 and 204, add 1D6 to physical attack damage. Your Build is +2.

This damage is applied to any attacks made using the Fighting skill, but not to firearms attacks.

Magic Points (MP): Your investigator's initial Magic Points (MP) are equal to your POW characteristic divided by 5. 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.

Movement Rate (MOV): An investigator can move a number of yards (or metres) up to 5 times their MOV value in one round.

- If both DEX and STR are each less than SIZ: MOV 7
- If either STR or DEX is equal to or greater than SIZ, or if all three are equal: MOV 8
- If both STR and DEX are each greater than SIZ: MOV 9

Once a character reaches their forties they begin to slow down:

- If age is in the 40s: deduct 1 from MOV.
- If age is in the 50s: deduct 2 from MOV.
- If age is in the 60s: deduct 3 from MOV.
- If age is in the 70s: deduct 4 from MOV.

Record this on your investigator's sheet.

Luck roll: Your investigator rolls for Luck in situations where luck or chance are the sole determining factors in an outcome. Roll 3D6 and multiply the result by 5 for your Luck score.

STEP FOUR: IDENTITY AND NAME

This is as good a time as any to figure out who your investigator is, with essential 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.

Universities, Degrees: If your investigator's EDU is above 69 it is likely they have a degree. Consider where they studied. Furthermore, alumni often bond together, so this choice can create an instant friendship with someone your investigator encounters.

Sex: Pick a sex for your investigator. While there were social differences between the sexes in the 1970s, both are treated equally by the rules.

Choosing a Nationality: Pick whatever nationality you wish for your investigator. Your choice does not have any effect on characteristics or other numeric values, but it does influence your character's backstory and possibly their choice of occupation. Intelligence services recruit officers and especially agents from all nationalities to gain local knowledge and language skills, so any nationality is available (at the Keeper's discretion) regardless of the intelligence service for which the investigator works.

STEP FIVE: OCCUPATION, SKILLS AND TRUST

Each occupation dictates the number of skill points for you to spend:

- **Professional Skills:** The number of professional skill points is calculated according to your chosen occupation. 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%. Allot all of these skill points: any unspent points are lost.
- **Personal Interest Skills:** Multiply your investigator's INT by 2. 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%. These points, too, must be spent, or they are lost.

The default option is for all investigators in this game to be Intelligence Officers. There are two paths to becoming an

Intelligence Officer; some are direct recruits, chosen straight from university, while others are recruited later in life. If you choose the latter option, your first step is to choose an occupation from the standard *Call of Cthulhu* rules. In a following step both direct recruits and those with prior careers will choose their specialism and allocate a second tranche of skill points.

Prior Career

Select any appropriate occupation for your investigator, exactly as you would if creating an investigator for *Call of Cthulhu*. There is a long list of occupations in the *Call of Cthulhu Keeper Rulebook*, and even more in the *Investigator Handbook*.

From the list of occupations in the *Call of Cthulhu* rulebook, the following professions are most suitable for investigators in *World War Cthulhu*: Criminal, Dilettante, Doctor of Medicine, Journalist, Military Officer, Pilot, Police Detective, Police Officer, Professor, Soldier.

Note: The investigator may have aged since joining the intelligence service, but to keep things simple, decide what the investigator's age will be at the start of play and create the character accordingly.

Direct Recruits

If your investigator was recruited straight out of university, they will have the occupation of Intelligence Officer. Mechanically, this occupation is on a par with the those who choose to have a prior career.

Intelligence Officer

You were approached soon after graduating from one of Britain's top universities (most likely either Oxford or Cambridge) and have been in the job ever since. In Step Six you will choose a specialism.

Occupation Skill Points: EDU x 4

Credit Rating: 20–70

Suggested Contacts: School and university peers, other members of the intelligence agencies.

Skills: One interpersonal skill (Charm, Fast Talk, Intimidate or Persuade), Law, Organisation Knowledge, Other Language, Psychology, Spot Hidden, Tradecraft, any one other skill as personal or era speciality.

Trust

World War Cthulhu: Cold War introduces a new attribute to the game: Trust. Trust measures an organisation's faith in an individual investigator. An investigator begins play with 80 Trust points to split between as many groups as the player

sees fit, although we recommend that the investigator has at least 40 points of Trust with the agency that employs them. Remember that the investigator will also have a Trust rating with Section 46. You may choose to take a lower initial rating in one organisation to allocate more points to another. See the **Trust** section starting on pg. 45 for more about how Trust is used in the game.

STEP SIX: SPECIALISED INTELLIGENCE AGENCY TRAINING

Regardless of what occupation you chose in Step Four, you should now choose a specialism for your investigator. Intelligence Officers are highly trained, and to reflect this each investigator gets an additional 200 skill points. The player should share these skill points among the eight skills that are listed for their chosen specialism.

Intelligence Analyst

Intelligence Analysts interpret information, providing vital intelligence to support Field Officers. The information you interpret comes from a variety of sources, from interviews and interrogations, wire taps, copied documents, and so on.



Share out 200 skill points amongst the following skills: Accounting, Computer Use, Cryptography, Law, Library Use,



Organisation Knowledge, Other Language (one or more), Tradecraft.

Field Officer

Field Officers' skills are more general than those of the other officer specialisms; you are focused on what it takes to work in the field, usually in a HUMINT-gathering capacity.

You have the ability to go native; to blend in wherever you are, becoming just another face in the crowd. You are also skilled at recruiting agents and building networks.

Share out 200 skill points amongst the following skills: Dodge, Disguise, Driving, Interpersonal skills (one or more of Charm, Fast Talk, Intimidate and Persuade), Fighting (one or more specialisms), Navigate, Psychology, Tradecraft.

Surveillance Officer

The Surveillance Officer gathers information, often in the form of SIGINT. This may be from inside a van parked across the street, or by tapping wires or placing bugs.

Do you know when you are safe to talk? They could be recording your phone calls, reading your mail, eavesdropping on your conversations – how would you know?

Share out 200 skill points amongst the following skills: Listen, Locksmith, Art/Craft (Photography), Spot Hidden, Stealth, Track, Signals, Tradecraft.

Technical Specialist

You are a master of gadgets and technology. The other officers rely on your expertise. Whilst the workshop is your home, you are more than capable of improvising in the field.

Share out 200 skill points amongst the following skills: Computer Use, Electronics, Electrical Repair, Forgery, Forensics, Mechanical Repair, Signals, Tradecraft.

Covert Actions Operative (Intelligence Officer)

While 'secrecy' is the watchword throughout the intelligence services, this is never more true than with a Covert Actions Operative. You are trained in taking actions such as assassinations and sabotage, but more importantly you are trained to leave no trace of evidence to identify your presence.

Share out 200 skill points amongst the following skills: Climb, Demolitions, Dodge, Fighting (one or more specialisms), Firearms (one or more specialisms), Military Science, Stealth, and either Jump or Swim.

AGENTS: AN ALTERNATIVE TO PLAYING AN INTELLIGENCE OFFICER

Not every player has to take the role of an Intelligence Officer, some may choose to play an Agent. An Agent is a person employed by an intelligence agency for their specialist knowledge, skills or position. For operations in a foreign country, a native citizen might be approached for their knowledge of the language, geography, culture or their ability to blend in. Similarly, an individual who works within a political party, a large corporation, criminal or terrorist organisation can prove a very useful asset.

An agent does not receive standard Intelligence Officer training as per Step Six, but some specialist training may be provided if the intelligence agency feels it is required. To create an Agent investigator:

- Follow Steps One to Five as described previously.
- Instead of receiving training in Step Six, an Agent receives an extra 200 skill points to be allocated as the player wishes among the investigator's professional skills, personal interest skills and Tradecraft. These additional skill points serve two functions. First, to put the investigator on a par with Intelligence Officers in terms of game mechanics, and second, to account for what makes the individual exceptional and has led to them being employed as an agent.
- Follow the remaining steps, giving careful consideration to the agent's backstory and the reasons for their recruitment.



STEP SEVEN: CREATE A BACKSTORY

There are ten categories listed on the back of the investigator sheet; try to write down at least one entry for the first six (Personal Description, Why are you a Spy?, Significant People, Meaningful Locations, Treasured Possessions and Personality Traits). It's not essential to have an entry for every category, but the more you are able to define, the more your investigator comes to life. Further entries may be added or existing ones altered during play.

The categories of Injuries & Scars, Phobias & Manias, Arcane Tomes, Spells & Artefacts, and Encounters with Strange Entities may be written in during play. Of course, some investigators might start the game with a significant injury or scar if implied by their history — if so, write it in.

Using Random Tables for Inspiration

As appropriate, roll 1D10 on each of the following charts to select an entry for each category. Each option has some

examples to get you started. Don't feel constrained by what you roll; if it doesn't mesh with your character concept then roll again or choose a different option.

However, don't dismiss it out of hand; sometimes something that at first seems incongruous will add an unexpected but welcome twist to a character.

Personal Description

Think of a distinctive 'look' that sums up your investigator's appearance (APP). Whether your appearance and your personality match is another question; a person may look 'stuffy' but actually be personable and open.

Why are you a Spy?

Roll 1D10 or pick one from the list below. Take the result and make it specific and personal to your investigator.

1D10	You are a spy because...
1	You were coerced with threats of violence against you or a loved one. This may apply to your recruitment into the intelligence services, or coercion into becoming a double agent.
2	You were blackmailed over sexual, financial, political or criminal indiscretions.
3	You live for the adrenaline rush, whether this comes from taking risks or violence.
4	You are an opportunist. Working in the spy game gives you access to sex, money, drugs or something else you desire. You may enrich yourself through embezzlement, blackmail or simple theft. This may even lead to you taking payment to become a double agent.
5	This is all a mistake. You may have joined the intelligence services for one of the other reasons listed on this table (roll again), but you have now realised just how terrifying and confusing this life is. The problem is that there's no way to get yourself out now.
6	You enjoy proving that you are cleverer than everyone else. This is a game to you, even though lives may be on the line.
7	You do it for ideological and/or political reasons. Maybe you are a loyal officer of SIS, the CIA or another agency, or maybe you are a double agent, reporting to the KGB, Stasi or similar. Either way, you believe in what you do.
8	You are part of the 'Old Boy' network. You went to the right schools and were recruited from university. This is the life that was meant for you.
9	You were recruited by a friend or family member (decide who), who is probably a member of the intelligence services. You may be motivated by family pride or simply a sense of obligation.
10	You were recruited because of a unique set of special skills, knowledge or personality traits. Decide what makes you valuable to the intelligence services. Maybe this is a deep knowledge of Hungarian academia, an ability with mathematical codes or a cold-blooded facility for manipulating or hurting people.



Becoming a Double Agent

In the paranoid world of the intelligence services, loyalties are not always what they appear to be. An investigator may be secretly loyal to the Soviet cause, have been coerced into leaking information to the IRA or take the occasional bribe to keep the CIA up to date with current operations. This will usually come about as a consequence of events in play, but you may wish to begin the game with your investigator as a double agent.

You should speak to your Keeper before deciding this, as it may have a significant impact on the game. The motivation for being a double agent should be reflected in your backstory.

Significant People

Roll 1D10 or pick one from the list below. Take the result and make it specific and personal to your investigator. Think of a name for these people and expand on why they are significant.

ID10	Significant Person
1	Parent (mother, father, stepmother).
2	Grandparent (maternal grandmother, paternal grandfather).
3	Sibling (brother, half-brother, stepsister).
4	Child (son or daughter).
5	Partner (spouse, fiancé, lover).
6	Person who taught you your highest occupational skill. Identify the skill and consider who taught you (a university professor, the person you apprenticed with, your recruiter or case officer).
7	Childhood Friend (classmate, neighbour, imaginary friend).
8	A colleague (the clerk you flirt with, the driver who shares his cigarettes with you, the enemy officer who always seems to anticipate your actions).
9	A stranger that you have connected with (an informant you've recruited who has got under your skin, the bartender at your gentleman's club, the guide who knows all the hidden corners of Beirut).
10	A non-player character (NPC) in the game. Ask the Keeper to pick one for you.

Treasured Possessions

Roll 1D10 or pick one of the following. Take the result and make it specific and personal to your investigator.

ID10	Treasured Possessions
1	An item connected with your highest skill (your trusty Praktica camera; a fountain pen; your father's old Fairburn-Sykes fighting knife).
2	An essential item for your occupation (doctor's bag, car, binoculars).
3	A memento from your childhood (a pocket knife, referee's whistle, your collection of cigarette cards).
4	A memento of a departed person (a lock of your daughter's hair; a small black and white photograph of your mother; your father's cigarette case).
5	Something given to you by your Significant Person (a ring, a diary, a map).
6	Your collection. What is it? (stamps, records, stuffed animals).
7	Something you found but you don't know what it is – you seek answers (a sea shell that sometimes whispers at night; a mirror that doesn't show your reflection; a 7-digit tattoo on your upper arm).
8	A sporting item (a cricket bat, a signed football programme, a fishing rod).
9	A weapon (your old service revolver; the hidden knife in your boot; a capsule of poison).
10	A pet (a dog, a cat, a budgerigar).

Personality Trait

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 personality traits from the table overleaf (or roll 1D4) to determine which method your investigator favours, and what was gained. Once chosen, an investigator's personality trait is fixed. Based on how your investigator's personality type is roleplayed, at the end of a mission the Keeper may award SAN points depending on the way your investigator faced challenges encountered during the adventure (see below).

Given that this game will commonly be mission-based, one character will be assigned as being in control of each agency team. The person in charge will often be an investigator, but in some instances might be an NPC. The Keeper (in the guise of a controller in the intelligence services or Section 46) will nominate the individual who is to take this role. The choice will be based upon which individual has the most appropriate skill set for the particular mission. A different individual may be chosen for the following mission; the Keeper is encouraged to share this role around the player group. The character in charge of a mission might have any one of the four personality traits.

1D4	Personality	Benefits
1	Bruiser: When in doubt, your investigator throws punches, shoots, or tries to use brawn and agility to solve problems.	Choose three of the following skills and add +10 to each: Climb, Dodge, Drive Auto, Fighting (Brawl), Intimidate, Jump, Listen, Stealth, Throw and to one weapon skill.
2	Practical: Your investigator thinks that hard graft and self-reliance are the keys to solving all problems.	Choose three of the following skills and add +10 to each: Art/Craft (choose one), Dodge, Drive Auto, Electrical Repair, First Aid, Listen, Mechanical Repair, Spot Hidden.
3	Thinker: Problems are like puzzles, and every one of them has a solution. People are the same, with weaknesses to exploit.	Add +10 to each of these skills: Charm, Disguise, Fast Talk, Intimidate, Law, Listen, Other Language (choose one), Own Language, Persuade, Psychology, Stealth.
4	Leader: When a crisis emerges, someone has to make decisions, and better that role falls to your investigator (even if you are not the person in charge of the mission).	Choose three of the following skills and add +10 to each: Art/Craft (choose one), Charm, Credit Rating, Disguise, Fast Talk, Listen, Other Language (choose one), Own Language, Persuade, Psychology, Spot Hidden.

Meaningful Locations

Roll 1D10 or pick one of the following. Take the result and make it specific and personal to your investigator. Name the place. This is where you come when you want to think; remembering the past, plotting for the present or dreaming of the future.

1D10	Meaningful Place
1	Your seat of learning (Trinity College, Cambridge; an East London comprehensive; Sutton Coldfield Grammar School for Girls).
2	The streets where you grew up (the tenements of Belfast, the leafy suburbs of London, the crowded backstreets of Istanbul).
3	The place you met your first love (a small park in Berlin, now on the wrong side of the Wall; a family holiday to Bournemouth; a bar in Hamburg).
4	A place for quiet contemplation (in Portsmouth, looking out across the cold sea; riding on horseback across the Scottish Highlands; the local graveyard, home of several friends).
5	A place for socialising (St Andrews golf course; Blades Club, London; the King's Head, your old local).
6	The place where you indulge your vices (an illegal gambling club in Hong Kong; a high-class brothel in Bonn; an underground bare-knuckle boxing ring in Limehouse).
7	The grave of a person you were close to. Who? (a parent, a child, a lover, or roll on the Significant People table, opposite).
8	Your family home (a rented apartment in Islington, the family estate in Cornwall, the bombed-out shell of a building in Palestine).
9	The place you were happiest in your life (age 18, working on a Kibbutz; fishing off the pier in Brighton; stoned at a Pink Floyd gig in the UFO club, London).
10	Somewhere associated with your work (the bookshop in Soho you use as a front; the flea-bag hotel where you set up honey traps; the back-alley where you killed your first man).



Regaining Sanity: Characters may regain 1D6 Sanity points at the end of a scenario as a reward for playing to their personality type.

- **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.
- **Practical:** you succeeded through clever preparation, through human ingenuity, or through the application of science. Your skills and education came through in the end.
- **Thinker:** you succeeded by learning everything you could about the dangers, 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.

Key Background Connection

Consider your investigator's background, and pick the one entry that you feel is most important to them. This is their key

connection: the one thing above all else that gives meaning to their life. Mark it with a star or underline it on the investigator sheet. This connection can aid your investigator in regaining Sanity points (see the *Call of Cthulhu* rulebook for details).

OPTION: THE INFLUENCE OF H

As mentioned on pg. 23, the mysterious H often appears in the dreams of members of N's network. H has her own agenda, and uses some of N's agents to pursue it, usually without their knowledge. Depending on the preference of the group, some investigators may start out under H's influence.

To determine whether an investigator has been compromised in this way, the Keeper should make a secret roll against the investigator's POW. If successful, the investigator has managed to repel H's intrusions.

If the roll is a failure, H may access the investigator's thoughts and memories while they dream, learning what they know without requiring another roll.

If the roll is a fumble, H may additionally implant false memories in the investigator's mind; if the investigator suspects these memories, treat them as delusions for the purposes of determining the truth (see pg. 162 of the *Call of Cthulhu* rulebook).

STEP EIGHT: BRUSH WITH THE MYTHOS

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 overleaf 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 into Section 46.



1D10	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 a foreign city, encountered a derelict building emanating strange light and piping music.	-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.	-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 a long-distance flight, the aircraft was beset by strange and terrible flying creatures.	-1D6 from starting SAN and add +2 to Cthulhu Mythos skill.
7	Found a curious, twisted artefact in a dead drop or other hidden location, 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 strange dossier from an unknown source. Read it and went temporarily insane.	-1D6 from starting SAN and add +3 to Cthulhu Mythos skill.
10	Encountered some agents of Section 46 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 original occupation.

STEP NINE: RECRUITMENT

At some point after their initial brush with the Mythos, the investigator is surreptitiously approached by a senior agent of Section 46, or possibly N himself. The investigator may not realise it at the time, but this meeting is an interview. Section 46 recruits those who have experienced the Mythos, as the fact that they have survived once and preserved their sanity means that they might do so again.

By approaching those already involved with intelligence work, Section 46 reduces the chances of the recruit turning down the offer. N's research will have revealed the investigator's reason for becoming a spy (see pg. 32) and the approach will play upon this, offering money, praise, threats or the promise of new challenges accordingly. There may be those

who still turn down the opportunity to join Section 46, but these people are not investigators, and few of them are ever seen again.

Indoctrination

N puts all of his new recruits through a particular psychological-based process designed to instil the highest levels of loyalty and to increase the investigator's mental hardiness. Disguised as a training mission, often under dangerous operational conditions, 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 Section 46. 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 your 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 jeopardises whatever it is they hold dear. The Keeper will then determine if this is a legitimate interpretation of threat, 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 roll:

- If this threat holds no personal significance to your investigator, do nothing. Sanity is lost as normal.
- 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:

QUICK-FIRE METHOD OF INVESTIGATOR CREATION

This method is recommended if you wish to get up and running quickly. You can make a ready-to-play investigator in 5 minutes

1. Allocate 40, 50, 50, 50, 60, 60, 70, 80 where you like among your characteristics.
2. Adjust for age (see pg. 28).
3. Determine Damage Bonus and Build (see pg. 28).
4. Determine Hit Points (CON+SIZ divided by 10), Movement rate (see page 28) and Luck (3D6 x 5).
5. Decide a specialised occupation (Field Officer, Intelligence Analyst, Surveillance Officer, Technical Specialist or Covert Actions Operative, for Agents see below) and note the eight appropriate occupation skills. Expand this list of occupation skills to include Law, Organisation Knowledge, Other Language, Psychology, Spot Hidden and at least one interpersonal skill (Charm, Fast Talk, Intimidate or Persuade). You should now have a list of 10 to 14 skills depending on your choice of specialism.
6. Allocate the following values among ten of the occupation skills and Credit Rating: one at 80%, two at 70%, three at 60%, three at 50%, and two at 40% (set the skills directly to these values and ignore the skill base values). If your chosen profession states a lower Credit Rating skill than 40%, you should set an appropriate Credit Rating skill value and distribute the excess points elsewhere.
7. Pick six skills which were not increased in the previous step and boost them by 20% (adding 20 to the skill base values).
8. Allocate 40% to the investigator's Trust rating with both Section 46 and the intelligence agency that employs them.
9. Roll for backstory details (see pg. 32), then elaborate upon them later during play.
10. Start playing.
11. Fill in half and fifth values during play.
12. Sort out money if and when you need it.

AGENTS: If creating an Agent investigator, replace Steps 5 and 6 as follows:

5. Decide on an occupation (refer to the *Call of Cthulhu Keeper Rulebook* or *Investigator Handbook* for a list of occupations) and note the eight appropriate occupational skills. Add Tradecraft to this list.
6. Allocate the following values among those nine skills and Credit Rating: two at 80%, three at 70%, two at 60%, two at 50%, and one at 40% (set the skills directly to these values and ignore the skill base values). If your chosen profession states a lower Credit Rating skill than 40%, you should set an appropriate Credit Rating skill value and distribute the excess points elsewhere.

they pose a threat to all I hold dear!" If the POW 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 this SAS squadron" If the POW 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 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 in between game sessions). If the roll fails, your investigator loses 1D2 points of SAN at that time, due to reliving the prior psychological trauma.

STEP TEN: EQUIPPING YOUR INVESTIGATOR

Your investigator's day-to-day living standards are dictated by their Credit Rating score. The likelihood of owning major possessions, such as a house and a car, are also indicated by the Credit Rating score. The Keeper will advise on what other equipment your investigator may start out with. You may buy additional items, if available for purchase.

Living Standards

A person's Credit Rating skill dictates their standard of living, cash and assets.

Credit Rating 0: Penniless

An investigator who cannot even afford the level of 'poor' is considered penniless.

Accommodation: You live on the streets.

Travel: Walking, hitch-hiking or stowing away on a train or ship.

Credit Rating 1-9: Poor

You are able to afford the bare minimum of a roof over your head and at least one meagre meal each day.

Accommodation: You are restricted to the cheapest rental housing or fleabag hotel.

Travel: You usually travel on foot, but may make occasional use of public transport, buses, trams and tube trains.

Credit Rating 10-49: Average

You enjoy a reasonable level of comfort, three meals a day and occasional treat.

Accommodation: You live in an average home or apartment, either rented or privately owned. You expect to stay in moderately priced hotels.

Travel: You use standard forms of travel, a mix of public transport and taxis.

Credit Rating 50-89: Wealthy

This level of wealth affords luxury and comfort.

Accommodation: You own a substantial residence and employ some domestic help (butler, housekeeper, cleaner



and gardener). You may possibly own a second home in the country or abroad. You stay in expensive hotels.

Travel: You travel first class. You also own an expensive car or equivalent.

Credit Rating 90+: Rich

This level of wealth affords great luxury and comfort.

Accommodation: You own a plush residence or estate with abundant domestic help (butler, servants, cleaner and gardener). You also own second homes in the country and abroad. You stay in top hotels.

Travel: You travel first class and in chauffeur-driven cars.

Credit Rating 99: Super Rich

As Rich, but money is really no object. Individuals in this category are among the richest in the world.

Cash and Assets

There is no requirement to make any account for accommodation, food or incidental travel expenses so long as your investigator's spending falls within the bounds of their living standard. Refer to the spending levels below if your investigator wishes to make more significant purchases.

The following amounts, in pounds and pence, denote the wealth of an investigator. Cash is readily available to you, whereas wealth that is tied up in assets can only be spent if time is taken to realise the capital.

During the 1970s the exchange rate fluctuated even more than it always has done, but for game purposes 1 British pound equals 2 US dollars.

Notes: From 'decimalisation' in February 1971 onwards, there were 100 pence to the pound. Previously the United Kingdom used the system of pence, shillings and pounds it had for hundreds of years.

Cash: An amount calculated by multiplying (or dividing) your investigator's Credit Rating by an amount in pounds. The total amount is not necessarily carried on your person. The Keeper may ask where it is being kept.

Spending Level: This is an arbitrary amount below which, for ease of play, no record keeping is required. Your investigator can spend up to their spending level with no expenditure of cash.

Assets: Assets are the things that your investigator owns at the start of play and the monetary amount on the chart is the total value of those things. You should note down the amount and decide the form it takes, usually property or investments, or perhaps shares in a business. The standard list of possessions is included within the various brackets of living standards. If your living standard includes a house and car, those things constitute a part of your asset value.

EQUIPMENT

The final step is to write down any important items, weapons or equipment your investigator possesses. There's no need to write a detailed list of everything your character owns – just list the notable items. In many cases, starting investigators don't really have anything exceptional or worth writing down in the way of equipment – that's fine as you'll soon be uncovering all manner of strange and remarkable items during the game. Items that fit the profile of your investigator's living standard do not need to be paid for – you simply own those.

Your investigator may be issued with weapons and other special equipment by their agency, especially for covert operations. These items are determined by the Keeper (or at least approved if the investigator makes any special requests) and do not need to be paid for by the investigator. Special requests for unusual items or large amounts of cash may require a Trust roll (see pg. 46).

Credit Rating	Cash	Assets	Spending Level
Penniless (CR 0 or less)	£1	None	£1
Poor (CR 1-9)	CR x 2 (£2 - \$18)	CR x 20 (£20 - £180)	£4
Average (CR 10-49)	CR x 4 (£40 - £196)	CR x 100 (£1000 - £4900)	£20
Wealthy (CR 50-89)	CR x 10 (£500 - £890)	CR x 1000 (£50,000 - £89,000)	£100
Rich (CR 90-98)	CR x 40 (£3,600 - £3,920)	CR x 4,000 (£360,000 - £392,000)	£500
Super Rich (CR 99)	£100,000	£10 million+	£10,000



EXAMPLE OF INVESTIGATOR CREATION

Tracy settles down to create a character for a new *World War Cthulhu: Cold War* campaign. The Keeper mentions that the campaign will involve a Palestinian extremist group, so Tracy decides to create an investigator suited to winning their trust.

The Keeper suggests that the players use the standard character generation method, so Tracy begins by rolling characteristics, using 3D6 for each of APP, CON, DEX, POW and STR, and 2D6+6 for each of EDU, INT and SIZ, and multiplying each result by 5. The dice have been kind, and given her the following results:

APP: 45, CON: 65, DEX: 60, EDU: 65, INT: 80, POW: 75, SIZ: 65, STR: 35

Her investigator (she has yet to choose a name, but decides the investigator is a woman) is smart, nimble and strong-willed, although physically weak. Tracy wasn't planning to play a brawler, so this suits her well.

Next, Tracy determines an age for her investigator. She decides that a character in her early forties would have a bit of experience without suffering too many effects of age, so she opts to be 43. This allows two improvement EDU checks,

one of which Tracy passes (by rolling over her investigator's existing Education); Tracy then rolls 1D10 to see how many points of EDU her character gains, and gets 6. Tracy must then deduct 5 points between CON, DEX and STR; she decides that STR is unimportant to her character concept, so drops it by 5, leaving CON and DEX unchanged. Finally, Tracy deducts 5 points from her investigator's APP. This now leaves her with the following characteristics:

APP: 40, CON: 65, DEX: 60, EDU: 71, INT: 80, POW: 75, SIZ: 65, STR: 30

From here, Tracy works out her investigator's other attributes. Intelligence roll is equal to INT, Knowledge roll equal to EDU and starting Sanity equal to POW, so those are 60, 71 and 75 respectively. Hit Points are SIZ and CON added together and divided by 10, which makes 13. The sum of the investigator's SIZ and STR is 95, so she has no Damage Bonus and a Build of 0. Magic Points are equal to POW divided by 5, so Tracy's character has 15 MP.

To work out the investigator's Movement rate, Tracy notes that both DEX and STR are lower than SIZ, giving her a MOV of 7; this is further reduced by 1 as the investigator is in her forties, so she starts with a MOV of 6. Finally, Tracy works out how much Luck her investigator starts with by rolling 3D6 and multiplying the result by 5; she rolls 14, giving her a Luck of 70.

Tracy then decides to pick a name for her investigator. Using an online name generator, she selects the name Faizah Sukaynah Kanaan and decides she is Palestinian.

Now it's time to choose an occupation and skills. Tracy decides that Faizah is a career intelligence officer, recruited into SIS directly from university. This occupation gives EDU x 4 points in professional skills, so Tracy has 284 points to spend on skills related to her occupation. She splits the points, adding to base skill levels, to give her the following:

Credit Rating 30%, Fast Talk 50%, Law 10%, Organisation Knowledge (Near East/Middle East) 51%, Other Language (Arabic) 51%, Psychology 35%, Spot Hidden 50%, Tradecraft 35%, Stealth 40%.

Next, Tracy calculates Faizah has 160 personal interest points (double her INT of 80) to spend on other skills, and allocates them so, adding to base chances:

Climb 40%, First Aid 30%, Listen 45%, Mechanical Repair 50%, Other Language (Arabic) 61%, Stealth 50%, Survival (Desert) 50%



Tracy moves on to specialist training, deciding Faizah would make a suitable Field Officer. This gives her an additional 200 points to add to specialist skills:

Dodge 50%, Disguise 35%, Driving 30%, Fast Talk 70%, Fighting (Brawl) 45%, Navigate 35%, Persuade 40%, Psychology 55%, Tradecraft 60%.

Tracy now develops Faizah's backstory. While she could pick the elements, she decides it would spark her imagination better to roll for them. The exception is physical description, and Tracy sums up her character as a motherly middle-aged Arab woman, with a friendly smile and twinkling eyes.

For the reason why Faizah became a spy, Tracy rolls a 6, indicating that she wants to prove she is cleverer than everyone else. Given Faizah's high Fast Talk skill, Tracy says that she is a natural manipulator who enjoys playing mind games with people.

Tracy then rolls a 4 for significant people, indicating a son or daughter. Tracy had not thought of her investigator as a mother, but decides to go with it. Her investigator's daughter, Amenah, is 12, whose father is an English SIS officer Tracy's character married for the sake of respectability, but from whom she is estranged.

For significant location, Tracy rolls a 9: the place where the investigator was happiest. Deciding that Faizah was partly raised and educated in England, Tracy picks Charing Cross Road in London, where she would spend hours losing herself in bookshops.

Tracy's roll for significant item is 7, giving a mysterious object the investigator wants to understand better. Tracy decides that this is a small grey-green soapstone statue of a cat-headed woman that Faizah found in her hotel room one day. Since then, she has noticed cats watching her wherever she goes.

Out of these backstory elements, Tracy decides Amenah is the most meaningful to her, and marks Important Person with a star to indicate that this is the key background connection.

For personality type, Tracy considers Thinker, as it seems like a natural fit, but decides it would be more interesting to play a Leader. She adds 10% to Disguise, Persuade and Psychology, giving:

Disguise 45%, Persuade 50%, Psychology 65%

The Keeper has decided that H will attempt to influence the investigators throughout the campaign, and asks Tracy

to make a POW roll without explaining why. Tracy rolls 77, which is a failure, but not a fumble; H will be able to access Faizah's dreams and memories.

Next, Tracy rolls for Faizah's brush with the Mythos, getting a 9. This indicates that the investigator received a strange dossier from an unknown source, which drove her temporarily insane. She gains 3 points in the Cthulhu Mythos skill (marking her new maximum Sanity as 96) and loses 1D6 (3) points from her current SAN, dropping it to 72.

Following this, Tracy reads through the Recruitment and Indoctrination sections, and decides that Faizah had her brush with the Mythos while stationed in Jordan, and was approached by one of N's trusted agents while recovering in a local mental hospital. The agent promised her answers, and a chance to join an even greater game than that of the intelligence world. She has not looked back since.

The final step is to determine starting Trust levels. After a conversation with the Keeper, Tracy learns that the Palestinian group involved in the campaign will be the PFLP, so Tracy decides that she will split her starting Trust of 80 three ways between SIS (35%), Section 46 (25%) and the PFLP (20%). None of the organisations particularly trust Faizah, so it seems she's going to have to work hard to prove herself.

ADAPTING CALL OF CTHULHU INVESTIGATORS

Call of Cthulhu uses a variety of settings for adventures and campaigns, and some of the investigators from these games may lend themselves to use in *World War Cthulhu: Cold War*. If you wish to do this, decide what role the investigator might play as an intelligence officer or agent, and apply the appropriate training (**Step Six**, see pg. 30). You should also choose an appropriate personality trait (see pg. 33).

ADAPTING INVESTIGATORS FROM THE DARKEST HOUR

While most members of SOE returned to civilian life after the war, some moved to other intelligence agencies, taking their considerable skill in the art of ungentlemanly warfare with them. Those who were once members of Network N have kept in contact through Section 46, remaining at N's beck and call. They may be many years older, but their experience makes them invaluable to the fight against the Mythos.

If you wish to continue to play an investigator from *World War Cthulhu: The Darkest Hour* in the strange days of the Cold War, follow these steps.

CONVERT THE INVESTIGATOR TO CALL OF CTHULHU 7TH EDITION

If the investigator was created using *Call of Cthulhu* 6th edition or earlier, use the conversion rules laid out in Appendix II of the *Call of Cthulhu* 7th edition *Keeper Rulebook* (pg. 390) to make the investigator compatible with the 7th edition rules used in *World War Cthulhu: Cold War*.

AGE THE INVESTIGATOR

Depending on the last year in which your campaign of *World War Cthulhu: The Darkest Hour* was set and the date in the 1970s in which your *World War Cthulhu: Cold War* game takes place, between 25 and 39 years will have passed. Add this to your investigator's age and then apply the ageing rules found on pg. 28 of this book. If your investigator's EDU score increases, they will gain either two or four times the difference as additional occupation skill points; consult the write-up for the occupation to determine which applies.

You should also update your investigator's description and backstory, and give some consideration to what they have been doing for the intervening years. Did your investigator move straight from the SOE into the SIS, the CIA or one of the other intelligence services? Have they spent some time in civilian life before returning to the intelligence world?

CONVERT SPECIALIST SKILLS

A handful of skills from *World War Cthulhu: The Darkest Hour* will find little use in this version of the game. Redeploy any skill points spent on these skills as follow, splitting the points between the replacement skills as you see fit:

Original Skill from The Darkest Hour	Replacement Skill from Cold War
Command	Intimidate, Organisation Knowledge, Persuade
Gunnery	Demolitions, any Firearm skill, Navigate
Radio Operations	Electronics, Electrical Repair, Signals

RETRAINING

Over a period of 25-40 years, an investigator will have gained new skills and let others atrophy. To reflect this, you should select one of the specialised training options (see

pg. 30) and reallocate up to 200 points of existing skills to skills listed under this specialisation, or to Organisation Knowledge, even if it is not listed under the specialisation. The investigator does not gain any new skill points as part of this process.

ROLL FOR H'S INFLUENCE

If using the option on pg. 35, make a POW roll to see if H has managed to exert her influence over the investigator.

ASSIGN TRUST

The investigator gains 80 points of Trust to split between agencies, as outlined on pg. 30.

NEW SKILLS AND NEW USES FOR EXISTING SKILLS

CRYPTOGRAPHY AND DEMOLITIONS

These two skills are detailed in the *Call of Cthulhu* rulebook, where they are listed as optional skills. Both become core skills in *World War Cthulhu: Cold War*.

ART CRAFT (FORGERY) (05%)

In many countries the demand for quality forgeries is high in response to the increased administration required by the government to maintain national security. There are many that will pay good money for fake ID cards, travel papers or forged official documents of all types.

Forgers may specialise in certain document types. To make a convincing forgery requires suitable materials (inks, grades of paper, and so on) as well as an original from which to copy.

A successful roll indicates your forgery will pass a normal, cursory inspection. Someone spending time and thoroughly examining the forgery would use the Appraise skill (opposed by your Forgery skill) when determining if the fake can be spotted.

If the forgery is to be used at high government or military levels, the Keeper may ask for a combined skill roll against both Forgery and Tradecraft (see **Tradecraft**, pg. 44).

**Opposing Skill/Difficulty Level:**

- Regular difficulty: Making an ID card or passport.
- Hard difficulty: Making official papers granting access to important government buildings.

Pushing Examples: Your investigator is able to judge your own work, and you will know that a forgery is of no use if the skill roll is failed. If you choose to push the skill roll, the roll should be made in secret by the Keeper.

The forged item may thereafter be used, but your investigator cannot be sure whether it will stand up to scrutiny or not – only the Keeper will know for sure. Those carrying forged papers would surely have felt a sense of danger and risk whenever they were asked to present them for inspection, and this rule is intended to reflect this.

Sample Consequences of Failing a Pushed Roll: On failing a pushed Forgery skill roll, an insane investigator may unwittingly add content to their forgery that should not be there. This could include details of a personal nature, or that relate to the investigation at hand or to their knowledge of the Cthulhu Mythos.

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.

Your investigator would use Military Science to analyse 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 Firearms).

Opposing Skill/Difficulty Level:

- Regular difficulty: To devise effective tactics for a skirmish or covert action with adequate troops and supplies; to

anticipate the actions of an enemy force, based on accurate intelligence.

- Hard difficulty: To devise effective tactics for a skirmish or covert operation with insufficient or demoralised troops, poor supplies or against significantly superior forces; to anticipate the actions of an enemy force based on inaccurate or incomplete intelligence.

Pushing Examples: Spending more time analysing intelligence on the enemy or location of the skirmish or covert action. Alternatively, an investigator may either send troops or spies out to gather more intelligence, or do so themselves.

Sample Consequences of Failing a Pushed Roll: On failing a pushed Military Science roll, an insane investigator may come up with a set of tactics that rely on abilities beyond human capabilities, or which appear rational at first glance but lead those carrying out them out to certain death.

ORGANISATION KNOWLEDGE (01%)

Your investigator has knowledge of the workings of global intelligence agencies, police forces, paramilitaries, terrorist groups and other organisations within a particular region. A successful skill roll would allow you to know the names of certain individuals within an organisation, as well as the group's methods, aims and objectives.

The skill is divided up into several specialisms, each one a geographical area, as follows:

- Soviet Union
- Eastern Europe
- Western Europe
- Near East/Middle East
- Far East
- South Asia
- South East Asia
- Pacific
- Australasia
- South America
- Central America
- North America

Investigators start with a base of 40% in specialised Organisation Knowledge for the region in which their agency is based (Western Europe for SIS, North America for CIA, etc.).

Officers of Western intelligence services also start with base 20% specialisms in Organisation Knowledge for regions containing allies (North America, Western Europe and Australasia).

You may choose one or more specialisms, allocating skill points to each. Thus you might spend 100 skill points to acquire Organisation Knowledge: Western Europe 51%; Soviet Union 31%; Eastern Europe 21%. Your knowledge of other areas would remain at 1%.

A successful roll indicates you know (or are able to quickly find) the information required.



Opposing Skill/Difficulty Level:

- Regular difficulty: Knowing something that would be known to most members of the organisation, such as: the group's profile; names (or code names) of key members and a selection of lower-level members; approximate budget; major supporters and sources of funding; allegiances and attitudes.
- Hard difficulty: Knowing something that would be known only to a few within the group or organisation, such as: the name of a prominent public figure who is secretly linked to the group; the name of a member who is vulnerable to blackmail; the layout of their headquarters.

Pushing Examples: Spending additional time in research may be enough to grant a pushed roll. Alternatively you may be forced to go to your contacts and ask questions, in which case failing a pushed roll may indicate that the contact will tip off the enemy.

Sample Consequences of Failing a Pushed Roll: On failing a pushed Organisation Knowledge skill roll, an insane investigator may fall prey to bizarre conspiracy theories. This may lead to delusions relating to the conspiracies, such as being contacted by rogue agents or finding information hidden in coded newspaper text.

SIGNALS (01%)

You can use or intercept electronic communications, such as radios, telexes, satellite communications and bugs. This skill covers sending and receiving messages (in code or in the clear), intercepting and interpreting communications and dealing with technical problems.

The skill also covers detecting electronic listening devices and evading detection and countermeasures. It also covers the manipulation of telephone exchanges through use of different audio frequencies, colloquially known as phone phreaking.

Opposing Skill/Difficulty Level:

- Regular difficulty: Successfully break into a hotel's phone system in order to listen in on calls or to fake a call from an outside line; detect the presence of an electronic listening device using specialist equipment.
- Hard difficulty: Detect a wire tap on a phone line; plant a listening device while under threat of imminent discovery.

Pushing Examples: Getting closer to the source in search of a stronger signal, but thereby risking exposure in the process.

Sample Consequences of Failing a Pushed roll: You expose yourself to the enemy in some way. You may or may not be aware that your calls are being monitored or that your location has been compromised.

If an insane investigator fails a pushed Signals roll, they wreck their equipment, either in a fit of rage or whilst experimenting. They only stop when they hear the voice of a dead relative or colleague (refer to the investigator's backstory for inspiration) coming from the broken or disconnected equipment.

TRADECRAFT (01%)

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 organisations, creating fake identities, and any other number of espionage-



related activities. It also confers general knowledge of spy organisations, including their methods of operation and their personnel, although detailed knowledge of specific organisations comes under the Organisation Knowledge skill (see pg. 43).

Tradecraft can be used by itself, but is most often used in conjunction (in a combined roll) with another skill like: Art/Craft (Forgery) (forging official papers); Credit Rating (bluffing one's way into high society); Cryptography (operating and maintaining a cryptographic device without detection); Disguise (posing as an enemy soldier or officer); Drive Auto (tailing someone or losing a tail); Signals (installing a listening device); Fast Talk (convincing someone your investigator is not a spy); Stealth (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 agent); or a myriad other combinations.

When using Tradecraft in combination with another skill, 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. At the Keeper's discretion, when performing clandestine activities, the Tradecraft skill can be used in place of any of the above-listed skills.

Opposing Skill/Difficulty Level:

- Regular difficulty: Under normal conditions with the enemy not expecting an imminent threat.
- Hard difficulty: If the enemy are in a state of heightened alertness and specifically looking for you.

Pushing Examples: Taking additional time or personal risk. When pretending to be someone in authority (using Disguise), you issue a challenge, along the lines of, "You do know who I am don't you? Oh yes, well, we'll see what the Colonel has to say about this shall we?"

Sample Consequences of Failing a Pushed roll: Your cover is blown, though you do not realise it until too late. Your errors expose fellow members of your organisation. If an insane investigator fails a pushed roll, they may become confused about who can be trusted and who cannot, even to the extent of becoming confused about who they themselves are serving.

TRUST

Trust measures an organisation's faith in an individual investigator. This organisation may be an intelligence or security service (SIS, CIA, KGB or any of the others listed on pgs. 15-21) or another group, usually a paramilitary, terrorist group or criminal organisation that the investigator is working with, exploiting or infiltrating.

Trust is gauged on a point scale in the same way as Sanity, with 0 representing an absence of trust, 99 representing the strongest possible trust. An investigator can gain a trust rating with one or more organisations, with each rating being recorded individually.

An investigator begins play with 80 Trust points to split between as many groups as the player sees fit, although we recommend that the investigator has at least 40 points of Trust with the agency that employs them.

Remember that the investigator will also have a Trust rating with Section 46. A player may choose to take a lower initial rating in one organisation to allocate more points to another.

For example, a long-time member of SIS who has only just been recruited to Section 46 may have 60% Trust with SIS and only 20% Trust with Section 46, whereas an officer who has dedicated themselves to Section 46 enough that it may have raised red flags with the CIA might have 30% Trust with the CIA and 50% Trust with Section 46.

The player may elect to exchange skill points from Step Six (Specialised Intelligence Agency Training or additional Agent skill points) for additional Trust points at the rate of one for one, although this is usually reserved for double agents or investigators who have infiltrated other organisations before play starts (see pg. 30). A player should discuss the allocation of their Trust points with their Keeper.

LEVELS OF TRUST

The level of trust indicates the relationship between an individual and an organisation:

0: Enemy Agent. This person is known to be working directly against the organisation. Such a person becomes a target for the organisation. How an organisation deals with such an individual will depend upon the nature of the organisation, and the magnitude of their offences against the organisation. In more civilised intelligence services, actions against those with zero trust are likely to involve dismissal or imprisonment. In extreme cases or among more ruthless organisations, such



an individual may find themselves marked for a bullet or a tasty polonium supper.

Of course, an organisation may not show their hand immediately, but may try to play the individual in a bid to learn more about their contacts and plans, before taking action against them.

01: Unknown. The average person on the street, who is unknown to the organisation, has a Trust rating of 01.

02 to 49: Partially Trusted. This person has formed a positive relationship with the organisation. Faith in such an individual will be limited. Someone at this level may work within the organisation, but their access to information will be strictly limited. If the organisation wish to make greater use of the individual, they are likely to be given tasks that test loyalty, resulting in a dice roll to either Build or Erode Trust (see pgs. 47-48)). An investigator may begin at this level, especially if they are relatively new.

50 to 89: One of Us. This individual is considered to be an insider. They will be trusted to act autonomously on behalf of the organisation. An investigator may begin at this level, especially if they have some history working with the organisation.

90+: Beyond Reproach. It would be inconceivable to the organisation that this individual would be anything but loyal and reliable. Such an individual has access to the inner workings of the organisation. An investigator may not begin at this level, unless agreed with the Keeper.

USING TRUST

A Trust roll may be called for when an investigator wants something from an organisation. A successful roll indicates a favourable outcome for the investigator. If the request is made to the organisation that employs the investigator, or to colleagues within Section 46, a roll is only required if the request is something unusual or extreme (such as requesting permission to assassinate a politician, asking for support from special forces or calling for an air strike). More routine requests only require rolls when asked of an allied agency, or of groups that the investigator may be infiltrating or manipulating. Making a Trust roll does not require the expenditure of Trust points.

Before a Trust roll is made, the Keeper decides upon the level of difficulty. The level of difficulty is determined by considering the organisation's perceived exposure to risk if it were to grant the investigator's request.

Barring special circumstances, only one investigator should make a Trust roll when making a specific request from an organisation. If the investigator fails and a second investigator attempts to make the same request, this qualifies as a pushed roll (see below).

Opposing Skill/Difficulty Level:

- **Regular difficulty:** If the organisation considers that potential fallout can be limited to the investigator, and that the chance of repercussions for the organisation and its concerns are low, the level of difficulty should be Regular.
- **Hard difficulty:** If the organisation considers that potential fallout is likely to extend beyond the investigator, and that the chance of repercussions for the organisation and its concerns are significant, the level of difficulty should be Hard.

Note: Trust is used to determine the reaction of an organisation to an investigator's request. If the investigator is dealing with an autonomous member of an organisation, the Keeper may call for a combined Trust and interpersonal skill roll (Charm, Fast Talk, Intimidate or Persuade), requiring the percentile roll to be equal to or lower than one skill or the other.

For example, in an attempt to gather information, an investigator is having a friendly chat with an NPC member of the PLO in a cafe. The conversation is happening without the NPC referring back to the PLO, so the NPC is acting autonomously. In this situation, with the player trying to be friendly towards the NPC, the Keeper calls for a combined Charm and Trust roll, using the rules from the Call of Cthulhu rulebook to determine the level of difficulty for the Charm skill. The player rolls the percentile dice, scoring 34. The investigator has a Charm skill of 30 and a Trust skill of 40, the dice roll is below one of these two skills, and so the NPC is forthcoming with the information.

In another example, the investigator wants the same NPC to set up a meeting between the investigator and the NPC's superior. This requires the NPC to consult with their organisation, and is therefore a straight Trust skill roll.

Pushing Trust: A Trust roll may be pushed if the investigator can offer something the organisation wants. This might take the form of information, or the promise of something being done. The organisation should feel they are getting, or being promised, something of value. When striking this bargain, the Keeper should always seek a deal that causes the player to feel they are having to pay a price.



On failing a pushed Trust roll, an insane investigator may believe themselves to have lost all self control, and to have divulged their most significant secret to the organisation in question. Whether or not this really occurred is up to the Keeper, and is not known to the player.

TRUST TESTS

Trust rolls are used to determine an organisation's response to an investigator's request. Trust tests are used to determine whether an investigator's Trust rating is raised or lowered.

Trust points should be tracked carefully, as the number can go up and down throughout the game. A Trust test may be presented at any point during play, when the Keeper judges that there is potential in the story for a change in the level of Trust between an investigator and an organisation. For a change in Trust to occur, the organisation in question must be aware of the reason, and the investigator's role in whatever has occurred.

In published *World War Cthulhu: Cold War* scenarios, Trust tests are shown as two numbers or rolls separated by a slash. Trust tests work in a similar way to Sanity rolls, with the difference being that Trust tests can result in either an increase or a decrease in the Trust score. For instance, TRUST -1/-1D10 or TRUST +1/+1D10. The former applies to Eroding Trust, the latter to Building Trust, both of which are explained below.

To make a Trust test the player makes a percentile roll. A success is a roll equal to or less than the investigator's current Trust points. On a success the investigator is awarded the value before the slash, on a failure they receive the value following the slash.

Note: If using the optional rule for spending Luck points, these **may** be spent on Trust tests.

An organisation may test individuals, especially those who are new and whose loyalty remains questionable. A common tactic is to feed the individual false but clearly identifiable information, then wait to see if that false information is leaked to competing organisations. Another technique is to make demands designed to test the individual's morality or loyalty to a competing organisation.

Such a task might range from stealing a file to assassination. Whenever an investigator is perceived to have fulfilled such a demand in the eyes of an organisation, they should be rewarded with a **Building Trust** reward (see below).

ERODING TRUST

An investigator's Trust rating for a particular organisation may be tested when the Keeper judges that events in the story demand it. The judgement of whether a reduction in Trust is merited is a subjective one made by the Keeper, who should look at events from the point of view of the organisation concerned.

The investigator's actual actions or motivations should be ignored; all that matters here is how the organisation perceives the investigator's actions and intent. It is easier to erode trust than to build it; if in doubt about whether to demand a test to Erode Trust, the Keeper should do so.

In determining the potential Trust points lost, the Keeper should consider two aspects: the magnitude of the offence, and the source that relates the information to the organisation.

1. Magnitude of the Offence:

First the Keeper should consider the offence: is it minor, moderate or major?



- Minor offences result from slip-ups and accidents, such as leaving a file in a taxi, or being spotted and recognised by a competing organisation.
- Major offences include wilfully foiling an important operation or handing key information to a competing organisation.



- If the offence falls somewhere between the extremes of minor and major, count it as a moderate offence.

2. Source of Information:

In the world of espionage everything is questioned, and the reliability of the source of information regarding the offence should be weighed as follows:

- Third-party reports from individuals in which the organisation has little trust are treated as weak sources, and such reports hold less weight.
- Reports from strongly trusted insiders (individuals whose Trust score would rank as 50 or above) are taken with the utmost seriousness, and are treated as strong.
- If the source is neither clearly strong nor weak, it should be classified as standard.
- Compelling supporting evidence, such as photographs or recordings may raise the level of the source, but such evidence will be scrutinised as it may be fabricated or altered.

	Weak Source	Standard Source	Strong Source
Minor Offence	0/-1D6	-1/-1D10	-1D6/-1D20
Moderate Offence	-1/-1D10	-1D6/-1D20	-1D10/-2D20
Major Offence	-1D6/-1D20	-1D10/-1D100	-1D20/ Reduce Trust score to 0

BUILDING TRUST

An investigator's Trust rating for a particular organisation may be increased whenever the Keeper judges that some substantive event has occurred in the story that would account for it. The judgement of whether a reward is merited is a subjective one made by the Keeper, who should look at events from the point of view of the organisation concerned. The investigator's actual actions or motivations should be ignored; all that matters here is how the organisation perceives the investigator's actions and intent.

Examples of actions that should merit a dice roll to Build Trust include: successfully completing a mission on behalf of the organisation; risking one's life in the service of the organisation; passing a test set up by the organisation. Such a test might be for the organisation to use one of its own

people, or a third party, to tempt the investigator to reveal secrets in return for money or other rewards.

An investigator who is trying to infiltrate a criminal organisation may find themselves tested with the task of carrying out a murder on their behalf. Such tests are rites of passage in some organisations, but what will an investigator do?

The reward for building Trust is always 1/1D10 points. It is harder to build trust than to erode it. If in doubt about whether to grant a Trust reward, the Keeper should err on the side of caution and hold back.

INCREASING CURRENT TRUST POINTS

1. Eroding and Building Trust: Trust points may be increased or decreased during play as a result of Trust tests.

2. Keeper Award: Sanity point awards are often granted at the end of a scenario, and *World War Cthulhu: Cold War* adds a Trust award. At the end of a successful scenario or campaign chapter, the Keeper may request dice rolls to increase investigators' current Trust points. Keeper award rolls may vary between participants, and are rolled individually by players. Such rewards should be proportional to the situations the investigators were involved in.

- The goals set by the organisation were partially achieved: +1D6 Trust points
- The goals set by the organisation were fully achieved: +1D10 Trust points

If an investigator has acted in a way that is likely to undermine an organisation's trust in them, the Keeper should ask the player to roll a Trust test (see **Eroding Trust** on pg. 47).

3. Building Trust During Downtime: An investigator may choose to spend time building their relationship with one organisation. This may be done during downtime between adventures or during the investigator development phase.

The player should describe what their investigator is doing to build trust, which may be something as simple as hobnobbing with their superiors, socialising with colleagues or helping to solve a problem faced by the organisation. The player then makes a percentile roll and compares the result to their present Trust rating with the organisation. If the roll is above their current Trust rating with that organisation, the investigator gains 1D6 Trust points with that organisation. If it is equal to or below their current Trust score with that organisation no change is made.



A roll of 96+ indicates that something has gone wrong. The Keeper should choose an organisation with which the investigator has a Trust relationship and deduct 1D10 Trust points from it. This can be the group the player was targeting, or a competing organisation; it may be that the competing organisation learns something of the investigator's actions and that this raises questions.

A Trust rating may not be raised above 99.

ESTABLISHING TRUST

When an investigator has not yet built Trust with a given organisation, usually as part of an infiltration or undercover mission, they can try to establish a relationship. The most straightforward method is to have someone within the organisation vouch for the investigator.

If the investigator attempts to bribe, coerce or otherwise convince a member to do so, this should be resolved as a normal social conflict.

Having a recommendation from an ordinary member would allow the investigator to gain 1D10 Trust points with the

organisation; if the recommendation comes from a senior member, the Keeper may award them with 2D10 points.

This initial roll should be added to the base 01% Trust that organisations have in unknown individuals. The organisation might then perform tests of the investigator's loyalty, giving the investigator opportunities to build Trust (see pg. 48).

In the case of paramilitary, terrorist or criminal organisations, the investigator may find other ways of creating a good first impression, usually by giving them something they want, such as information, money, weapons or the head of a sworn enemy.

Again, if the investigator passes a social skill roll to convince someone in the organisation of the sincerity of this offering, they will gain 1D10 points of Trust.

If an investigator had a previous Trust relationship with an organisation, but this has been destroyed (reduced to 0%), they may only attempt to re-establish Trust at the Keeper's discretion. Such an attempt may involve creating a new identity, finding a suitable scapegoat for the investigator's previous offences or some extreme act that proves their loyalty.



• TRADECRAFT •

Tradecraft is the collective term for the various techniques employed by intelligence operatives to gather information, complete their missions and stay alive. It also includes evading surveillance and avoiding detection altogether, establishing and strengthening a cover identity and running an assets. In short, it is the skillset employed in the everyday business of being a spy – mastering these techniques will dramatically increase both your chances of success, and your ability to survive.

Today, the techniques of tradecraft in use are well established and broadly similar between intelligence agencies worldwide. Since before the outbreak of World War Two, spies had established set ways of going about their business. The particularly vicious intelligence environment during the war further refined techniques of infiltration and averting suspicion, whilst the search for enemy agents on the home front garnered vast amounts of experience in counterintelligence operations.

It is important to note that the aim of most forms of tradecraft is not to defeat the efforts of diligent and alert foreign counterintelligence officers; instead its aim is to avoid arousing suspicion from ordinary people and minor officials, such as local police or tax inspectors. An operative whose perfect cover lands him in trouble with the revenue service or another civilian body can just as readily be exposed for what he is. A good cover must fool everyone; a deception must misdirect both those who are searching for operatives and those who have no idea they exist.

GENERAL CONSIDERATIONS

Intelligence networks are complex and fragile things. It takes a great deal of time and effort to set up a network and to build up contacts and sources of information. Lives are at risk every moment operatives are active, and actions that threaten to expose the network must be carefully considered. Slow and cautious is the way in intelligence operations – successful ones, anyway – and the value of a given action must be weighed against the possibility that the whole network might be jeopardised by one ill-considered move.

If a network is jeopardised, then not only are its personnel placed in desperate danger, but its intelligence value may be compromised for a long time. The importance of dealing with a threat or getting a piece of information passed to the network's handlers must be considered in this light; if a given

action is not worth the possibility that it might be a network's last action then it should not be undertaken.

An operative who charges head first into a new intelligence theatre and expends the local network's carefully built resources for his own mission may actually be assisting the enemy. Operatives who behave in this manner will certainly face resentment and resistance from their colleagues; it may even be that it is in the national interest to let the enemy catch such a liability rather than wasting resources assisting him.

All operatives must proceed with caution and due regard for the time and effort required –and the risks run – to build a local network. These assets are there to be used if required, but they must not needlessly be burned. It is often better to accept a partial victory or a sub-optimal outcome than to throw away years of painstaking work on a single objective. There are, however, times when there is no alternative.

Good tradecraft is what allows the operative to remain at large and undetected in potentially hostile territory; without it there is no possibility of continuing an operation. If at any time an operative considers abandoning the patient, secretive approach, he must be aware that from then on he will have only a short period in which he can act; after that time he may be hunted relentlessly, as may the rest of the network. Few objectives are worth overt action of this nature.

One final note: it should be understood that there is no such thing as completely friendly territory. Foreign intelligence services operate on an agency's home turf, posing a potential threat to an off-duty operative. In friendly territory there are more options, but even at home it is possible to be 'blown' by an encounter with police or politically minded groups. It may be possible for the intelligence services to intervene to rescue an operative who has managed to get himself arrested, but there is no guarantee of that. The fate of a British operative captured by police in Manchester is likely to be less severe than in Murmansk, but it is just as likely that the operative will have to be left to that fate all the same. Political fallout from 'spying at home' can be as damaging as foreign agitation – sometimes even more so. Therefore it is necessary to observe secrecy and to remain covert at all times. Some areas are less dangerous than others, but nowhere is completely safe. The only safety an operative enjoys – such as it is – is gained from the exercise of good tradecraft.



THE MOSCOW RULES

Spies operating during the Cold War developed several rules of thumb, known as "the Moscow rules". These are commonly taken to be:

- RULE ONE: Assume nothing.
- RULE TWO: Never go against your gut.
- RULE THREE: Everyone is potentially under opposition control.
- RULE FOUR: Don't look back; you are never completely alone.
- RULE FIVE: Go with the flow, blend in.
- RULE SIX: Vary your pattern and stay within your cover.
- RULE SEVEN: Lull them into a sense of complacency.
- RULE EIGHT: Don't harass the opposition.
- RULE NINE: Pick the time and place for action.
- RULE TEN: Keep your options open.

is a necessary part of maintaining foreign embassies and is accepted by most civilised nations provided the activities of these personnel remain within acceptable limits. A diplomat or member of the embassy staff who exceeds these limits will usually be expelled, but nothing more serious. An 'illegal' – in other words someone whose presence in the foreign territory is unofficial – is in a much more dangerous position.

Since operatives are meant to be acting covertly, their governments cannot officially recognise that they are there or protect them as they would their other citizens. The key point of covert intelligence gathering is deniability; a blown agent will be denied by his parent nation and left to his fate unless he can be extracted by other deniable assets, or swapped in an under-the-table deal.

This situation is at once frightening and liberating. Once an operative has crossed the line into this dark and dangerous territory, he is no longer bound by the normal rules of society. Of course, considerations such as protecting his parent network and not starting the next world war remain paramount, but by risking all the operative frees himself from the normal bounds of civilised behaviour. Lying, cheating, stealing and engaging in sudden violence are simply tools of the trade.

DISGUISES AND COVER IDENTITIES

Open and Covert Operations

A cover identity is not always required for intelligence work. Some espionage activities are conducted openly, within tacit rules. For example, all nations assume embassy staff or attachés are observing and reporting what they see; this

Among the most important lies an operative tells are who he is and what his purpose is: his cover identity. Some covers are temporary, some long-term. An operative might have a long-term cover, but use a different identity or short-term disguise to accomplish some task. Or he might have a special-purpose cover to use as a 'spare' identity if it becomes necessary to get out of a country. The main difference between a disguise and a cover is depth, though the same principles apply to both.



DISGUISES

A disguise is not intended to defeat close scrutiny but does not require much effort to create. Examples include wearing a nondescript business suit when walking around the business district of a town, or donning coveralls when in an industrial area. The intent here is to blend into the background and not be noticed, rather than to defeat security measures. Someone who does not stand out – the ‘grey man’, as the saying goes – can often pass unnoticed as long as he does nothing to attract attention.

A disguise is only good until someone takes an interest in the operative, after which it is unlikely to hold up to scrutiny. Thus the key to a good disguise is to appear to be ‘in place’. This can be as simple as donning a lab coat and carrying a clipboard. In past operations, friendly operatives have wheeled a large piece of critical equipment out of an installation and loaded it into a truck without being challenged simply because they appeared to be – and most importantly acted like – they were doing nothing out of the ordinary.

COVER IDENTITIES

A cover identity is designed to stand more scrutiny; how much depends on the preparation that has gone into it. At the very least the operative must possess appropriate identification

papers and clothing, but a good cover goes far beyond this. A good cover is plausible and allows the operative to move as freely as possible. For example, impersonating a peasant farmer in a South American country might not require much in the way of documentation, but neither does it offer the operative many options.

A peasant who is off the farm will attract attention from the authorities, especially in the more restrictive countries where many Western personnel must operate.

A good cover identity is relatively easy for the operative to ‘live’. Obviously, it is necessary for the operative to be fluent in whatever language the cover identity represents, and to be able to physically pass for a person from that country. The operative must also have sufficient knowledge of his cover’s work and culture so that he is not caught out with basic lies.

For example, if an operative is posing as a materials buyer for the shipbuilding industry then he needs to know enough about shipyards so as not to give himself away. This could be by failing to use the correct jargon or by not recognising a technical term that his cover would know, or by making some stupid ‘rookie mistake’ that an experienced person simply would not.

Personal note, further to my report on the Augsburg incident. I am growing increasingly frustrated by the disparity between the methods available to us and those used by our enemies. It was bad enough when I thought that the imposter wearing Keene's face was a creature of some description. Once I learnt that he was actually a member of the Black Brotherhood, using some form of sorcery, it started me thinking.

We retrieved the assassin's personal effects, including his notebooks and a number of old volumes. Surely one of them must hold details of the sorcery he used to steal Keene's form. If we can make sense of this, it would provide an invaluable tool in infiltrating cults, and maybe give us an overwhelming advantage in penetrating Soviet intelligence.

I am weary of explaining why the tools of Our Other Enemy are too dangerous to use. A significant number of the human pawns we deal with began with the best of intentions, using unsavoury magics in pursuit of noble ends. These things always carry an unacceptable price. The people who use them are invariably changed or maddened.

Too many of my agents have had ideas like yours. The fortunate ones are dead. Please do not take any actions that will force me to add you to their numbers.

- N



GOOD COVER IDENTITIES

A particularly good cover identity is that of a businessman, along with accompanying staff such as lawyers or secretaries. Commerce goes on almost everywhere, even in communist nations, allowing a businessman to act relatively unhindered. It is also a cover that offers a plausible reason for the presence of obviously foreign personnel.

Other covers may be less obvious; a graduate researcher making a visit to local historical sites, or a well-off person trying to trace an ancestor's connection to an area offer possibilities.

One advantage offered by covers of this sort is that the operative, if suspected of being more than he seems, might be deported as a 'harmless nuisance' rather than being blown as an intelligence operative. Even the most totalitarian regimes are aware that imprisoning foreign nationals for no good reason carries with it certain risks. If there is doubt then an operative might find himself dumped at the border and forbidden to return.

THREATS TO COVER IDENTITIES

There are essentially two slightly different situations in which a cover identity is tested. The first is the 'passive' situation where the threat to the cover is mundane and often of a low level; the second is an 'active' situation where the cover is challenged by someone trying to find holes in it or asking questions that may reveal those holes.

It is not always possible to be certain whether someone is a security agent trying to uncover the operative or simply a nosy neighbour – and to a great extent it does not matter. The cover must be passively maintained at all times, and actively protected when necessary.

Passive protection means 'living' the cover in such a way that suspicion is not casually aroused. This is to some extent the same as wearing a disguise, but also includes the way the operative speaks and acts, where he goes and what he does. Passive challenges to a cover identity are near-constant, but

can be dealt with by behaving consistently in a manner that seems to fit the identity.

The level of threat varies from moment to moment; walking down a street with a few people around probably poses little challenge, but an encounter with local police canvassing for information on a crime might pose more of a problem.

In this case the threat level is higher but is still passive; the operative is not under suspicion, but the police are looking for anything suspicious and may investigate more closely if something seems out of place. Operatives have been 'blown' by accident in this manner. If caught out of place because something unrelated has affected the authorities, the operative must be able to explain himself. At this point the passive threat has become active.

Whereas a passive threat represents the possibility that the operative might give himself away to someone who is not looking for him, an active threat to a cover is where someone has become suspicious and is actually trying to find out what the operative is hiding. This might not be directly connected to espionage; an operative might face scrutiny if there has been a crime in the area and he has been seen at odd hours, or might simply be routine harassment by local law enforcement personnel who are suspicious of foreigners.

Active questioning is conducted with a view to finding lies. An active questioner is looking for discrepancies in the cover story, returning to the same subject several times over. If the cover story has holes in it or changes from one answer to the next, suspicion will deepen and the agent risks being found out.

For a cover story to survive active questioning, the operative must be able to readily present natural and consistent answers, to repeat details or spot when a questioner has changed something and asked for confirmation.

This is more than the ability to lie convincingly; a con victim may be fooled by a slippery individual who cannot be nailed down on discrepancies in his story, but the security services will not be. Lying convincingly is only part of the process; the lies must add up to a convincing whole.

While passive threats to a cover can be defeated by simply evading suspicion or undue attention, in the face of an active threat the operative must be able to prove his story is true – even though it is not. He needs to have a well-developed cover complete with casual details, funny stories or anecdotes, and all the other details that someone would know about their own life.

SURVEILLANCE AND COUNTER-SURVEILLANCE

A large proportion of intelligence work involves surveillance either of individuals or of installations, as well as counter-surveillance to prevent hostile agencies doing the same. These are two sides of the same coin, often using the same techniques. What an operative does to evade surveillance can be just as informative even if they are subsequently lost. Drastic measures are not normally taken to evade surveillance unless the mission is both time-critical and important, since such an obvious move blows an operative's cover and potentially renders him useless in the future.

Much information can be obtained through secondary sources. Operatives stationed in a foreign city can learn a lot simply by reading the newspapers or listening to the radio. Local contacts can often supply a great deal of useful information – wittingly or otherwise. However, secondary sources are not as reliable as first-hand observation, and specific data is hard to come by in this manner. It is possible to learn a considerable amount about a local engineering firm from the press, but to obtain detailed information about the movements of its senior staff it will be necessary to watch or follow them directly.

COVERT SURVEILLANCE

Surveillance is normally covert and low-key; an operative who thinks he is being followed will either try to lose the tail or else abort his mission and carry out some innocent business instead. One of the basic rules of counter-surveillance is that, wherever possible, an operative should have an innocent explanation for what he is doing and a harmless errand that he can embark upon if he finds himself being tailed.

Surveillance work is quite often very boring. Operatives must wait for hours for something to happen, remaining alert enough to spot it when it does. Similarly, counter-surveillance can be frustrating, requiring the operative to wait for long periods when there is a mission to be carried out or he is in danger, or to repeatedly postpone a mission due to suspected surveillance. Patience and attention to detail are critical, and so is the ability to make an instant decision to act as soon as it becomes necessary.

Whether engaging in or avoiding surveillance, an operative must remain unobtrusive. Problems can occur not only with the target but also passers-by, police and local residents wary about strangers in their neighbourhood. Care must be taken not to fixate on the mission to the point where, say, the operative strays into the territory of a local gang,

or someone alerts the police about suspicious people seen hanging around. Binoculars, cameras and other surveillance equipment must be used only when absolutely necessary, or else used from a position of concealment.

VEHICULAR SURVEILLANCE

Vehicles are useful for surveillance work, but they are a double-edged sword. A car provides a certain element of visual concealment for the operative, who may be able to take photographs without being seen, but there are places it cannot go. The operative may have to decide whether to abandon the vehicle – creating problems later if it attracts attention or can be traced back to him – or the surveillance operation. For this reason, surveillance is best carried out by more than one operative, the team split into a foot element and a mobile element.

Vehicles are necessary when following other vehicles, but any tail becomes increasingly likely to be spotted the longer it is maintained. At least three different vehicles are recommended for vehicular surveillance, all of different makes, models and colours. Tailing vehicles can be swapped at suitable points, such as one taking an off-ramp as the next drops in behind the vehicle being followed.

BEING FOLLOWED

Conversely, an operative who sees the same individual repeatedly or always has the same vehicle behind him is probably being followed. This is not certain – coincidences do occur – and it may not be hostile intelligence personnel who are following the operative. Journalists, muggers and friendly or neutral intelligence personnel might also carry out surveillance. The operative's cover identity might make him a target for a terrorist or a criminal group; this is might be a different type of threat but it is still a threat.

Operatives should continuously, unobtrusively check that they are not being watched or followed. An operative should not blatantly turn around to look, nor should they react immediately if he realise he is under surveillance. Unless it is vital to immediately escape, the operative should engage in 'dry cleaning' techniques to lose his tail. Many of these measures can be used passively. For example, before going to a meeting with an informant the operative might wander around the local shops in a semi-random fashion and make a couple of unobtrusive but sudden changes of direction when he is out of sight of anyone following.

By moving relatively slowly, an operative can make the task of following him very difficult. The 'tail' has to find reasons



to slow down without seeming too obvious, and must react to changes of pace in a manner that does not give himself away. The operative can increase his speed of movement once out of sight, slipping around a couple of corners before sauntering away. Wherever possible, movement should be unhurried – someone moving fast stands out and makes the task of reacquiring the target much easier.

Another way to give a tail the slip is to board a train or bus – or get off one – at the last possible second. A tail will typically board a train on a different carriage and may not be able to get off again if the operative suddenly moves back onto the platform. A tail will tend to give himself away if he also rushes off the train, but there is always the possibility that he will remain covert and hope that a colleague can pick up the surveillance.

Something as simple as walking around in a circle can get rid of a tail or indicate that one is present. The same applies to driving; if a suspect person or car is still there after the operative has taken four consecutive right or left turns and is going down the same street a second time, it is almost certain that they are being followed. It is possible to take advantage of a tail's wish not to be 'made' by using a seemingly innocuous means to go out of sight, before moving quickly away; going into a shop or toilet then leaving by a back door or window, for example. It may also be possible to ambush a tail who does follow the operative in, but this is only for the most desperate of circumstances. Even if a tail cannot be shaken, knowing it is there allows the operative to abort their mission and lead the observers on a wild goose chase, or to strengthen his cover by allowing himself to be tailed whilst carrying out business related to his assumed identity.

MEETING CONTACTS

When arranging meetings with contacts, a place that is both discreet and explainable is best. Large, open spaces allow enemy operatives to position themselves to observe and potentially snatch those leaving the meeting, whereas a smaller area such as a modestly sized restaurant makes it easier to watch the exits and presents less opportunities for surveillance.

Everyone attending a meeting should be able to explain their presence; meetings in back alleys and deserted dockyards offer greater security, but it is harder to explain why everyone was there at that time if questioned.

FINDING AND RUNNING ASSETS

The term 'agent' is often misused in an intelligence context, and taken to apply to what might more correctly be termed operatives. Agents, in this context, are those who operate on the behalf of others, in this case an intelligence case officer. A case officer specialises in finding, recruiting and running agents, who may be local informants, officials coerced or bribed into doing as the case officer directs, or other assets that are not our own operatives.

RECRUITMENT

The case officer does not recruit indiscriminately, though sometimes it is necessary to work with whatever assets can be found. Too many agents represents a security risk, and some potential agents have too little value to be worth recruiting. Over time, however, a case officer can build a network of agents placed to feed him information or to carry



out tasks that he instructs them to. This may be a one-off, such as an official looking the other way while operatives move something important through his facility, or might be constant but low-level such as passing along any interesting information that the agent comes across.

Few agents can be considered trustworthy; the case officer will have a good idea how reliable each of his assets is, and then use them accordingly. Even totally unreliable information-for-cash street informants can be useful in the right context, as they can be used to deceive foreign agencies where the case office's interest is currently focused.

A good case officer will spot a variety of potential agents useful for various purposes, and will go about recruiting them in a slow and careful manner. Some can be befriended, some coerced or blackmailed. Others can be paid to carry out tasks by anyone with the right amount of cash, whilst some can be deceived or manipulated into working for the case officer. A case officer may also be tasked with dealing with walk-ins from his area of operations; they should not recruit them. Walk-ins are foreign nationals who contact friendly intelligence services (often by walking into an embassy) and offer to conduct espionage, usually in return for money or a way out of the host country. Since case officers operate covertly, they cannot be contacted directly by walk-ins.

The case officer runs his stable of assets and in some cases trains them. Usually the assets do not know who their case officer is. Recruitment is a lengthy process, with the subject being sounded out in an innocent-seeming or deniable way and trust being built over a long period before the "spy for us" pitch is made. These activities are often carried out by other operatives or local agents; it is possible to use one agent to recruit others. If local assets do not know who their case officer is they cannot reveal damaging information if caught.

COMMUNICATING WITH ASSETS

The simplest means of communicating covertly with an asset is use of a "dead drop"; a location where messages can be left to be picked up later, ensuring that there is no contact between the asset and the handler.

Dead drops have their risks, of course; if one user is observed visiting the drop, it may be watched to see who else comes along. Thus, using a dead drop requires good counter-surveillance techniques. A drop is usually a place where a written message can be left but might also be a person whose function is to pass along a message or instructions, often in a code that sounds innocuous or is meaningless to anyone who does not know what its phrases stand for.

Long-term drops are sometimes used to provide contingency orders to an operative or asset. For example, there may be a standing instruction to visit a drop if the network goes dark or if a specific event occurs. The contents of such a drop tend to be either a final set of instructions for a worst-case operation, a contact to begin rebuilding the network or instructions for how to get out. The latter is very rarely used with local assets; they are considered expendable.

The passing of information and more complex instructions requires a more sophisticated system of communication. Direct passage of documents from one person to another, or via a dead drop, was the only means available for many years. Now, however, there are technical methods available that open up new possibilities – but also create new risks.

COMMUNICATIONS AND CRYPTOGRAPHY

Communication lies at the heart of all intelligence work. Information must be obtained and passed to the end user in a timely and secure manner. Sometimes there is a choice to be made as to whether a given piece of information is worth taking extreme risks for; the answer is almost always no. An entire network can be blown as a result of efforts to expedite information transfer.

For example, a contact might want to pass along important documents but the operative assigned to pick them up thinks he is being tailed. Aborting the pickup imposes delays and missed opportunities, but picking up the information regardless risks interception or identification by the tail.

Some communication is conducted directly, often under the cover of business or similar activity. It is wise to assume that phones may be tapped and not to speak openly over an unsecure telephone line. However, use of obvious code is a giveaway that a suspect conversation is underway, so any information transfer needs to sound innocuous. The best use for telephones is to convey simple messages using key phrases that sound innocent, perhaps informing a contact where to look for more detailed information that can be passed discreetly.

MICRODOTS

Concealing a message inside an apparently innocent document, letter or other communication is known as steganography. This might be by traditional means such as coded messages contained within a letter, but in recent years new options have been created by technical means: microdots.



Modern technology allows photographs to be taken with a very small camera and data of all kinds to be reduced down to a microdot that is virtually impossible to detect. In this way, almost any piece of information can be covertly passed within a written medium. Microdots can be hidden in a letter, memo or other piece of apparently innocuous communication and are unlikely to be detected. However, the presence of a microdot is certain evidence that espionage activities are underway, should it be found by an enemy intelligence agency.

Microdot-containing communications can be safeguarded by including them among a great deal of innocuous similar material –reducing the chances that the specific letter or memo will be closely examined – or by passing the document covertly. After all, if foreign intelligence services never know of a document’s existence they cannot discover a microdot hidden within it. Concealment is possible in printed materials such as a book or tourist map, or a document could simply be placed in a ‘diplomatic bag’ carried by a courier.

By convention and international law the contents of a diplomatic bag are exempt from search, so documents within are theoretically safe. However, this does require that the documents reach a suitable courier, and contact with national officials of this sort is risky. Overt contact may blow an operative’s cover whilst covert contact could result in the official being expelled for spying. There is also the possibility that a diplomatic bag or courier might be ‘grabbed’ in some manner, or that a state with less respect for the rules of international politics might simply disregard them.

ENCRYPTION, CODES AND CIPHERS

Any communications can be intercepted, and for this reason important or incriminating material should be encrypted. Encryption should not be recognisable as such; it is always better to avoid suspicion than to defeat scrutiny. A code or cipher can be hidden within apparently plain text and ideally can be decrypted only by those who have the key to the code. However, no code is unbreakable.

The two main tools used in the encryption of messages are codes and ciphers. A code is, correctly speaking, a word or phrase that represents another (for example, “eagle” might mean “airplane”). A cipher, on the other hand, substitutes the letters of the original message with different symbols, which may be letters, numbers or apparently meaningless squiggles. It is possible to deduce much of the meaning of a ciphered message – or even crack it entirely – by analysing word lengths and letter frequencies; null text is often used to break up the message and prevent this.

Codes change the length of a message considerably and can be used as a form of shorthand to convey certain meanings that might be quite incomprehensible to those who do not have access to the appropriate code book. For example, the code word “Alfred” might refer to the Soviet Northern Fleet. Not only does this word-for-phrase substitution alter the word lengths and thus harden a cipher in use, but even if hostile operatives decipher the message they may still not be aware who or what “Alfred” is and therefore what the message is referring to. Codes of this sort can be cracked by inference and context, but this usually requires several such messages to be intercepted, along with a considerable investment in time and effort.

FLASH MESSAGES

Very short, often one-word ‘flash messages’ used by Western military forces are a good example of codes. The enemy might intercept a message stating ‘hilltop’ but would be highly unlikely to recognise its meaning. Indeed, even friendly formations that had not been told the meaning of the code might be unaware of its meaning.

Flash messages indicate extreme urgency and are intended to alert the receiver to a specific (usually very grave) situation in the shortest time possible. Examples include a border post coming under attack (potentially indicating war has broken out) or that nuclear weapons use has been detected. If a flash message or similar code is intercepted, its meaning can probably be deduced from context – it will almost certainly be connected with whatever major event occurred just before or just after the transmission – but this would be of no use to the enemy.

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SECTION 46 CONFIDENTIAL
NEW FLASH CODES - EYES ONLY
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THE FOLLOWING CODES REPLACE THOSE
ISSUED ON 15TH MARCH AND ARE TO BE
USED ONLY FOR EMERGENCY COMMUNICATIONS,
SECURED AND UNSECURED.

SILVER - MAJOR SUMMONING IN PROGRESS
GOLD - MAJOR SUMMONING EFFECTED
TURQUOISE - TEMPORAL BREACH
EBONY - SPACIAL BREACH
GRANITE - SUBTERRANEAN INCURSION
JASPER - IMMINENT MASS CASUALTIES

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ONE-USE PADS

Encryption methods that are intended to be used more than once must be as difficult to break as possible, as every use increases the chance of a message being intercepted and the enemy gaining entry to the code. Thus, one of the most secure cipher methods is the one-use pad. This pad contains a key that can be used to encrypt any message, and is extremely difficult (perhaps impossible) to decrypt without the identical corresponding pad. Such pads allow communication only between the sender and the holder of the corresponding pad and so suffers from a lack of flexibility. However, providing proper channels for information flow have been established, this remains an extremely secure means of communication.

ELECTRONIC TRANSMISSIONS AND BUGS

Radio and telephone communications suffer from the same problems: any signal may be detected by a foreign agency and any transmission or conversation may be eavesdropped upon. Of course, making transmissions from within foreign territory is almost certain to alert their intelligence services that espionage is taking place, and may give away an operative's location as well. If radio communication is to be used, codes are advisable along with good radio discipline; short transmissions from different locations at varying times and made infrequently, are far less likely to be intercepted than excessive radio use.

Operatives must also be aware that any place that foreign assets could gain access to might be electronically 'bugged'. Bugs can be concealed in a variety of ways but must be positioned so as to be able to pick up sound clearly. The number of potential locations in any given place is therefore limited, and further constraints are created by the time available by the enemy operatives to place them. With sufficient time, it is possible to plant a bug behind a power socket or in a hole drilled through a wall, but this is not possible if the bug is planted in haste.

One way to plant a bug into an area is to recruit, bribe or coerce someone with access to the location into planting the device. These personnel, potentially cleaning staff or others with access to many areas, are unlikely to be well trained and may plant the device without great subtlety, especially if they are nervous.

Impersonating a member of staff might enable a well-trained operative to conceal a bug more effectively themselves, but this runs the risk of tipping off the location's users that something is afoot. The appearance of a new member of staff, particularly a temporary one, should be grounds for suspicion.

Most bugs transmit using radio frequencies, so it is often possible to detect them by electronic means. A frequency scanner will detect nearby transmissions and can be used to locate a bug or at least indicate its presence. The decision as to what to do next is a complex one; destroying or removing the bug eliminates the threat, but will confirm to the opposing agency that intelligence operations are going on in the location.

An alternative strategy is to leave the device in place and use it to feed false information to the enemy; either by holding innocent conversations that confirm the operatives' cover story or more subtly by planting false data in conversations. This is a useful strategy when operatives are confident that the enemy knows about their activities, such as when an embassy is bugged. For a location trying to remain covert, finding a bug indicates that the enemy at least suspect that it is used for intelligence purposes, which can be taken as a warning sign. Of course, anyone who immediately stops using a building once a bug is found is declaring that they are up to something.

COUNTERINTELLIGENCE

Counterintelligence includes all manner of activities intended to prevent the enemy from obtaining or using information gained through intelligence operations. In its extreme form, this can include blatant actions such as snatching a diplomatic courier's briefcase or killing an enemy asset. Subtler means include the use of encryption, overly attentive diplomatic staff and misinformation campaigns.

KILLING ASSETS

Killing an asset is generally more practicable in the wilder parts of the world, where numerous other threats exist. A killing that can be traced back to one of a nation's intelligence agencies can result in all manner of adverse consequences, ranging from polite indignation and insinuations through to tit-for-tat elimination of known agents in an 'intelligence war'.

A killing that can instead be pinned on another nation's agencies, or one that can be made to look like an attempt by a third party to blame someone else, may suit the purposes of an intelligence service. However, careful planning is required and the elimination of foreign assets must be properly sanctioned.

Local informants can usually be eliminated more safely, but this is not always the case. In a highly complex intelligence environment it can be very difficult to tell exactly who a given informant is reporting to, and which one of his enemies can



be blamed. There is also the possibility that more can be gained from not killing an enemy asset or informant, or that doing so would be ultimately counterproductive.



SUBLTLER MEANS

Simple measures like maintaining radio discipline, routine and robust encryption of messages and so forth can all hamper foreign attempts to obtain information. Personnel from foreign embassies can be watched to see what information they are trying to gather; this can be overt and quite polite, at least on the surface, with attaches and other helpful personnel tagging along to 'assist' foreign diplomatic parties.

Personnel at secret installations are routinely warned to look out for cars sporting diplomatic plates in the area. They should not approach the vehicle or its occupants, but instead call a certain telephone number. Counterintelligence personnel will then find a way to 'guide' the diplomatic intruders past or away from their objective without causing an incident or – ideally – raising any suspicion that there is even a secret installation in the area.

DENIAL OF INFORMATION

Counterintelligence work can be retroactive, such as destroying documents that have fallen into enemy hands or intercepting couriers, but it is most effective when the enemy

can be denied useful information in the first place. One way to achieve this is to harass and confound foreign operatives without crossing the line into violence. Allowing the enemy to know he is being tailed may force him to abort his mission, which may be a useful outcome in itself. A close watch kept on informants might prevent the enemy from contacting them, and can serve as a broad hint that their activities are known and will be countered.

This sort of semi-overt action is a part of the intelligence game and also serves as a form of diplomatic interaction, in which operatives follow and harass one another to show that the respective intelligence communities are aware of what the other is doing. This serves a useful deterrent purpose; a foreign agency that thinks it can get away with it might try something that could cause an incident nobody wants. Even allied intelligence agencies sometimes conduct counterintelligence operations against one another as a demonstration that liberties should not be taken.

Sometimes the simplest form of counterintelligence is just finding out what the enemy knows. If it is known that the enemy has a particular piece of information, future planning can be based upon this assumption. It may be possible to plant unique pieces of plausible but false information in different places to see where a leak is coming from, or to determine how quickly the enemy is learning our secrets. For this reason, counterintelligence is sometimes best performed by deliberately failing to protect information – but not too obviously – and sometimes by jealously guarding it.

DECEPTION AND MISINFORMATION

The Soviet Union employs a concept in counterintelligence called "Maskirovka", which is sometimes mistranslated as "camouflage". Maskirovka is far more than simple camouflage. It is more of a mindset than a technique, based on the idea that the enemy should be denied all information if possible, and made to doubt the veracity of any information that is gathered.

PASSIVE AND ACTIVE CAMOUFLAGE

Measures like camouflage, including simple concealment and disguise but also misrepresentation of people and installations, are helpful in preventing the enemy from obtaining useful information. It is unlikely that assets on the ground or reconnaissance aircraft will photograph an installation that they do not even know is there, or that they believe to be something harmless. The principle here is the



same as using a cover identity for an operative: it is better that foreign intelligence agencies do not even look for operatives, than they look but fail to uncover them.

The concept of Maskirovka pervades all aspects of intelligence work. Much of this is passive, in the same manner as camouflaging or concealing an object, but active deception measures are an essential part of intelligence tradecraft too. These include creating false but believable pretexts for visits to sensitive areas or meetings with informants, and ensuring that foreign intelligence services gain only the information that we want them to have.

Too little information is as dangerous as too much; for example, an operative who seems overly secretive will be viewed with more suspicion than one who appears to be simply whatever his cover happens to be. If enemy agents watching a suspect business cannot find a reason why one of its executives is making a lot of field trips, they will become suspicious. However, if they can be induced to believe that the executive has a mistress as well as a wife and is making surreptitious visits to her, his actions are more likely to be seen to fall within the normal range of 'non-intelligence related' activity and thus discounted.

DISCREDITED AND FALSE INFORMATION

Maskirovka also includes discrediting information that the enemy might already have. The enemy will not look for something that he knows does not exist; if the information coming from a given source has been shown to be highly unreliable then the enemy may simply discount it, especially

if there is more plausible conflicting information. Thus counterintelligence also includes feeding the enemy information that is true but basically harmless in order to establish that a source is reliable, then slipping in misleading data among it. An example might be allowing the enemy to 'discover' that a new fighter project is a 'paper tiger' that will be unlikely to produce an effective aircraft, in order to reduce his interest in it.

The planting of false information is a tricky task; foreign agencies are unlikely to believe any information that was too easy to obtain, and will corroborate any data gathered wherever possible. To be successful, a deception needs to be made through multiple channels and must be internally consistent. It is easier to convince the enemy to believe what he already suspects than it is to create a new belief.

DECEPTION AND COVER STORIES

With an operative's cover story, the deception be plausible to start with, and then be reinforced. A suitable base story must be selected, and this should be something that others are inclined to believe. Outlandish stories or those that require considerable explanation invite investigation; dull and mundane is the order of the day. This mundanity must be corroborated by all aspects of the operative's demeanour, dress and actions; but also by minor but important details. Items of clothing or accessories should show signs of use rather than be brand new. A few aspects of the operative's fictional life should be incorporated into his identity too.

For example, a well-dressed gentleman with a hint of a Scottish accent, whose suit is new but whose briefcase is a

-----MOST SECRET-----

ATTEMPTS TO SPREAD THE RUMOUR THAT THE RECENT VIOLENT DEATH OF FABRIZIA PADOVANO WAS THE RESULT OF ACTION BY BANQUO'S GHOST HAVE MET WITH MIXED SUCCESS. AS A RESULT OF THEIR BULLISH ATTEMPTS TO RETALIATE, WE HAVE NOW IDENTIFIED THREE HITHERTO UNKNOWN MEMBERS OF SHIFTING SANDS OPERATING IN NAPLES AND THE LOCATION OF ONE OF THEIR SAFE HOUSES. UNFORTUNATELY, THE LACK OF SUBTLETY IN THIS RETALIATION HAS HAD CONSEQUENCES.

WE BELIEVE THAT SHIFTING SANDS DISPATCHED A RED GLADIOLUS TO DEAL WITH THEIR ENEMIES, RESULTING IN AN UNFORTUNATE NUMBER OF CIVILIAN CASUALTIES AND A SUBSTANTIAL DEGREE OF FIRE DAMAGE. LOCAL AUTHORITIES AND THE PRESS HAVE REPORTED THE CAUSE AS A GAS MAIN EXPLOSION. ONE OF OUR AGENTS IN THE POLIZIA HAS HELPED TO DEAL WITH INAPPROPRIATE REPORTS FROM WITNESSES. OUR MAIN CONCERN CURRENTLY IS FURTHER EXTREME RETALIATION BEFORE WE ARE ABLE TO ROUND UP THE REMAINING MEMBERS OF THE SHIFTING SANDS CELL.



little scuffed on the edges, and who claims to be a lawyer from an Edinburgh-based firm specialising in corporate dealings, will seem plausible. Most bored security personnel will not notice whether he has a picture of his family in his wallet along with an old ticket from the theatre, but some might. These little details all add plausibility to a cover story even if they are not consciously noted, and if the operative is questioned they create more of the impression of a real person. On such little things can survival hang.

DISINFORMATION AND MISINFORMATION

The use of deliberately false information is known as disinformation, specifically referring to false information deliberately given or made available to the enemy for the purpose of deceiving him. Misinformation is similar, but in intelligence it refers to creating a vast body of false or ambiguous information to confuse the enemy and make it difficult to determine what is actually true. Misinformation may well deceive the enemy but is general in nature; disinformation is intended specifically to make him believe a particular falsehood or take a specific action.

Most deception operations are deliberate, i.e. they constitute disinformation. General misinformation is combined with counterintelligence to passively make the enemy's job harder whilst deliberate deception is always conducted with a specific end in mind and must be supported by corroboration through other channels if it is to succeed. One way to deceive the enemy is to feed false information to those known to be talking to both sides. It is sometimes possible to instruct a loyal or coerced informant to knowingly lie, but even with willing informants it is usually better to convince them that they are telling the truth.

Sometimes all that is needed to deceive the enemy is to let him find out what questions our operatives are asking. If information leaks back to the enemy that suspicious gentlemen have been asking a lot of questions about the trucks going into and out of the docks late at night, it is not much of a leap to assume that we are interested in the docks for some reason. If our enemy is doing something suspect there, he will naturally come to believe that we know about it and are trying to find out more. This may lead to him focusing his attention away from other areas where we are about to act.

Allowing the enemy to deduce for himself what we are interested in is more convincing than 'telling' him, but this does require a competent opponent. Deception operations have failed because the target failed to spot the clues, so subtlety must be gauged against the enemy's capabilities. The more effort that the enemy expends in getting a particular

piece of information, the more prized it will be. Foreign intelligence agencies are suspicious of anything that seems too easy, and it can therefore be frustratingly difficult to get the right information to the enemy at the right time.

One possible avenue for disinformation is to feed it to corrupt foreign officials or into the intelligence services of nations that are allied to the target, but far less skilled. These will be easier to deceive, and once false information is their hands it will be fed to their allies.

Some enemies routinely check or even discount any information coming in from their 'lesser' allies, but in most cases this channel is at least a useful support for false data fed to the enemy by other means. In some cases, intelligence supplied by an ally may be accepted without question. This sort of error happens from time to time and is always worth exploiting.

BLACK BAG OPERATIONS

'Black bag operations' are the use of criminal techniques to gain entry to buildings or other structures. This refers to lockpicking and similar intrusion skills such as disabling alarms, but has wider connotations too. Black bag operations can involve getting into a safe or vault, or obtaining duplicate keys instead of picking a lock.

Black bag operations can be supported by information gathering, such as interception of mail and memos, or other forms of coerced cooperation. Getting all the elements in place for a black bag operation can be very difficult; it might be necessary to steal, duplicate and return keys, climb walls, sneak past guards and to use passcodes obtained from informants to gain entry. (An element of deception may also be used, though an operation conducted by overt and deceptive means is not strictly speaking 'black bag'.)

The basic skills of lockpicking, stealthy movement and the ability to climb the outside of a building are vital to operations of this kind, and are taught as a matter of course to most field operatives.

Additional skills such as safecracking are more specialised and may not be available to a network without preparation. It may instead be necessary to obtain keys or safe combinations before attempting a mission of this kind.

Observation of the target is vital. Knowing what security is present and what its patterns might be will greatly assist the operative. Hoping to spot guards and react on the fly is likely to result in detection, and should be attempted only in the



most desperate of circumstances. Ideally, the target will not be aware that anything has happened at all. If this is not possible then it may be possible to make the incident look like a high-end burglary rather than an intelligence operation.

When conducting an operation of this sort it may become necessary to engage in violence against guards or others who stumble upon the operative. Whilst undesirable, this is

acceptable. However, violence is not normally the objective of a black bag operation and is usually be considered counterproductive. Gaining entry to a building to steal documents or obtain information to blackmail the subject is a black bag operation; breaking into someone's home to kill them is an assassination. 'Wet work', as this is known, may be supported by the same skills but it is a different proposition to the theft of information. Assassination and combat techniques are discussed elsewhere.

OPERATIONAL REPORT - MOST SECRET

NN-45w-DS76

OPERATION: _____
 INVOLVEMENT: _____
 DATE(s): _____

No difficulties encountered entering Sir Reginald's property. Happily the security alarm was cheap and nasty, and we managed to disable it without obvious damage. I'd suggest giving someone in S a slap if this hadn't worked in our favour.

The package is now safely tucked away in the bottom drawer of the left-hand side of his pedestal desk, behind the envelopes and paperclips. Our man in the drug squad should be able to find it easily enough.

One item of concern: the pen holder on the desk contains an antique bronze knife. It looks like the silly old bugger has been using it as a letter opener. The metal is stained and pitted, and there are some troubling symbols pressed into the blade. We were not able to translate, or even identify the language. Maybe the attached photographs will mean something to the boffins.

If this indicates what I fear it does, recommendation is to change tactics and arrange an accident. We can't be too careful.

I understand Sir Reginald enjoys boating.



статус оповещения

белый

желтый

зеленый

синий

красный



правая рука



более 2000 бар является фатальной дозой

Готовность
обратный отсчет

8.8

8.8

это старый
телевизор



левый контроль



бомбы расстояние



• KEEPER OF • ARCANE BRIEFINGS

From that day on my life has been a nightmare of brooding and apprehension, nor do I know how much is hideous truth and how much madness.

– H P Lovecraft, *The Shadow Over Innsmouth*

Experienced spies know the Moscow rules, shared wisdom about operating in hostile environments (see pg. 51). They hold the keys to success and survival. Rule Three states “Everyone is potentially under opposition control”. This is a terrifying enough thought when dealing with an opponent who plays by rules you can understand. When you are fighting a secret war on two fronts, and your other enemy is ancient, inhuman and impossible to second-guess... Well, there is a good reason that most investigators die horribly or succumb to madness.

GETTING STARTED

When starting a new *World War Cthulhu: Cold War* game, players may select one of the archetypical investigators presented on the Cubicle 7 website, or else create their own using the rules in the **Officers, Agents and Other Spies** chapter (see pg. 25). Investigators may come from many walks of life. They may already have been part of SIS or an allied agency before joining Section 46, or they may have been willingly or forcibly recruited from the police, military or 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 operation begins, but may have crossed paths professionally.

Players should glance at the **Tradecraft** (pg. 50), **Covert Actions** (pg. 132) and **Intelligence Agencies** (pg. 15) chapters to give themselves a working understanding of the espionage environment. We assume a basic level of familiarity with the *Call of Cthulhu* rules and style of play.

The Keeper should familiarise themselves with this chapter, the overview of **Intelligence Agencies** and **Section 46** (pgs. 15 and 22), the relevant material from the **Intelligence Theatres**

chapter (pg. 76) and the **Beyond Top Secret** chapter (pg. 114), as well as the scenario to be played, if using a pre-written scenario. The other chapters of this book can be consulted as needed.

For your first game, we recommend a scenario that gets the players right into the thick of the action early. Begin with a dangerous situation, then let the investigators regroup in a safe house for a slower build-up to occult intrigue.

PRECEPTS OF PLAY

KEEP IT REALISTIC

Espionage is a grim, dangerous business even before you introduce the horrors of the Mythos. For all their training and experience, the investigators are only human. They will make mistakes, get injured, lose their grips on reality and, on occasion, die. Their investigations will take them to dark places, force them to deal with unpleasant people and take risks, but there are limits.

The investigators are not James Bond: there are no monologuing villains with comic-book schemes, no secret bases with conveniently placed self-destruct mechanisms and no laser beams hidden in watches that will cut through restraints in the nick of time. This is an unglamorous, secret world where letting your opponents know who you are will most likely get you killed. The Keeper should make the world feel absolutely real, reinforcing the sense of danger wherever possible and never sparing the investigators the horrors of the shadowy world in which they operate.

KEEP THEM PARANOID

When on missions, the investigators should live in a state of heightened awareness, never sure who to trust and who may betray them. Double agents, informers, counter-intelligence officers, trigger-happy mercenaries, ideological terrorists and nosey policemen pose constant threats to life and liberty. Investigations should be full of lies, half-truths and unwanted revelations.

Assets may not be who they seem, allies may manipulate investigators in pursuit of their own agendas, and even friends will betray one another if the right pressure is applied.



MUDDY THE WATERS

While the two missions that make up most scenarios are usually different, they take place in similar worlds. An informant selling secrets about the locations of Stasi safe houses may also be on the payroll of the Black Brotherhood, or vice versa. The investigators may discover that the terrorist group in the crosshairs have also been carrying out attacks against the Esoteric Order of Dagon, mistaking them for ideological enemies. Unleashing the ancient horror the investigators have been sent to destroy may prove the only distraction available to stop their capture by the KGB.

The Keeper should always look out for opportunities to present moral conflicts, offer expedient alliances with terrible people or confound expectations about where the loyalties of an NPC lie. If the investigators ever decide they know exactly what's going on, they should be frightened that this means they have overlooked something horrible.

DRAW FROM HISTORY

The material in this book takes place over the course of a decade of turmoil and change. During the course of campaigns, regimes will rise and fall, intelligence services will orchestrate coups, armed conflicts will start and end and political ideologies will shift, and the roles of and trust in intelligence services will change. By dipping into the history of the different theatres of the Cold War, Keepers can help bring them to life for the players, presenting the investigators with a complex world in flux, where today's ally may be tomorrow's enemy, and a safe haven can turn into a war zone with little warning.

That's not to say that you should get hung up on or be constrained by historical accuracy. This is a game, not a textbook. The best spy fiction takes liberties with the real world, inventing new factions and conspiracies to create memorable drama. And sometimes even the best Keepers make mistakes! When that happens, either move on and accept it, or retroactively change the offending details, but try not to let your game's pace suffer for the sake of accuracy.

BE TOUGH BUT FAIR

World War Cthulhu: Cold War is designed to be a grim and gritty game, in the purist mode of Lovecraftian gaming. The odds are stacked against the investigators, and while they will rarely be involved in open combat with their more human enemies, assassination, disappearances and unexplained accidents are all very real risks. These risks are even greater when facing the forces of the Mythos, which have none of the restraint or professional courtesies of the world of espionage.

Many of these threats cannot be fought by normal means, or are so dangerous that attempting to do so is suicide. This does not mean that the investigators will not or should not try, simply that they will not always live to tell of it.

The Keeper should play fair, which also means being impartial. Roll dice openly, with consequences clearly spelt out. Resist the temptation to fudge results to spare the investigators. They operate in a dangerous world and they know the stakes. If they survive, or better, succeed, this will be a hard-won victory, and all the sweeter for it.

SECTION 46

Section 46 is the ghost of the wartime Network N, one man's quixotic crusade against the Mythos. From his club in St James's, N continues to draw on collaborators to monitor the activities of Western intelligence, secretly using their operations as the means to carry out covert investigations and attacks against occult threats.

In the game, Section 46 serves several purposes.

- Gathering the investigators.
- Missions against the Mythos.
- Dispensing occult lore and clues.

GATHERING THE INVESTIGATORS

Investigators in *World War Cthulhu: Cold War* are all part of N's secret conspiracy. Section 46 draws the initial group of investigators together, and provides a way to introduce replacements in the event of an investigator dying.

MISSIONS AGAINST THE MYTHOS

While N no longer commands the same resources he had during World War Two, he still has enough informants around the world to keep him apprised of the machinations of the Mythos. He knows the bars in West Berlin where dangerous artefacts are traded alongside state secrets. He knows the Polish mathematicians whose researches risk opening the human mind to horrors it was never meant to understand. He knows the location of the hidden lake near the Nizhnyaya Tunguska River where pale abominations rise by moonlight. He knows the pirates of the South China Sea who trade captured sailors to Deep Ones in exchange for safe passage. He knows the secret places hidden even from those whose business is secrets.

N uses his dwindling contacts in the intelligence services to find operations, agents or other assets that can be co-opted

to take on his own special objectives. Usually this means using operatives who are already part of Section 46, although sometimes agents may be recruited in the field, or simply used with no explanation of what their true goal was. This is a risky business, as Section 46 has no official standing. Those caught subverting missions in this manner risk accusations of being double agents.

In play, orders and secret missions from N and his associates are the initial hook for the investigators. See **Mission Design** on pg. 68 for more on creating your own *World War Cthulhu: Cold War* scenarios.

DISPENSING OCCULT LORE AND 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 may also form part of *World War Cthulhu: Cold War* – especially in scenarios on friendly or neutral soil – N and his associates also allow 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.



Section 46 can also give investigators clues and guidance by dead drops, coded telexes or encrypted radio transmissions.

N's RESOURCES

N has maintained a personal network of contacts, informants and agents since the 1920s, gathering intelligence on Mythos activities. Since the disbanding of the Special Operations Executive in 1946, his network has become increasingly eccentric and fragmented. He is still a compulsive correspondent, receiving regular reports from journalists, academics, clergy, military personnel, spies and enthusiastic amateurs across the world and of all political affiliations.

In order to get what he wants, however, N has had to rely more on exchanges of favours, manipulation or outright blackmail, and he can no longer be quite as selective about his resources as he would like.

One consequence of this is that an increasing amount of N's time is spent weeding out wild speculation, conspiracy theories and paranoid delusions from the information he receives. Even with his wealth of knowledge and experience, N still makes sometimes mistakes, and the Mythos intelligence he passes on to his agents may occasionally be tainted or dangerously incomplete.

THE MYSTERIOUS N

Who is N? Introducing doubts about just who the investigators are working for will ratchet up the paranoia of a *World War Cthulhu: Cold War* campaign. Are the investigators fighting to save humanity or being used as pawns to bring on its destruction? While Section 46 is only a shadow of the old Network N, N is still pulling most of the strings. N's true nature is up to the Keeper, but here are some suggestions:

- **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, even into his twilight years.
- **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, and their followers now provide material and logistical support to Section 46 wherever they operate. There are even allies in



the KGB and other Eastern Bloc intelligence services, secretly passing secrets back and forth across the Iron Curtain. The Cold War is a distraction to N and his co-conspirators, and they are willing to commit acts that their political masters would consider treasonous in pursuit of their true enemies.

• **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 machinery of Western intelligence, 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.

• **Nyarlatotep:** *"I remember when Nyarlatotep 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 Nyarlatotep 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 Nyarlatotep looked on sights which others saw not."*

THE EQUALLY MYSTERIOUS H

H is potentially an even more mysterious presence than N. She only appears in dreams, and while she prefers to recruit agents through consent, she is not above manipulating the

minds and memories of those she considers useful. Again, there are a few options as to her real identity and motivations.

• **H, the ghostly spy:** In the fledgling days of British intelligence, shortly before the start of the Great War, the daughter of a minor member of the aristocracy proved useful in gathering information through social charms and subterfuge. She disappeared while on a mission to Moscow in 1917, presumed dead, and was soon forgotten. Since then, she has been appearing in people's dreams, giving helpful nudges and cryptic warnings to the apparent benefit of Western intelligence. Few people acknowledge her existence, or only mention her in a defensively jokey manner, but many intelligence officers owe their lives to her help.

• **H, the defender:** The Dreamlands may be shaped and scarred by the psyches of dreamers from the waking world, and rarely more so than in times of conflict. While most residents of the Dreamlands see this as the natural order of things, as much out of their control as the weather is out of ours, some try to shape our world in return, hoping to create a virtuous circle. H is such a defender, using divination to see what events in the waking world will do the most damage and subtly influencing dreamers to mitigate them.

• **H, the saviour:** H worked with N in life (assuming your version of N is human), acting as a mentor and teaching him much of the Mythos. As time went on, their ideologies divided, with N viewing the Dreamlands as a corrupting influence and H seeing them as a potential new home for humanity when the stars come right or the missiles fly. Since her death, H has acted through dreams to interfere with the machinations of her old friend where she sees them as inimical to her own plans, subverting his agents or perverting their missions.

• **H, the sorcerer:** H still has a physical form in the waking world, possibly preserved through ancient magics, and projects herself into dreams as a way of manipulating those she considers useful. She is trying to secure items and tomes of power, using human catspaws to snatch them away from her rival. If your version of N is also a sorcerer, the investigators may end up as pawns in a very dangerous game.

• **H, the deceiver:** An inhuman entity from the Dreamlands, wearing a human guise, H is manipulating those who work with N to try to undermine his schemes and weaken humanity. She is powerful, manipulative and merciless, but never less than subtle. Sometimes

her short-term actions may appear beneficial, or at least neutral, but they are building toward a sinister end.

Hypnos: H is a mask used by the god Hypnos, who is meddling in human affairs for his own ends. If N is a cultist or even Nyarlathotep, then Hypnos may be trying to counter his schemes. If N is working towards humanity's preservation, maybe Hypnos is helping him in ways incomprehensible to mortal minds, or curbing his excesses where they pose dangers to the Dreamlands. H's actions may prove capricious, self-contradictory or simply insane from a human perspective.

THE OPPOSITION

While the investigators are working to achieve their objectives, various counterintelligence organisations, police forces, paramilitary groups and armed forces may be attempting to thwart them, depending on the theatre in which they are operating.

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 Keeper should refer to the chapter on **Intelligence Agencies** (pg. 15) and **Intelligence Theatres** (pg. 76) for details of the opposition the investigators may encounter in specific countries.

MISSION DESIGN

World War Cthulhu: Cold War scenarios use the spy games, political tensions and proxy wars of the 1970s as a backdrop to investigation. Operating in war zones or other hostile environments, or under the watch of unfriendly counterintelligence services only adds to the danger the investigators face.

Each scenario usually has two plot strands: the human and the supernatural.

First, we'll discuss the various sorts of plot strands common in *World War Cthulhu: Cold War* scenarios. Then, we'll look at how these strands interact.

MISSION PLOTS

The Cold War is filled with espionage, counter-terrorism actions, spy hunts and covert operations. As part of Section 46, the investigators may be attached to any operation, often with minimal notice and insufficient planning.

INTELLIGENCE GATHERING

Intelligence is the currency of espionage. Most missions will require at least some intelligence gathering, if only to prepare for direct action.

Recruiting Agents

Even in this technological age, valuable information may still be gathered through traditional HUMINT. Building up networks of agents is vital for intelligence agencies, and investigators will often have to bribe, flatter or coerce people into spying for them. These may be members of other intelligence services, criminals, academics or innocents unlucky enough to know something or someone of value.

Running Double Agents

Double agents need to be handled with even more care than normal agents. They take greater risks, operating in the midst of a hostile intelligence service. Exchanging information with double agents requires special precautions. Investigators may be required to establish new avenues of communication, divert suspicion away from an endangered double agent or, if all else, arrange their extraction. In this last case, investigators may even be required to assassinate a double agent who cannot be extracted safely, to avoid further compromise.

One special risk of running a double agent is that they may actually be a triple agent, gathering details about the investigators and the counterintelligence capabilities of their agency. Investigators may be required to surveil a double agent to assess their true loyalties.

Supporting Networks

There is more to managing agents than simply recruiting them. Informants may come under suspicion, encounter unexpected resistance or simply lose their nerve. The investigators may have to take direct action to stop members of their network from being compromised, provide reassurance or arrange an extraction from hostile territory. And even when things are going smoothly, agents need information, weapons, money or special equipment to gather intelligence. Providing such things undetected may require the investigators to take some risks.

Surveillance

A mission may involve the investigators learning the movements, contacts and exploitable secrets of a subject or group of subjects. This may be in preparation to recruit an agent, plan an assassination or simply to gather intelligence that will prove useful later. The investigators may have to tail someone surreptitiously, plant listening devices or break into a target's home or workplace to search for useful information. Intercepting or Tapping Signals In the modern world of the



1970s, an increasing amount of information is exchanged using telephones, telexes, satellites and computers. The investigators may have to plant taps on telephone receivers, lines or exchanges, gain illicit access to computers through technical means or social engineering, or get hold of telex transmissions through interception or outright theft. While most of these jobs require only one or two technical experts, other investigators may be required to secure access, provide distractions or arrange extraction if the mission goes horribly wrong.

Assessing Walk-Ins

While double agents and defectors can be valuable, no one who spontaneously offers their services can be taken at face value. The KGB officer who walks into an embassy and offers state secrets in exchange for money may well have been sent to spread disinformation or find weaknesses in the opposition's defences. Investigators may have to research, tail or interrogate a walk-in to determine whether their motivations are what they appear to be.

Break-Ins and Thefts

There are a variety of reasons why the investigators may need to break into a home or workplace. This may be a simple exercise in intelligence gathering, as already discussed. In some cases, however, the investigators may be required to plant incriminating evidence or contraband instead. Alternatively, a blatant break-in may prove an effective intimidation tactic, reminding the target of their vulnerability.



COVERT ACTIONS

Even in the Cold War, direct action is sometimes required. While these may not be military operations, they call for a mix of cleverness, risk and subtlety that will tax the investigators to the utmost.

Infiltration

Specialist investigators may be required to infiltrate extremist groups, terrorist organisations or militias to gather information, subvert their actions or arrange the assassinations of high-ranking members. This is highly dangerous work, and may require the investigators to carry out illegal or morally repugnant actions in order to build trust. Infiltration is normally a long-term operation, and such a mission could form the basis of an ongoing campaign.

Counter-terrorist Operations

Terrorism is a global issue throughout the 1970s, with armed extremists carrying out kidnappings, hijackings and assassinations with alarming regularity. Investigators skilled in counter-terrorist operations may be called upon to track down and free kidnap victims, prevent mass shootings or free aircraft from the control of hijackers. These operations are usually carried out in conjunction with special forces, with the investigators acting in a supporting or advisory capacity, but nothing ever goes entirely to plan and the investigators may find themselves in the midst of the action whether they want to be or not.

Extractions

Not every operation goes smoothly. Sometimes a colleague, agent or member of an allied intelligence service may end up in a sticky situation, forced to go to ground in hostile territory. The investigators may be deployed to get the individual to safety, or, in extreme situations, simply ensure that they are not taken alive and interrogated.

Sabotage

While much of the Cold War does not involve open warfare, there are still occasions when the investigators may be required to sabotage a communications network, research facility or other target of interest. In most cases, the investigators will have to act with extreme subtlety to provide plausible deniability.

Assassinations

While there is a gentleman's agreement that members of the intelligence services do not kill one another, this does not protect every potential target. Investigators may be required to assassinate informants, double agents or terrorists when less extreme measures are impractical. Most assassinations will be discreet affairs, made to look like accidents or illnesses

to avoid raising suspicions. Some rare operations may involve a more blatant killing, to make an example of the target or demoralise their collaborators.

Coups and Insurgencies

In these shifting political times, yesterday's allies can quickly become today's enemies, or at least liabilities. On such occasions the investigators may be required to help destabilise a leader or an entire regime and arrange for a suitable replacement. This may involve bolstering the leader's opposition, spreading propaganda to fire up the populace or, in extreme cases, arranging military action or a targeted assassination. This is another example of a mission which could form the basis for an ongoing campaign. More details about such actions may be found in the *Section 46 Operations Manual*.

COUNTERINTELLIGENCE

While you are spying on the opposition, you can guarantee that they are also spying on you. The investigators will often be called upon to protect themselves and their agencies from the same dirty tricks they themselves use.

Disinformation

It is often more useful to give the opposition the wrong information than no information at all, sending them off on wild goose chases, deflecting suspicion from ongoing operations or, in extreme cases, making them paranoid enough to turn on their own officers and agents. The investigators may be called upon to plant false evidence, spread rumours, manipulate the media or arrange for carefully doctored intelligence to fall into the hands of enemy agents. This may require the investigators to incriminate or sacrifice their own agents to sell the lie. Sometimes the investigators may discover that they are the ones being lied to or sacrificed as part of this deadly game.

Investigating Suspected Spies and Double-Agents

If a colleague or agent comes under suspicion, or an officer from a hostile intelligence agency is sniffing around, the investigators may have to determine what kind of threat they pose. This could involve surveilling the target to see who they are communicating with, or simply arresting them with a view to interrogating them. Under more extreme circumstances, the investigators may have no choice but to kidnap the target and question them unofficially.

Interrogating Captured Spies

Most interrogations of suspected spies will be conducted by or with the help of the security services or police. Where

the investigators have detained a suspect in a less official capacity, they will have more of a free hand in the methods and outcome. Depending on the risks posed by a suspected spy, the investigators may choose to eliminate them after learning what they know, although a more likely outcome would be to have them arrested, or to exchange them for someone currently held prisoner by the enemy.

MYTHOS PLOTS

Over the course of the last three decades, humanity has developed weapons that can annihilate life on Earth, but there are older existential threats. The dark corners of the world are home to creatures so ancient and vast that people call them gods. Some slumber, while others are trapped in cracks in space and time. Their followers may call on their power, occasionally making one physically manifest, but it is not yet their time to return. When it is, humanity will be swept away as surely as if by total nuclear war.

The sabre rattling of global superpowers means nothing in the face of such power. It does, however, lead to wars, revolutions and terrorist actions across the globe. Frightened people flee to the hidden places, or those faced with losing everything may turn to alliances with ancient monstrosities or artefacts considered profane and deadly. In such times of turmoil and uncertainty, the Mythos holds a seductive appeal for the desperate.

Blasphemous Lore

Human beings are drawn to the forbidden, no matter the perils it brings. Knowledge is power, and occult knowledge is secret, dangerous power.

Uncovered Books

Global trade and travel have opened up new markets for occult tomes across the world. Smugglers and black marketeers in war-torn countries seek profit in the chaos, looting ancient books, scrolls and tablets from private collections. Cryptographers, driven half-mad by studying increasingly complex codes, 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

Looters and other opportunists will take anything of value, including old carvings, weapons, gems, idols and less-identifiable objects. The investigators may be sent to recover some artefact placed in peril by escalating conflict or that has fallen into the wrong hands. As dangerous as a powerful item can be in the hands of a knowledgeable cultist, it may prove even more so when wielded by a desperate amateur.



Unholy Experiments

Those allied with repressive regimes can operate with impunity, using the populace around them as little more than guinea pigs for their twisted experiments with ancient mysteries. Alien creatures that have learned to wear human faces may be pulling the strings, or those responsible may be nothing more than people; either possibility is horrifying.

Terrible Dreams

The constant threat of nuclear annihilation opens the human psyche to nightmares. The telepathic call of dead gods seep into the dreams of the sensitive and the unlucky. Those afflicted by this may perceive things others cannot, or commit hideous, depraved crimes – or both.

Cultists and Sorcerers

Since before recorded history, there have been those drawn to the power and mystery to be found in darkness. Alien gods and nameless horrors offer secrets to the fortunate and destruction to most. The cults that grow in their names may be found in the places shunned by the sane -- in ancient, ruined temples where twisted shapes scuttle in dark corners; in thick forests where the verdant life barely covers the corruption beneath; and by the misty shores of the sea, where those that dwell beneath the waves wait for the offerings of fools.

By contrast, you may find a sorcerer anywhere, hidden amongst ordinary people like a camouflaged predator, ready to take who and what they need for their hideous experiments. They may present a mask of sanity, but underneath they are almost as monstrous as the alien nightmares whose power they draw upon.

Ancient Rites and Sacrifices

Even in this age of air travel, global communications and satellites, there are those who carry on their sacrifices to dark gods as they have always done. Even the most modern people can be drawn to the primal savagery of ancient blood rites. Whether or not these practices have any power to them, they must be stopped when encountered if only to stop the suffering they bring.

New Opportunities

Some cults are more able to change with the times, embracing the modern world. They may conduct their rites by telephone, distribute their blasphemous writings via photocopies and defend themselves with modern weaponry. Some hide in the cities, drawing respectable members of society into their webs of madness, while others isolate themselves in fortified compounds, buffered from a world that may judge them mad and dangerous.

Overt Cults

Society is changing. Traditional churches and beliefs no longer hold the sway they once enjoyed. Fringe religious groups with outlandish beliefs are reaching out to ever-growing numbers of people. It can be difficult to tell the difference between the latest faddish sect from California and those who draw their beliefs from older and fouler sources. It has never been easier for Mythos cults to operate in the open. Worse yet, this has created a generation of seekers, moving between belief systems in search of answers; easy prey to those looking for malleable recruits.

Strange Places

Intelligence work and covert actions may take the investigators to almost any place on Earth. There is no place so remote that it may not hold a secret to be learned or some strategic advantage in the great machinery of the Cold War. Of course, it is not only humanity that finds value in these hidden places.

Doors to Beyond

It is not just our world that has its secret places. Sorcerers, alien creatures and gods can tear holes through time and space, creating gateways to worlds of horror and insanity. An unlucky operative may inadvertently stumble through a gateway to the court of the Daemon Sultan, where their fate will be sealed by twisted abominations playing pipes of madness; or a world under an unknown star where the atmosphere can melt their flesh in less time than it takes to scream; or to a time before history, where every angle may be home to lean and thirsty predators.

Dark Corners

Humanity has made its first tentative steps into space, travelled deep beneath the seas, set up permanent research stations in the Antarctic, and launched satellites that allow us to map every square inch of the globe. But no matter where we look, it seems there is something there already. Those who look into the hidden corners of the world find strange lights, impossible creatures and nightmares beyond human understanding.

Alien Horrors

No matter how humanity grows in knowledge and technology, we are still no more than insects before creatures so ancient and vast that we cannot help but perceive them as gods.

Hungry Ghouls

Conflict and chaos attracts certain lesser Mythos races. Ghouls, for example, are drawn to proxy conflicts, civilian massacres and internment camps across the world, wherever mass graves may be found or bodies may go missing without raising suspicions. The Mi-Go chitter as they coldly observe

humanity, and wonder if H-bombs threaten their own sinister projects on this planet. The strange folk of K'n-yan who dwell deep underground listen to the echoes of nuclear testing, and consider sending their undead scouts to the surface, or to burrow into fallout shelters to learn the secrets hidden there.

Strange Sightings

Lights in the sky, inexplicable radio messages that seem to originate from distant stars, scratches and impossible sonar traces on submarines... investigators operating in the field may encounter all manner of impossible, mysterious things that prompt investigation by Section 46.

Slumbering Gods

Ancient legends tell of monstrous deities that sleep below the earth and sea. We have spent the last three decades shaking their tombs with tests of atomic weapons, sending deep sea vehicles down to the watery depths containing their dead cities and saturating the air with radio broadcasts. How long will it be until we wake something that we cannot comprehend, let alone survive?

COMPLICATIONS FROM H

As mentioned in SECTION 46 (see pg. 23), N is not the only mysterious figure who may make demands of the investigators. H may appear in the dreams of one or more of the investigators, offering suggestions, making requests or confusing matters. Her agenda will vary depending on the version of H you have chosen to use, but given that her messages are couched in dreams, the Keeper has licence to make them cryptic or utterly surreal.

Additionally, an investigator who fumbled the roll to resist H's influence during character creation (see pg. 35) may carry out H's requests without realising or remembering. They might destroy vital information, steal a rare artefact or even kill someone while under H's influence, and end up facing accusations that they believe are false. Not every scenario should have involvement from H. Use her sparingly but memorably. Ideally, the investigators should be afraid to go to sleep in case they find her there, waiting for them.

WEAVING STRANDS

With a Mission plot and a Mythos plot in hand, the next step is to weave the two into a scenario. 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 their involvement in Section 46 from their colleagues in the intelligence services. They must therefore investigate the Mythos threat while using their official Mission as a cover. For example, if the Mission is to help a potential defector from the GRU cross the border to Turkey, the investigators have to somehow explain why they diverted their boat on an excursion to the Krubera Cave in Abkhazia.

Mission as Background

The Mission adds background colour to the Mythos investigation. The investigators might be sent to a small village on the East German border, civil war-torn Beirut, the jungles of Laos or deep into Russia 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 intelligence gathering operation or covert action can be just as challenging – and just as horrific. N is not infallible – perhaps the rumours of a strange creature washing up on the northern shores of Norway started with a badly decomposed basking shark and have become embellished with the retelling.

Two Jobs to Do

The investigators need to complete both their Mission 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, on a mission to Yugoslavia, the investigators' attempts to make contact with a physicist at the University of Belgrade have brought them to the attention of the KOS counterintelligence service, and they are being followed day and night.

The investigators need to shake the tail not only to complete their official mission, but also to break into a mausoleum in the Novo Groblje cemetery complex and secure the skull of a long-dead Serbian sorcerer, intricately carved with many dangerous secrets.



Mythos underlies Mission

The Mythos threat is somehow linked to the Mission. For example, a Romanian hospital may be a front for off-book experiments in grafting mi-go tissue onto unsuspecting human test subjects. The investigators must destroy this evil, while also concealing its true nature from their superiors.

Clashing Priorities

The Mission clashes with the Mythos task. For example, the investigators are sent to a small but strategically located village in East Germany to recruit agents who can observe troop movements and military exercises in the surrounding region. N believes that the residents of the village have been tainted by some strange entity that has fallen from the heavens on a meteorite, and wants the investigators to scare the locals into abandoning the village before they succumb to its influence, becoming something other than human. Which task do they complete?

RUNNING MISSIONS

MAXIMS

While there are occasional armed conflicts in the shape of coups, insurrections and proxy wars, most of the Cold War is prosecuted in a series of low-key actions. Concentrate on the human factor more than open battles.

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 writhing through the dark places of the Earth. These things care nothing for humans, but fumble blindly on their own inscrutable, incomprehensible purposes.

These are the new gods: Communism, Democracy, Paranoia and the Arms Race. 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. Stasi spy hunters, betrayal by double agents, moles in the intelligence services, paranoia between allied nations, bad weather, criminals, bureaucratic tangles and missing papers, accidents, failed communications and all manner of other misfortunes can complicate an investigation.

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 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 have consequences. These consequences should not be immediately



COMBINATIONS TO AVOID

STATE-SANCTIONED MYTHOS PROJECTS: While there was military research on both sides of the Iron Curtain into psychic phenomena, remote viewing and UFOs, having large organisations in government devoted to exploiting the Mythos risks turning your campaign into an alternate-history game that becomes more pulpy than horrific. The occasional rogue experiment, mad scientist or Soviet sorcerer is great - but if exploitation of the Mythos is too common, it changes the game into an alternate-history 'weird war', and that diminishes the horror, it risks becoming something rational and predictable. Avoid this at all costs.

SIMULTANEOUS CHALLENGES: Forcing the investigators to deal with both a Mythos and an espionage challenge in the same scenario is wonderful, and brings home the 'fight 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 secret auction of stolen occult manuscripts take place at exactly the same time that the Stasi double agent calls for an urgent extraction. Don't oblige the players to split the party.

lethal for the investigators (otherwise, the game will be over too quickly), but should force them to react. Possible consequences for mistakes:

- An ally or agent 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.
- Counterintelligence officers or hostile forces 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 patrols of uniformed guards on the streets to shadowy figures watching from alleys or parked cars to house-to-house searches to elite counterintelligence officers. 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 another Section 46 agent contact the characters and urge them to move.

Messages from colleagues in Section 46 are an excellent way to provide guidance and support. The players cannot rely on others to solve every problem or guide them through every puzzle, but the occasional message with a hint or order works very well.

HISTORICAL ACCURACY

Pseudo-historical games work 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.

Few *World War Cthulhu: Cold War* scenarios directly involve famous historical figures or situations where a few investigators could change the course of history. If the investigators are placed in a situation where they may, for example, assassinate Leonid Brezhnev or prevent the murders of the Israeli Olympians by Black September, the Keeper should be prepared to accept that this will create an alternate timeline to a greater or lesser degree.

A simpler solution may be to come up with fictional analogues to real events or characters, such as a mission to prevent the assassination of a fictitious minor royal by the IRA instead of Lord Mountbatten himself. This also makes it easier to change the incidental details and create a more focused scenario.



DEBRIEFINGS

After an operation, the investigators will be debriefed by N or one of his trusted agents. During this debriefing, the investigators are forced to relive and describe what they experienced, which the debriefer cross-references with 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.

Despite the creeping computerisation of records towards the end of the decade, all N's mission reports are still typewritten; 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 die type used for a character by one step for each of the criteria met below:

- The official mission goals were successfully completed.
- There was no unavoidable injury or loss of life.
- The character succeeded by acting in accordance with their 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 skill points in 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 skill 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 a creature of living shadow that turned one of her agents inside-out in front of her, 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 the investigator encounters the same horror again, they automatically fail the SAN check incurred by beholding it. Investigators who have been part of Section 46 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 •

WESTERN EUROPE

West Germany

Germany was devastated after World War Two; its government was in disarray, key industries and infrastructure had been reduced to rubble, its civilian population were traumatised, and it remained governed by no fewer than four occupying forces: France, the UK, the US and the Soviet Union. During the Yalta Conference of 1945, the future of the country was decided: it would be a jointly administered yet intact Germany. Under Soviet control, Poland was given eastern portions of Germany, and millions of Germans were expelled from these lands, replaced with Poles who held little forgiveness towards their former enemies.

When relations between the Allies and Soviets broke down in 1948-9, the Soviets tried to starve the Allies out by instituting the year-long "Berlin Blockade" (see pg. 8), cutting off all ground- and water-based access to the city, in the hope that the Allies would desert their half of the city, at which time it could be absorbed into East Germany. Instead, the Allies began one of the greatest logistical efforts in human history, die Luftbrücke ("the air bridge") airlifting hundreds of thousands of tonnes of food and medical supplies into the Allied half of the city.

During the Korean War in 1950, the US called for West Germany to become re-armed, as a first line of defence against Soviet aggression in Europe. The treaty emerging from this called for a European Defence Community with a re-armed West Germany, but objections from France prevented it from happening. In 1954, the Brussels Treaty allowed West German rearmament. Under its first post-war chancellor, Konrad Adenauer, West Germany entered NATO in 1955, and Western troops were allowed to maintain bases on its soil, their weapons pointed directly at East Germany and the Soviet Union beyond it. Despite these political uncertainties, under Adenauer, West Germany entered a sustained period of economic recovery and became one of the world's strongest economies.

The tenuous peace worsened after the Soviets built the Berlin Wall in 1961, encircling half of the city and containing West Berlin within it. Outside Berlin, half of the country – the newly designated Bundesrepublik Deutschland (the Federal Republic of Germany, or FRG) – remained free, whilst the remaining half of Germany was consigned to Soviet domination, reorganised as the Deutsche Demokratische Republik (the German Democratic

Republic, or GDR). With little else to do about this untenable situation, the acting capital of Germany was moved to Bonn, although spiritually the "true" capital of Germany remained Berlin. The West German government considered itself the genuine successor to the German Reich, though democratically reorganised, disarmed and politically aligned with Europe and the US. This began decades of strained diplomatic relationships between the GDR and FRG, two governments occupying the same national borders, yet refusing to recognise the other as legitimate.

Despite efforts to maintain unity between the two nations, East Germany's interest in normalised relations diminished rapidly, eventually classifying all West Germans (and citizens of West Berlin) as "foreigners" and denying them entry to its territory, for the most part.

West Germany continues to grow increasingly liberal, emphasising a quality of life to its citizenry far and above that of the East. The War Crimes Tribunal at Nuremberg increased awareness amongst the German populace about the Third Reich's activities during World War Two, and West Germany took on a "never again" stance politically, with civil and social reforms deliberately aimed at preventing the rise of fascism, ensuring an egalitarian system for all West Germans.

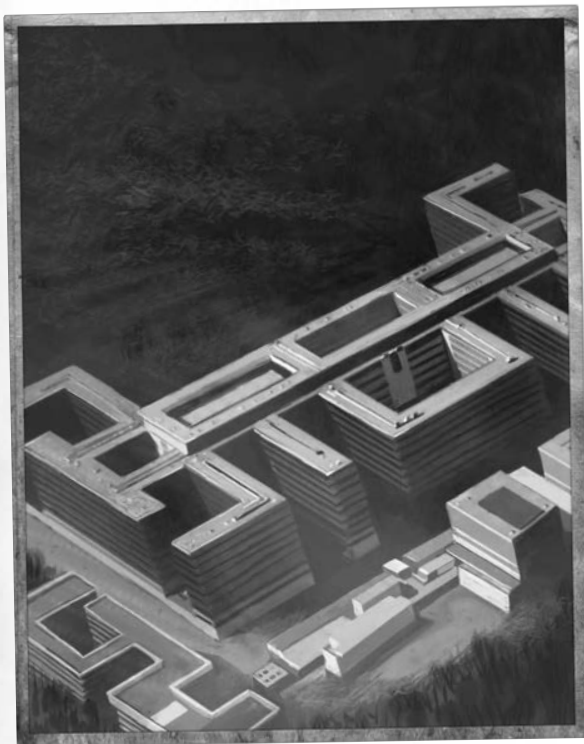
Not all was well in the FRG, though. From 1968 through to the late 1980s (and beyond), the leftist terrorist organisation known as the Rote Armee Fraktion (Red Army Faction, or RAF) strikes with impunity in West Germany. Beginning as a student protest movement, they embark on a wave of assassinations, bombings, sabotage, kidnappings and bank robberies (to finance their further activities).

During the chancellorship of Willy Brandt (1969-1974), West Germany negotiates new diplomatic relations with the GDR and its Soviet bloc neighbours, Poland and Czechoslovakia. These efforts led to the dissolution of the Warsaw Pact and the lessening of Soviet control over the GDR. Despite this apparent trust, Brandt is forced to resign when it is revealed that a primary member of his staff was a spy for the Stasi, East Germany's primary intelligence agency.

As ground zero in the Cold War, West Germany remains of vital importance to all intelligence agencies interested in the Soviet Union. Under Helmut Kohl's leadership, the Bundesnachrichtendienst (Federal Intelligence Service, or BND)



freely collaborates with Western spy agencies, assisting them in gaining access to East Berlin and East Germany. In addition to the BND, other Western intelligence agencies working out of West Germany and West Berlin include the British SIS; the US Defense Intelligence Agency, National Reconnaissance Agency and Central Intelligence Agency; and France's Service de Documentation Extérieure et de Contre-Espionnage (External Documentation and Counter-Espionage Service, or SDECE); and others from nations such as Turkey, whose Milli Emniyet Hizmeti (National Security Service, or MAH) is surprisingly active throughout Germany – both East and West.



Agents working for Section 46 and seeking to infiltrate the Soviet bloc frequently use West Germany as a jumping-off point, travelling to Berlin (see opposite) and making their way behind the Iron Curtain from there. However, such intrusions are dangerous, risking imprisonment or death.

EAST GERMANY

Formed out of the Soviet-occupied portion of Germany, East Germany was reorganised into the Deutsche Demokratische Republik (or GDR) in 1949, and some portions of its lands ceded to Poland and to the USSR. Immediately after the war, Soviet forces began rapidly dismantling German industry, stripping factories and even rail lines and shipping them back to the USSR, as well as the unbridled and wholesale looting of resources (oil, produce and so on). Thus, the GDR began in

a state of considerable hardship, transitioning from utter ruins to a planned economy then to a state-owned economy, all the while forced to pay vast sums back to the Soviet Union as war reparations.

The GDR's socialist leadership denounced West Germany for its part in World War Two, including its past support of Nazism. Despite repeated calls for a unified Germany, the GDR, under Soviet control, remained within the Eastern bloc. The next few decades saw both labour riots and loyalty purges amidst the intelligentsia and academic elite. The GDR government was occasionally forced to bring in Soviet and Polish troops to enforce its policies and maintain peace.

Until the establishment of the Berlin Wall in 1961, East Germans emigrated to the west in great numbers, a vast exodus of educated professionals, intellectuals and skilled labourers. Its government was socialist in name, but the republic was founded as a communist state. Despite these hindrances, East Germany eventually flourished as the most fiscally successful Eastern bloc country.

In addition to the Ministerium für Staatssicherheit (Ministry for State Security, commonly known as the Stasi), the Hauptverwaltung Aufklärung (Main Directorate for Reconnaissance, or HVA) and the KGB operate throughout East Germany, and the West German BND has thoroughly infiltrated many agencies within the GDR, working in concert with SIS and various US intelligence agencies.

The GDR government flirted with liberal reforms in the 1960s, but in 1971 the Soviets install a new government that rolls back all of these policies, explicitly defining the country as a communist society – consisting of workers and peasants – and treats them as such. Hostilities between East and West Germany intensify, until the West German government goes through considerable effort to normalise relations with the Eastern bloc. Despite tensions, the two countries maintain a relationship described as “two German states in one nation”.

BERLIN

Post-war Berlin was almost a wasteland, with almost a third of the city devastated by Allied bombings and a sizeable portion of the population dead or fled. Utilities such as electricity, water, gas, and sewage were non-functional, the subway tunnels flooded, trains stopped, and the city's streets were choked with millions of tons of rubble and debris.

In the Nachkriegszeit (“time after the war”) Berlin was a ghost town, haunted by traumatised Germans – civilian and military alike – as well as tens of thousands of Jews liberated from



death camps and willing to stay in Germany. The occupying Soviet forces embarked on a quiet, unofficial campaign of retribution against the surviving German populace. Former and suspected Nazi officers, soldiers and collaborators were harassed, arrested, tortured and even executed; rapes were committed against hundreds of thousands of German women; and the city's wealth was systematically ransacked, its factories, machines, phone system and railways dismantled, its museums emptied and countless cultural treasures shipped back to the Soviet Union.

Under the Alliierte Kommandantur ("Allied Command") Berlin was divided into four (unequal) quarters; one apiece assigned to France, England, the United States and to the Soviet Union for governance. However, the eastern Soviet portion made up almost half of the city's footprint, informally dividing it into East (Allied) and West (Soviet) Berlin.

Meanwhile, refugees from all across Germany poured into the city by the tens of thousands, including a sizeable number of prisoners liberated from concentration camps in Germany and elsewhere. Though the Allies and Soviets imported supplies and necessary goods, the black market was the only reliable means of gaining goods and services at this time.

Situated well within East Germany, Berlin was a microcosm of Germany as a whole, divided and surrounded by resentful neighbours. East Germany's Soviet occupation made the continuance of Berlin as a capital city unfeasible for West Germany, so the government for the FDR moved to Bonn, leaving Berlin as a symbolic capital rather than a functional one. Tensions in the city grew, and checkpoints were established to limit movement between quarters.

With German reunification a seemingly impossible goal, in 1961 the Soviets built the Berlin Wall, erecting the primary fences that marked its borders virtually overnight. Wary against incurring a military response, the Allied forces had no choice but watch as the Wall came up around them, dividing the city in half, surrounding them and turning West Berlin into an island in the middle of the Soviet-controlled GDR. Families were divided, and streets cut in half. Travel between East and West Berlin was no longer permitted, and hundreds were killed attempting escape to West Berlin.

The UK, US, and other Western nations joined West Germany in protesting the land seizure, to no avail. For the next three decades, travel into West Berlin was complicated, and communications between the FDR and GDR became limited to logistics required to maintain the dual residency in the formerly united city of Berlin.

MISSIONS IN WEST AND EAST GERMANY

Operation Christmas Stocking

Date: Early 1970s

Location: Munich and Berlin (West and East)

Official Mission

An SIS safe house – located in a quiet residential building in Munich – was compromised in a spectacularly awful fashion, with multiple people dead, one missing, and the circumstances shrouded in mystery. All that is currently known is that the safe house was in use, being utilised as the site for the debrief of a highly-placed Soviet defence cabinet member who wished to defect to the West. According to witnesses, two unknown men entered the building, shots were fired and an incendiary device was set off, destroying much of the apartment floor. Four bodies were discovered.

Among them were two MI6 agents participating in the debrief, a West German agent and an as-of-yet-unidentified assailant. The other attacker, burnt and shot, is in a Munich hospital unconscious, under heavy guard. The would-be defector is missing. The agents are to determine how security was breached, identify the assailants and rescue the missing defector.

N's Mission

Also in Munich, Doctor Jesko Pausch, a prominent scholar from Munich's Staatliche Antikensammlungen (State Museum of Antiquities) was apprehended whilst attempting to enter East Germany. His apparent destination was East Berlin's Pergamonmuseum, host to an extensive collection of artefacts and relics from the ancient world. Clues in his apartment revealed that he was acting in concert with a West German smuggling operation, stealing esoteric artefacts from his workplace for buyers who cared little for legality. The apparent trail leads all the way back to the Soviet Union, where items looted from German museums were taken after the war.

West German authorities are investigating the smuggling ring and discovering the extent of its operations, so that the items may be recovered and the perpetrators prosecuted. Unbeknownst to the general public is evidence that Pausch's sanity is in question, made clear by the disquieting nature of certain pieces of evidence found on his person and in his apartment.

Early interviews at the time of his arrest indicate that Pausch has been driven mad by inadvertent studies concerning the Mythos, particularly the cult of Daoloth. The investigators are to search his apartment in Munich, then travel to West Berlin to interview Pausch in custody. They must determine the exact



nature of the artefact he was attempting to obtain from the East and, if possible, recover it for quarantine. If the item cannot be recovered, it should be destroyed, with little doubt to its fate.

Operation Picture Perfect

Date: August, any year

Location: Chemnitz and Freihausgarten, Germany

Official Mission

An agent code-named Argent has sent a coded message to SIS, brief but significant, containing the code terms for "intercepted materiel" and "nuclear weapons". Argent is a deeply embedded SIS operative based in the East German industrial city of Chemnitz. Her former handler in London believes that she has got her hands on classified information relating to the location of Soviet nuclear missile silos, while more cynical heads within the agency are concerned that the possibility is too good to be true. The investigators are to travel to Chemnitz, rendezvous with Argent and assess the quality of the information, determining whether she has been compromised.

N's Mission

Satellite intelligence has identified a small town near Chemnitz, quarantined or otherwise cut off from main roads and removed from official maps and censuses. FDR sources have identified it as Freihausgarten, situated in the foothills of Dunkelhügel Mountain, and past intelligence from the area indicates that the GDR regularly conduct experiments of an unknown nature there. The town is lightly guarded year-round, but the military presence swells dramatically once per year. Agents are to infiltrate the GDR, travel to Freihausgarten and obtain photographic and other evidence of the true nature of the government activities therein.

Pre-war sources (folk tales, superstitions) from the area tell of a mysterious festival the town holds once per – consisting of strange dances, inexplicable customs, and unintelligible songs and chants – a festival none of the townsfolk remember when it has completed. Intelligence officers within Section 46 believe that these activities are related to a Mythos entity, and that the people of Freihausgarten are, willingly or unwittingly, attempting to invoke this being.

Agents are to determine the truth behind the festival and the reason for the city's isolation, intervening if necessary, denying to the enemy any potential strategic advantage the Mythos entity might conceivably provide.

The description of Cyäegha on pg. 118 contains additional information on the true nature of Freihausgarten and the fate of its denizens.

Operation Sandpiper

Date: Early 1970s

Location: Berlin (East and West)

Official Mission

Doctor Meinhard Kovasch, a psychiatrist in East Berlin, has requested asylum in West Germany. He wishes to defect to the West, along with his family. Kovasch is of special interest to the West German BND, as well as other intelligence agencies, because he has served as a practising psychiatrist to many GDR authorities over the past two decades. With high-level clearance within the GDR, he is authorised to treat members of the Stasi and his clientèle has included many high-ranking officials and agents. The information Kovasch possesses about their activities makes him an invaluable strategic asset. For reasons he has not disclosed, Kovachs fears for his life, and has requested extraction from East Germany. The catch is that Kovachs is certain that the FDR has been compromised, and a condition of his cooperation is that he and his family remain in the protection of British or American agencies; SIS operatives must counter West German efforts to bring Kovachs into their custody.

N's Mission

A grisly series of murders has rocked East and West Berlin, victims disappearing from both sides of the Wall over a period of months. The authorities know that the deaths are occurring on both sides, with identical modus operandi. This points at a single perpetrator able to strike with impunity anywhere within the divided city. The official story is that these are copycat killings, but police forces in both the FDR and GDR are each convinced it is the work of a single killer, capable of crossing through the border at will, whether above or below ground.

This investigation is of interest to N because a preliminary report about the victims' bodies suggests ritual intent, a peculiar sort of mutilation practised by the relatively-obscure Chorazos Cult, a Mythos-aligned group worshipping Azathoth and striving for its manifestation on Earth. N has pulled strings to see to it that the agents are assigned to work alongside the FDR forensics experts, all-the-while maintaining their cover identities. The agents are to determine if this cult is actually involved in these murders and to what end, as well as concealing this information from the authorities of both West and East Germany.

Operation Ground Fog

Date: December, late 1976

Location: Berlin (East and West)

Official Mission

When Berlin was separated in two, its extensive subway system was divided in twain; certain stations in the underground

network were decommissioned, sections of tunnel bricked up and sealed off. However, some sections of West Berlin's network passed below East Berlin, yet could not be removed because they were critical. These Geisterbahnhöfe ("ghost stations") were made inaccessible, station entries closed and sealed. A few interstitial stations remain open, the exits to East Berlin blocked off from use. The West German BND has a secret access tunnel for surreptitious entry into East Berlin, a carefully guarded secret, and they suspect the same of their East German counterparts. Jurisdiction in these stations is shared between East and West Berlin officials, as tenuous a relationship belowground as it is aboveground.

It is not unusual for East Berliners to attempt to use these tunnels and ghost stations to escape to the West and, rarely, West Berliners try to enter East Berlin. Far more suspicious is for an entire train full of people to disappear. A train on the West German U8 line, running through Bernauer Strasse, broke down whilst operating. This instigated a service call, which required armed East German guards to accompany the repair crew and to escort the passengers down the tracks to a station in West Berlin. When the guards arrived, they discovered that the train was deserted, engineers and passengers alike. The incident has been classified as a mass defection, yet neither government claims to know where the passengers went. One of the passengers on the train – Claudia Groves – is an intelligence agent in the service of SIS. SIS is more than interested in the matter, requesting cooperation from the BND, which has agreed to allow outside agents to be part of the investigation.

An important piece of information that has not yet been released is that there were signs of a struggle on board the train. Personal belongings were left behind, including hats, gloves and scarves, as if the passengers suddenly, unexpectedly rushed off the train, with minor evidence of resistance. The item that most piqued SIS' interest with this case is the presence of a coded message scratched onto one of the walls of the train car, made in a discreet corner, likely done quietly with a household or automobile key. It consisted of Groves' agent identification number followed by the code-word for an "unwilling extraction".

N's Mission

Photographs taken as evidence from the ghost station revealed a curious piece of graffiti on the wall along with a date. When Section 46's analysts examined the photos, they were able to make out a curious glyph, recognisable as the Yellow Sign. The date is due to occur three days from the arrival of the agents in West Berlin. Worryingly, a copy of the original, unexpurgated manuscript of *The King in Yellow* has recently disappeared from the British Museum's secret collection. Fragments of gossip passed by informants friendly to Section

46 indicate that an underground theatrical production is being mounted in East Berlin, a guerilla affair with significant financial backing that has attracted an unusual amount of attention amongst the intelligentsia of the city. The agents are to infiltrate East Berlin, discover the whereabouts of the suspected production, who is responsible for it and stop the show before the horror can begin.



ITALY

Like many states, Italy was plagued by political instability, corruption and terrorism throughout the 1970s. The period between 1968 and 1982 is often referred to as the *Anni di Piombo* ("Years of Lead"). 1968 was a year of revolutionary protest around the world, when thousands of people rose up to challenge the Cold War order, entrenched political systems, inequality and the US involvement in Vietnam. In Italy, violence and revolution remained in the air for years after. During this time, a toxic combination of corrupt politics, the criminal underworld and outbursts of political violence made bombings, assassinations, kidnappings and hijackings commonplace.

The *Brigate Rosse* (the Red Brigades) were the most infamous of the political paramilitary groups. This left-wing organisation sought – amongst other things – to create a revolutionary state through the means of armed struggle, and to force Italy to leave NATO. Support for the Red Brigades only really began to decline after the 1978 kidnapping and murder of former Prime Minister Aldo Moro, a popular left-wing figure, whose death drew condemnation from all points on the Italian political compass.



The violence in the piazzas and on the autostrada was exacerbated – and often caused – by the volatile nature of Italian politics. During the 1970s, the Italians saw five different men as Prime Minister. Not extraordinary by any means. Yet, it was the frequency with which they were in and out of office that was remarkable. Giulio Andreotti was Prime Minister six times, Mariano Rumor was Prime Minister five times, Aldo Moro was Prime Minister twice (having been Prime Minister three times already in the 1960s) and Francesco Cossiga served a mere two terms. Coupled with the economic instability that plagued the world during the 1970s, this led to political uncertainty and volatility. This constant political flux was compounded by the involvement of organised crime. Politicians – from high to low – allied themselves with criminal organisations for political, personal or financial advantage. Groups such as the Camorra from Campania, Sicily's La Cosa Nostra, and the Calabrian 'Ndrangheta (which, from 1975 onwards, began its climb to the top of the Italian organised crime tree) held great power, particularly within the south of the country.

MISSIONS IN ITALY

Operation Honeymoon

Date: 1975 onwards

Location: Calabria, Italy

Official Mission

Recently married British tourist Jeff Roots, his wife Bernice and her two children from a previous marriage have had their holiday cut short. The children have been found – incoherent and suffering from sunstroke – wandering down a backroad in rural Calabria, a few miles south of the ancient town of Rossano. Mrs Roots was found in their British registered Ford Escort, dead of yet to be determined causes. Mr Roots is still missing, but found by the car were a severed arm and a severed leg. Both are from different people.

Roots was, in reality, an SIS operative who holidayed regularly in Calabria and the surrounding regions. These visits coincided with the vacations of Arkady Flerov, cultural attaché to the Soviet embassy in Rome and one of Roots' main contacts. Things being what they are, Flerov was actually a KGB Major, and a double agent working for SIS. Things were starting to get a little hot, and Flerov had made the decision to defect. The area has – for several months – been the site of a vicious 'Ndrangheta gang war. More significantly, local boss Mauro Greco is known for being an enthusiastic fan of the hatchet as a tool for intimidation and revenge. The death and disappearance of British citizens is a serious matter, so steps must be taken to resolve the issue.

What is less explicable is that the Soviets (including the KGB and GRU) seem baffled by the turn of events. All eyes have therefore turned to the 'Ndrangheta, who may have killed the 'tourists' as part of a botched robbery. But even that makes little sense. The sheer confusion of the children, the lack of an identifiable cause of death for Mrs Roots, and the two different severed limbs (the arm certainly belonged to Flerov, according to the Soviets) makes for a set of baffling circumstances.

N's Mission

N is concerned by reports that the Martone family, one of the 'Ndrina ('Ndrangheta families) in Calabria, has grown suddenly in wealth and influence. Reports from local informants indicate that they have become involved in gold smuggling, although the source of the gold is unknown.

There is a local version of the myth of Scylla and Charybdis, involving monstrous fish/human hybrids. N believes this may indicate the historical presence of Deep Ones off the coast of Calabria. The fact that they have avoided detection for so long is troubling. The worst case scenario is that there is a hitherto-unknown city in the nearby ocean depths, providing shelter to huge numbers.



If local Deep Ones are getting involved in organised crime, this suggests a renewed interest in human affairs. For a colony that has remained hidden for thousands of years to risk exposure, they must have a goal. N needs his agents to confirm the truth of the rumours and, if Deep Ones are present, what they are working towards.

Operation Black Lace**Date:** Any year**Location:** Rome, Italy**Official Mission**

On a trade mission to Rome, British government minister Bernard Kincaid was caught – through nobody's fault but his own – in a honeytrap. A small cabal of Italian politicians seeking more favourable terms for an upcoming commercial deal preyed upon Kincaid's weakness for wine and his lack of interest in the well-being of obviously trafficked and unwilling young women. The films of the ensuing debauchery (should they be released to the press) would be intensely embarrassing (not to say legally problematic) for both Kincaid and the British government.

Matters grew even worse when a mere 12 hours after the events recorded on the alleged film took place, all three Italian politicians involved died in a car crash. Furthermore, the women forced into being Kincaid's unwilling partners disappeared without trace. The film is nowhere to be seen. A subtle, low-key investigation is required in order to ascertain the true nature of what happened.

N's Mission

It has long been suspected that – at least from his days at Cambridge – Kincaid has an interest in the less savoury aspects of the occult, and may have been compromised by Our Other Enemy. Certainly, his alleged role in the escapes of Victor Burton and Ronald Kinsella from British custody in 1963 leaves doubts as to where his loyalties lie. The death of the politicians and the disappearance of the women are too much of a coincidence to bear.

A swift, thorough examination of the events and evidence is vital. This may provide the evidence needed to conclusively prove Kincaid's treachery, although details of sorcery, human sacrifice or other such activities will have to remain limited to Section 46 reports.

Remarkably, the minister is still in Rome conducting negotiations and is due to have – of all things – an audience with His Holiness the Pope in two days time. The man's hypocrisy and affrontery really are limitless.

Some degree of delicacy will be required. Kincaid went to Eton with the Home Secretary, and the two remain close friends. The last time suspicion fell on him, heads rolled at the Security Services when one of their officers suggested that Kincaid may have come under the influence of the Soviets. If extreme action is required, the investigators must make sure it is utterly deniable.

Operation Fear**Date:** Any year**Location:** Trento, Italy**Official Mission**

Monica de Maria is one of Europe's leading investigative journalists. She has exposed political corruption in Turin, child abuse in Venice and modern-day slavery in the Naples garment trade. Fearless and determined, she is currently investigating alleged links between European and American intelligence agencies and various left and right-wing terrorist groups in Italy.

This latter line of exploration has brought her into conflict with the CIA. Our American cousins would like nothing more than for de Maria to have a fatal accident before her work reaches the press. SIS is more inclined to take a softly-softly approach, intimidating her into silence, although there is some political pressure to keep the CIA happy. Either way, SIS has been tasked with finding out just how much she knows and what is required to ensure it never sees publication.

N's Mission

Coincidentally, Monica de Maria has contacted one of N's agents in Milan asking for a meeting, hinting that she has useful intelligence for Section 46. The date has been set for one week from now, in the old northern city of Trento, home of the 16th century Counter-Reformation. It is vital that the investigators find out what de Maria knows about Section 46's operations, how she obtained it and what action needs to be taken.

With her network of contacts and admirable investigative powers, de Maria would be a valuable ally or possible recruit. However, what is more concerning is how she found out about Section 46. This situation has all the hallmarks of a trap set up by Our Other Enemy. There is concern that her work in Venice may have brought her to the attention of a cult of Y'gononac, which uses the supply of children to influential Italian paedophiles to extend its control. It is unlikely de Maria is aware just what she has become involved in or that she is being used (if that is indeed the case), but the location, and the ease with which she found us, and other subtle clues point to trouble ahead.

The investigators must proceed with extreme caution. Intelligence reports indicate that known cultists of Y'gononac have been spotted in the Trentino. This could be coincidence, or it could be a further signifier that the investigators are walking into a trap. That being said, they must make contact with the journalist. What happens next will be up to the other side.



It may prove impossible to perform both this mission and keep the CIA happy. Obviously the first priority is in the fight against Our Other Enemy, but going against the official mission risks exposure. This will be a minefield.

NORTHERN IRELAND

The legacy of the British colonial occupation of Ireland – which provoked centuries of religious and political conflict – made Northern Ireland one of Western Europe’s most dangerous flashpoints during the 1970s. Although they have a much, much longer history, “the Troubles” (as they are euphemistically referred to) began in 1969 when British troops were deployed to “restore order” after a summer of disturbances.

The streets, hills and valleys are patrolled by heavily armed British Army units and elements of the Royal Ulster Constabulary (RUC). In scenes more reminiscent of a warzone in Southeast Asia, helicopters are often the only safe way for troops to travel around the more remote parts of the countryside. For the Republican paramilitary groups such as the Catholic Irish Republican Army (IRA), British forces are a symbol of continued colonial occupation and a barrier to a united Ireland. On the other side, Protestant loyalist paramilitaries such as the Ulster Volunteer Force (UVF) wish the province to remain part of the United Kingdom.

The conflict reaches its peak in 1972, a year in which 500 people lose their lives. Half of these victims are civilians, the other half a mixture of British forces, RUC officers and members of the various paramilitary groups. Not only is death commonplace, but from 1971-75, British forces intern many people suspected of paramilitary or political activities.

These internees are frequently subjected to harsh conditions, abuse and torture. The vast majority of those interned are Catholic Republicans, and the policy of internment only serves to further inflame sectarian tensions.

Clandestine operations are an intrinsic part of life in Northern Ireland. The British armed forces (through sections such as the Special Reconnaissance Unit) and the RUC run undercover operatives and have informers in all the major (and many of the minor) paramilitary groups. The life of one of these operatives or informants can be cut dramatically short if the groups they have infiltrated find out who they are really working for. Section 46 operations in this part of the world are likely to be even more fraught with danger than most places. The threat of retribution from both sides of the divide is high, and there is always the danger of being caught in the blast of a car bomb or improvised mortar.

MISSIONS IN NORTHERN IRELAND

Operation Noakes

Date: Any year

Location: Belfast, Northern Ireland

Official Mission

In the past month alone, the Security Services (MI5) in Belfast have lost six informants and two agents operating within Loyalist paramilitary groups. Such a level of attrition is unprecedented and points to only one conclusion: that there is a mole within MI5 operations in Northern Ireland.

The investigators will travel under the authority of the Cabinet Office to investigate these losses. The cover story is that they are auditing procedures and practices in order to ascertain if there are flaws that may have led to the current situation. Given the pressures they find themselves working under, local operatives might well be hostile and abrasive to the investigation.

N’s Mission

Wild rumours have been circulating Belfast about strange apparitions, odd sounds and other mysterious phenomena. Sober and reliable witnesses have claimed to see “strange, jelly-like things” floating through walls, accompanied by a painful, high-pitched resonating sound. All of these occurrences have taken place within a few hundred yards of the Divis Tower block of flats in West Belfast, near the Falls Road.



Operation Purves**Date:** Any year**Location:** County Armagh, Northern Ireland**Official Mission**

Major media outlets in Northern Ireland have recently been reporting that the British Army have been operating illegal, anti-Republican "death squads" in County Armagh, near the border with the Republic of Ireland. The stories suggest that these are variously authorised at the highest levels or are made up of disaffected units taking the law into their own hands. Regardless of the truth, there have recently been seven unexplained killings at isolated farms and houses on the Armagh/Monaghan border.

While some in the military, the intelligence services and the government may applaud such actions, MI5 cannot countenance such activity. Notwithstanding the legality, the rumours and supposition can only inflame tensions and lead to further retaliatory violence. The investigators must find out the truth of these allegations and – if they are true – put a stop to these activities.

N's Mission

Something is afoot amongst the orchards and drumlins of Armagh. For many decades there have been persistent rumours of small, cultish groups in thrall to Our Other Enemy. Given the rural locales, it is likely that these may be worshippers of Shub-Niggurath. If so, produce from the orchards could carry a dangerous taint. These cultists are nothing to do with the supposed death squad activity, but if the investigators' colleagues in the Security Services and armed forces can be presented with evidence that they are, they should be able to use their resources to eliminate any threat swiftly and decisively.

Operation Singleton**Date:** Any year**Location:** Belfast, Northern Ireland**Official Mission**

The presence of the British Broadcasting Corporation (BBC) in Northern Ireland is problematic and sometimes controversial. Many Republicans see them as just another arm of the British state, one that spreads propaganda for the Army and the government. BBC staff in Northern Ireland, however, see themselves as impartial observers of the situation, reporting (admittedly under tight official restrictions) the facts as they see them.

The kidnapping of a BBC camera crew and reporter last night has given cause for alarm. No group has yet claimed

responsibility. The Security Services and Army are running hither and yon around Belfast trying to track down the journalists. Their rather unobtrusive methods are simply ratcheting up the tension even further. A smaller, lower key operation may be the route to getting the BBC personnel back safe and well.

N's Mission

Professor O'Hanlon of the archaeology department of Queen's University in Belfast has gone missing. O'Hanlon is a peripheral member of Section 46, helping with research into the historical activities in Ireland of Our Other Enemy.

Colleagues of O'Hanlon report that he had taken a recent interest in the 19th century slums of Belfast, and had recovered some unusual pieces of carved bone from the sites of former tenement buildings. O'Hanlon mentioned having been warned off by masked men; his colleagues assume he has fallen foul of a sectarian group. N suspects otherwise, as O'Hanlon sent one of his agents photographs of the carvings. The twisted forms, strange runes and old blood stains suggest they were not simply decorative.

The investigators should divert the resources of the BBC rescue operation to find O'Hanlon, and deal with who – or what – took him.

PORTUGAL

The history of Portugal during the 1970s is one of two halves. Up until 1974, the country is under the authoritarian regime known as the Estado Novo, led by Marcello Caetano following the death of General Salazar in 1970. Portugal is deeply mired in the Portugese Colonial War, desperately attempting to hold on to its overseas territories in the face of populist uprisings sponsored in part by the USSR.

In April 1974, however, Portugal's dictatorship is overthrown in the peaceful Carnation Revolution, initially a military coup that turns into an unexpected populist uprising. The revolution leads to the fall of Estado Novo and the exile of Portugal's president and prime minister, as well as Portugal's withdrawal from its colonies.

Soon after independence, brutal civil war erupts in Angola (see pg. 101) and Mozambique, whilst East Timor is invaded by Indonesia (see pg. 107), leading to over a million Portuguese citizens fleeing to Portugal. These "retornados" come to make up a sizeable proportion of the population, leading to massive unemployment and economic instability during the late 1970s.



MISSIONS IN PORTUGAL

Operation Pocket Watch

Date: Any year from May 1974 onwards

Location: Lisbon, Portugal

Official Mission

Portugal is currently an intelligence free-for-all. Agents from every major power are in the country, frantically debriefing new arrivals, changing their support from one side to another or trying to get an idea of what's being left behind as Portugal pulls out of its overseas territories. The situation is analogous to post-war Berlin.

SIS plans to use the chaos to spread disinformation, in the hopes of driving a wedge between the Soviets and MPLA forces in Angola (see pg. 101). The plan is to spread rumours that an envoy from the MPLA has travelled to Portugal amongst the latest wave of retornados, charged with brokering a new trade agreement with Western powers in exchange for weakening ties with the Soviet Union. The investigators are to spread these rumours as effectively as possible, find a suitable victim with ties to the MPLA, assassinate them bloodily and publicly, and ensure that the KGB find proof that this was the envoy, carrying documents to support the rumours.

N's Mission

N wishes the investigators to go to Portugal and develop a network within the retornado community. Many of the people flooding in from Angola, Indonesia and Mozambique will be desperate for money, having lost their homes and livelihoods. Some will have brought valuables with them, which may include unsavoury artefacts.



The investigators are to use this burst in trade to gather intelligence about who the local buyers are. As well as the usual cults and sorcerers, there may be specialist dealers who know just enough to be dangerous. You should identify as many of these individuals as possible and determine whether they can be recruited as agents. Any dealers who refuse our offer should be eliminated.

EASTERN BLOC

RUSSIAN SOVIET FEDERATIVE SOCIALIST REPUBLIC

Russia dominates both the USSR and the global stage in the 1970s, just as it has for decades previously. But behind the scenes, things are changing. The days of Nikita Khrushchev banging his shoe on the podium at the UN are long gone. Khrushchev was ousted in 1964 by a coalition led by Leonid Brezhnev. Brezhnev is ostensibly the leader of the Soviet Union but he shares power with the troika, made up of Alexsei Kosygin, the Chairman of the Council of Ministers, and Nikolai Podgorny, the Chairman of the Supreme Soviet. As a result of shrewd political manoeuvring Brezhnev soon comes to be viewed as the de facto leader, a position he secures thanks to constitutional reform that heads off potential revolutions before they could begin.

Russia under Brezhnev is a far less fiery place than under the mercurial Khrushchev. He is a fair, measured leader who takes the time to make decisions and welcomes the opinions of others. He is patient too, although this means he is prepared to wait to get his way. Throughout his early years he methodically breaks his two 'colleagues' careers, making him the true power in the country.

Under Brezhnev, Western loans are permitted, the catastrophic economic 'decentralisation' experiments Khrushchev had ordered are abandoned and the Soviet bloc begins to consolidate itself. Brezhnev is even able to abolish levels of bureaucracy, helping the USSR run both smoother and cheaper. Despite this, the 1970s are a period of stagnation for the Soviet economy. Living standards for normal citizens remain bad, disease increases and at times rationing is reintroduced.

Overseas Brezhnev pushes for détente, signing weapons limitation treaties with the US. This is part of a concerted attempt to make the two powers so evenly matched that war would be meaningless, and in the early part of the decade the USSR achieves nuclear parity with the USA. Towards the end of the 1970s, the USSR seems to be content to remain that way, rather than seeking to overtake them.

Despite this, Russia still aggressively funds overseas guerrilla organisations, and this bears fruit throughout the 1970s. The US ultimately loses Vietnam, Cambodia and Laos to communism and the descent of the Portuguese colonies into uprising and civil war is by Russia's hand. Brezhnev shows no interest in backing away from his overseas allies. After all, he is the author of the Brezhnev Doctrine, an aggressive foreign policy that calls on the USSR to be able to invade satellite countries in order to 'safeguard' socialism. In 1979 Russia does just that, invading Afghanistan to prop up the communist regime there, plunging the country into a bitter and protracted war.

MISSIONS IN RUSSIA

Operation Brass Chimney

Date: 1972 onwards

Location: Vladivostok, Russia

Official Mission

Vladivostok's proximity to Russia's borders with both China and North Korea have long made it a hub of global espionage. Western intelligence agencies face obvious difficulties in operating there, so they rely heavily on local agents. The network used by SIS was recently compromised, with agents either arrested or gone to ground. The investigators will be given diplomatic cover to operate in Vladivostok for a short period of time. Their mission is two-fold: find out who betrayed the old network and deal with them, and recruit a new network by any means possible, especially agents who have access to the Soviet Pacific Fleet headquarters.

N's Mission

Our American cousins had a bit of success in 1971 with an operation codenamed Ivy Bells, which involved planting a listening device on a Soviet undersea communications cable in the Sea of Okhotsk. This cable provides communications between the Soviet Pacific Fleet's headquarters at Vladivostok and the naval base at Petropavlovsk, and some of the raw intelligence they have gathered has proved tasty.

The mission cover involved picking up fragments of a Soviet SS-N-12 Sandbox supersonic anti-ship missile from the sea bed. N has learnt that, amongst the fragments, the Americans also recovered a small soapstone statue of some monstrous and unidentifiable sea god. The troubling aspect is that this statue is not corroded and shows signs of having been machine-tooled. If there is a cult in the area offering sacrifices to an hitherto-unknown ocean deity, Section 46 wishes to learn everything they can about them and any threat they pose.



CZECHOSLOVAKIA

One of the states behind the Iron Curtain, Czechoslovakia is technically two countries: the Czech Socialist Republic and the Slovak Socialist Republic. Czechoslovakia was forced into the Council for Mutual Economic Assistance (Comecon) and the Warsaw Pact in 1948. Under communist governance, leftist and democratic elements of society were rooted out and crushed, authorities stamped out religious freedom and installed a state-governed educational system to promote Marxist-Leninist ideology and thought. Corporations were nationalised and a planned economy was installed, turning Czechoslovakia into a puppet state, a satellite nation controlled by the Soviet Union.

With this came a focus towards industrial production and collectivised agricultural development and mining (coal in particular). Citizens were routinely drafted into state-controlled labour, required to work extended hours under gruelling conditions for which they were barely compensated, which led to an exhausted and indifferent workforce, declining production in some sectors and shoddily made goods, with little in the way of technological innovation.

Under communists rule, political dissidents of all stripes were not tolerated, with the standard for 'dissidence' that includes the usual suspects – students, leftists, intellectuals, political protesters, Slovak nationalists, labour organisers and social workers – and has been expanded to include musicians, doctors, artists, writers, poets and others with politically questionable backgrounds such as Jews, veterans of foreign wars or those who had fallen out of favour. It was a dangerous time to be a spy in Czechoslovakia. Show



trials were publicised as a show of strength and a warning to citizens. Punishment ranged from prolonged or lifetime imprisonment to execution, whilst “fortunate” prisoners were sentenced to gruelling labour in heavily guarded factories. Czechoslovakia was communist until 1960, at which point it became the Czechoslovak Socialist Republic, a codification of socialism, making the government subservient to the National Assembly, an organisation that was still far from controlled by the common people. Democratic practices were put into practice and overall the quality of life for the Czech citizenry improved gradually. The government discontinued some of the hard-line communist policies and embraced market reforms. This continued through most of the 1960s, until the brutal end of the Prague Spring in 1968, when the increasingly liberal government was crushed by an invasion by nominally allied Warsaw Pact countries directed by the Soviet leadership (particularly Yuri Andropov, head of the KGB), who had become wary of the effect of leftist reforms within a member nation.

The following process of “normalisation” to restore the country to its pre-reform state was marked with severe repression and conformity, beginning at the top with a purge to rid the government of those responsible for (or sympathetic towards) the prior reform. Tens of thousands were imprisoned or otherwise ousted. Censorship was instituted to unprecedented degrees, and religious freedoms evaporated utterly, opposed directly rather than merely discouraged. Soviet troops were stationed in Czechoslovakia in greater number, and reformists from the Socialist Movement of Czechoslovak Citizens are imprisoned in 1972, putting a dramatic end to organised protest movements. Whilst the Czech secret police (the Statni Bezpecnost) and military intelligence agency (the Zpravodajská Správa Generálního Štábu) operate with impunity, the KGB also uses Czechoslovakia as a front for its own activities, embedding Soviet agents within Czech embassies around the world (Australia in particular). Other agencies at work in Czech territory include the West German BND, SIS and various US intelligence agencies, as well as the French SDECE. Other European intelligence agencies maintain nominal operations within the country, as well.

MISSIONS IN CZECHOSLOVAKIA

Operation Loose Leaf

Date: Any year

Location: Prague, Czechoslovakia

Official Mission

During a recent diplomatic visit to Czechoslovakia, an officer working with the US State Department made contact with a

Czech national who provided detailed information about the proclivities of Radovan Huss, a high-ranking member of the Czech secret police. The diplomat passed along the name of the informant to his superiors, to be investigated further. This information (of a prurient nature) could prove professionally ruinous to Huss, or it might be useful as blackmail material, a lever to gain information about Czechoslovakian intelligence activities and its domestic surveillance operation. The investigators are to make contact with the source of the information, to obtain photographic or other visual evidence of Huss’ activities, and to use this information to convert Huss into a future informant.

N’s Mission

The investigators are to find a vanished SIS agent – a Czech national named Eliška Kucera (codename: Bookbinder) – and extract her to safety. Educated in London and recruited into SIS after graduation, Bookbinder’s cover is that of an expert in rare manuscripts, which she uses to gather intelligence and make contact with potential information sources throughout the Soviet bloc countries, ostensibly whilst collecting valuable books and other manuscripts scattered after the fall of the Third Reich.

She was last known to be in Prague visiting the Univerzita Karlova v Praze (“Charles University in Prague”) to speak to the Hussite faculty there, but she dropped from sight a week ago and was thought captured or dead. That changed when word came through a reliable but little-used message drop that she was alive and in immediate need of assistance and extraction.



Unbeknownst to SIS, Bookbinder is also a member of Section 46, well-versed in the Mythos. Her mandate is to recover occult works from Soviet bloc countries, either destroying them or smuggling them to a secure location in Geneva, Switzerland, to be contained and secured. Bookbinder's message indicated that there were Mythos-related forces active within Prague, and that immediate assistance was required before her extraction could commence. Additional coded information indicated a concern that she was on the verge of being "rationally compromised", a frequent risk when dealing with the Mythos.

The investigators are to locate and debrief Bookbinder and determine the nature of the threat, resolving the matter in an appropriate fashion. Likewise, if she is compromised, she is to be extracted (if salvageable) or eliminated should she prove a security threat.

Operation Sky Rodeo

Date: October 1970

Location: Prague, Czechoslovakia

Official Mission

The temporary base of a notorious Russian anti-Soviet terrorist group Krasnyu Pamyati (красный памяти in Cyrillic, translated as "Red Memory" and abbreviated as the KP), has been located. The investigators are part of a strike team dispatched to deal with them. Operating out of Prague, the KP holds Bolshevik sympathy, their name chosen to evoke the "Red Terror" the Bolsheviks committed in 1918-9. The KP has performed major acts of assassination and espionage against the Soviet leadership, the savagery of their actions requiring they be classified, covered up and unreported in the USSR. Though the group's activities are directed primarily against Eastern bloc and Soviet targets, they are now a concern to SIS due to their involvement in a recent attack on British embassy personnel in Moscow.

The investigators are to find the leader of the KP, a charismatic zealot named Genadi Petrenko. Once Petrenko has been located, they are to eliminate him, along with any other members of the cell's inner circle. A secondary objective is to obtain all available information about the KP's ongoing activities and any related cells in its network, so that this intel can be disseminated to allied governments and anti-terrorist organisations.

N's Mission

Section 46 has learned that active within Prague is a small sect of the Skoptsy, a secretive Russian cult whose members bear ritual mutilation and participate in disquieting esoteric practices. Persecuted almost to extermination by the Soviets,

the Skoptsy are striking back against their oppressors, creating a grand work to invoke their patron deity Tulzscha, ritually creating the conditions that will allow its manifestation on Earth. Despite the immense collateral damage this would inflict on the Soviet Union, N is understandably convinced this might have worldwide repercussions, and thus the investigators are to find and thwart the Skoptsy, and to prevent this potential apocalypse. The Skoptsy and KP have no connection to one another, and agents must take care that their officially sanctioned activities do not bring to light the existence of Our Other Enemy.

YUGOSLAVIA

Unlike the other communist states in Europe, Yugoslavia was never a member of the Warsaw Pact, as the Partisans, led by Josip Broz, rather than the Red Army, liberated their own country and defeating the Axis forces within its borders. Ever since the war Broz, or, as he is most commonly known, Tito, has ruled the Yugoslav nation.

Tito has ruthlessly eliminated threats to his leadership but presents himself as a grandfatherly figure and is very popular among Yugoslavs, unlike the communist leaders of other Eastern European states. His personal bravery in leading the Partisans is well known (and acknowledged by former members of the SOE) and he is a supremely self-confident and charismatic man, unlike the dull, uninspiring premiers installed by Moscow elsewhere.

The country is divided into half a dozen federated states and semi-autonomous districts, all having a say in national policy, although ultimately it is Tito who holds power. A clamp down of liberalisation and intellectual discussions on nationalism at the end of the 1960s left many in jail and problems are brewing for the future of the country as the different nationalities (Croat, Serb, Slovene, Albanian, Bosniak and others) struggle with their history and identities. Such historic divisions could prove useful for operations if handled carefully.

Economically the country is the most prosperous of the communist states, with the north being relatively rich when compared to the south. Over three quarters of a million Yugoslav citizens have lived and worked overseas throughout Western Europe, but very few have sought political asylum; the comparatively liberal rule of Tito means such a step was not considered by many. The downturn of the European economy at the start of the 1970s meant that many of these workers returned back to their mother country; bringing with them problems with high unemployment and a lack of foreign currency earnings since the migrant workers no longer sent back their wages to their families.



To try to relieve this financial pressure the government borrowed heavily from Western banks, but corruption at the national and state level meant that much was diverted into the pockets of corrupt officials, increasing not alleviating Yugoslavia's financial difficulties. Economic policies to reform the economy stalled as the most outspoken proponents were arrested or removed from positions of influence. Agents with access to a comparatively modest budget might find themselves able to gain advantage through careful use of 'financial incentives' among party officials.

Diplomatically, Yugoslavia was the founder of the Non-Aligned Movement and as a result Tito garnered much esteem in the diplomatic community. Both the Western powers and the Soviet Union courted his support in different ways, and it was uncertain that if a war between East and West broke out which side Tito would back.

The secret police, the UDBa or State Security Administration, was an efficient organisation that always reacted robustly to perceived threats. Along with the Yugoslav National Army (the JLA) and the civilian police force, the UDBa was dominated by Serbs, a point of contention amongst the other nationalities. Yugoslavia's military intelligence service, the Counterintelligence Service (or KOS), was largely run by Croats, however, and was the other main threat to agents operating in the country. Both were well funded and were proficient in seeking out enemies of the state (both foreign agents or internal dissidents).

The relatively liberal nature of Yugoslavia made it easier to run operations in than the rest of communist Europe. Tourists flocked to the Croatian coastlines and Yugoslav companies had strong business ties in much of Western Europe, both of which could make the lives of agents a lot simpler, allowing them to blend in with the crowd.

MISSIONS IN YUGOSLAVIA

Operation Naughty Nazghul

Date: Any year

Location: Belgrade, Yugoslavia

Official Mission

After the war Tito revived an old feudal tradition where the leader (originally the king) would become the godfather to the ninth son of any family. Tito expanded this policy by also becoming the godfather to the ninth daughter too. With the party eager to show Tito as the "father of the nation" it was thought this policy was ideal in helping to show this to the people.

The policy was eventually dropped after twenty years; the numerous godchildren ending up being a drain on Tito's time, often requesting his patronage to get better jobs or other benefits from their ceremonial relationship.

One of Tito's godchildren has approached the British ambassador with a view to defect. This godchild is a senior, if incompetent, member of the local communist party and without Tito's patronage any chance of further promotion is now blocked, so they are out to get whatever they can and see selling out to the "decadent West" as their best option.

Their role within the party will provide SIS with excellent access to communist party records and should allow them to identify future threats to Western interests in Yugoslavia. The investigators are to accompany the defector to a communist records centre where they will use their cover story to copy as many records as possible over the course of a week – this should be sufficient for Western needs and hopefully the UDBa will never uncover their activities.

N's Mission

Unfortunately N also requires the investigators to recover something from the building where the communist party records are kept – a file or object that will almost certainly be missed should it disappear. This in turn makes the duplication of the records more likely to be detected by the UDBa, since the investigators are likely to be identified as the thieves. The fact that they spent so much time among the party records is unlikely to go unnoticed...

Operation Cerise Leopard

Date: Any year

Location: London, England and Belgrade, Yugoslavia

Official Mission

Organised crime is especially low in Yugoslavia, not because of any lack of criminals but because the state has come to an 'accommodation' with many of them. Criminals are told, in no uncertain terms, that they are not to operate within the country's borders. Instead they are advised to seek richer pickings abroad. In return they are given state support in the form of false documentation and even legal advice. Any income they gain from their criminal enterprises is subsequently taxed, but Yugoslavia acts as a safe haven once any unlawful enterprise has been completed. Any who fail to abide by these terms are either incarcerated or simply disappear.

Two months ago Sir Oscar Williams-Benwright, the former Tory MP, was found murdered in his home. While it was suspected his death was accidental and he was killed after disturbing burglars, he was actually targeted by a gang of



Yugoslav criminals. MI5 have identified the head of this gang and the investigators are to pursue him back to Yugoslavia and eliminate him; this is a simple retribution, one that the Yugoslav authorities will not complain too loudly about as long as there is no direct evidence of the investigators' involvement.



N's Mission

N also desires it that this thief should die, not because of the murder but because of the theft. Sir Oscar was a former field agent for Network N and remained a useful source of knowledge in tackling the Mythos threat. A number of old books were stolen during the burglary and N requires the investigators to recover them.

In order to do so, the thief must be interrogated and the fate of the books discovered (and any new owner eliminated). The paymaster of the burglars was a senior local party leader, so his elimination will cause a real problem for the diplomatic core to resolve if the involvement of British agents is uncovered, or even suspected.

MIDDLE EAST

TURKEY

Ankara replaced Istanbul (then Constantinople) as the capital of Turkey with the foundation of the Republic of Turkey in 1923. Despite this, the intelligence communities have often found that their agents in Istanbul have a better perspective on what is happening in Turkey from Istanbul, rather than those in the capital.

Throughout most of World War Two, Turkey remained neutral. It only declared war on Germany in 1945, when the outcome was a foregone conclusion. Following the war,

Turkey received financial support from the USA as part of the Marshall Plan when the Soviet Union attempted to claim the cities of Ardahan and Kars.

The Democratic Party came to power in 1950, and under their guidance agricultural output doubled and gross national product quadrupled. However, public debt trebled and opposition was strongly censored.

In 1952, Turkey joined NATO, but immediately caused friction with its neighbouring Arab countries when it declared itself to be NATO's "representative in the Middle East". As international tension grew, so did tensions at home. The economical situation had spiralled into large-scale inflation, and the country was only saved from bankruptcy by an IMF loan. This ultimately led to a bloodless coup in 1960, installing the Committee of National Unity and abolishing the Democratic Party.

The 1960s were characterised by a growth of liberalism and a rise in violent political activism. As left-wing sentiment grew, anti-American demonstrations and attacks became more frequent. Inflation continued, but the economy was changing. Industrialisation was occurring across Turkey.

The 1970s begin with Turkey in crisis. Attacks on American bases in Turkey become more violent, the universities are closed and industrial strikes are frequent. In 1971, a "coup by memorandum" occurs, with the military removing the government due to its inability to deal with the growing left-wing agitation. The Turkish Labour Party is dissolved and martial law is instated in 11 provinces. The military also initiates a crackdown on terrorists in the country, only for their efforts to be criticised by Amnesty International in 1972 for the use of torture in the process.

In 1974, Turkey launches a "peacekeeping operation" to protect its citizens in Cyprus, following a Greek-influenced military coup on the island, effectively invading the island. The island is subsequently divided by a UN-monitored Green Line. A Turkish Cypriot administration still exists in the north of the island.

Turkey remains without a stable government for much of the decade as political dominance swings back and forth. Political violence and terrorism continue to be a problem throughout the 1970s, despite the crackdown, with hijackings, kidnappings and assassinations growing in frequency as the economic situation steadily worsens. Between February 1974 and August 1978, there were an estimated 2000 politically-motivated murders in Turkey, with up to 20 such murders occurring per week.



MISSIONS IN TURKEY

Operation Daisy Chain

Date: Early 1972

Location: Ankara, Turkey

Official Mission

In 1971, the Turkish government finally agreed to a total ban on the production of opium. Following this, the CIA was ordered to support their colleagues in the DEA, who had representation in Ankara, in their efforts to break the "French Connection": an infamous drug-smuggling operation transporting drugs to the United States from Turkey, through France and Canada.



It is suspected by the intelligence communities that the terrorist organisation known as "the Black Brotherhood", based in Turkey, is using the French Connection as a major revenue generator. Any help that SIS can provide to the CIA in regards to this matter will only help to strengthen the Special Relationship.

Information has reached SIS through contacts in the MIT (the Turkish Intelligence Agency) that a known drug chemist in the Turkish criminal underworld, Semih Avcı, has surfaced in Ankara after a long period of absence. The MIT believe that Avcı has been heavily involved in the opium trade during his absence and could be linked to the Black Brotherhood. The investigators are to be deployed to Ankara with orders to find Avcı and get him to talk. They will be working alongside

agents from both the CIA and MIT to capture and interrogate him. This isn't a contest, but the MIT might see it that the West is trying to tell them how to do their job, so a diplomatic touch is needed. Once Avcı talks, the investigators should follow the rabbit hole as far as it goes.

N's Mission

The CIA intercepted a shipment coming into NYC through the French Connection last month. Amongst the heroin was a large quantity of Black Lotus Powder. This rare plant, cultivated by priests since the Hyborian Age, is one of the key components of the dangerous Liao Drug that opens the mind of its users to other dimensions and other times. Black Lotus Powder in its raw form has also been known to be used by serpent people as a device to torture and extract information from captives. N wants to know where the Black Lotus plants are being grown and all crops destroyed. If Avcı can provide information on this, this avenue of investigation has to be taken over by Section 46 at all costs.

ISRAEL

At the beginning of the 1970s, Golda Meir – a politician nicknamed the "Iron Lady" long before Thatcher's day – sweeps to power with the biggest mandate in the nation's history. Meir was an experienced diplomat, beloved of the Russian Jewish community and well-liked by the Americans. She was every inch the leader Israel needed to bring peace to the Middle East. What she got instead was war. And she responded in kind.

At the 1972 Winter Olympics, Israeli athletes are murdered by members of Black September, a Palestinian terrorist group. Meir is enraged by the apparent lack of concern on behalf of the other countries present and, in response, launches Operation Wrath of God. As part of Wrath of God, Mossad kill teams are sent across the globe to track down and assassinate everyone responsible for the murders. It is one of the largest, most brutal post-war intelligence operations ever carried out, and while deemed a success overall there is no shortage of collateral damage. It also establishes Mossad's legend as one of the most infamous intelligence agencies in the world.

In 1973, Meir receives reports of Syrian forces massing on the Golan Heights, a scenario reminiscent of the prelude to the Six Day War in 1967. Her generals and advisors reassure her that Arab forces were in no position to launch another attack, but an invasion launched by Egypt and Syria on Yom Kippur, the holiest day in the Jewish calendar, catches them by surprise. Although the surprise attack leads to initial gains for Egyptian and Syrian forces, but within a few days the

THE PLO IN ISRAEL

While the neighbouring Arab countries pose the greatest threat to Israel's long-term survival, it is the Palestinians, with their own claims to the land Israel was founded upon, who the Israelis see as the day-to-day threat, specifically the Palestine Liberation Organisation (PLO), an umbrella grouping of several different organisations. While a war of attrition was fought with Israel in the late 1960s, the PLO were a more serious threat to the Jordanian government, from where they were expelled after a brief conflict, setting up their new headquarters in Lebanon. From here the PLO now plan and launched attacks south, targeting both civilian and military targets within Israel.

By far the most powerful faction in the PLO is Fatah. Yasser Arafat, Fatah's leader, is also the leader of the PLO, although the other groups within its umbrella operate autonomously in their own operations. The Democratic Front for the Liberation of Palestine (DFLP) is a Marxist-Leninist group who can rely on support from the Soviets and their allies, as can the Popular Front for the Liberation of Palestine (PFLP), the second largest group within the PLO. The final group of note is the Black September Organisation (BSO), who are made infamous with the attack on the Israeli Olympic team in Munich. Whether the BSO is a separate entity to Fatah or merely a faction within that group is unclear. It is certainly ruthless, however.

Israeli counter-attack pushes both sides back beyond their initial borders before the UN brokered a ceasefire several weeks later. The Yom Kippur war is a resounding failure for Western intelligence, which failed to predict it on any level.

Golda Meir is the right leader in the right place at the wrong time. Her desire to end the War of Attrition that followed the Six Day War, her diplomatic savvy and her willingness to listen to others are all factors that could have led to peace in the region. But, after the Yom Kippur War, Meir resigns in 1974, eventually dying in 1978.

Following the tragedy of the first half of the decade, the term of Yitzak Rabin sees greater efforts on both sides to seek peace. The Sinai Interim Agreement between Israel and Egypt in 1975, heavily brokered by the United States, the Camp David Accords of 1978 and a peace treaty signed with Egypt in 1979 are all great strides towards increased stability in the region (see opposite).

MISSIONS IN ISRAEL

Operation Faded Paladin

Date: Any year from 1972 onwards

Location: Jerusalem, Israel

Official Mission

The Wrath of God teams Meir deployed after the Munich massacre contained the best operatives Mossad could field.

Each unit was terrifyingly successful and, as they returned home, found itself forced to deal with the consequences of its actions. Every unit has been accounted for, except one.



A group of four people, carrying legitimate Mossad identification and using recognisable Mossad tactics, have been conducting operations in the back streets of Jerusalem. Three victims have already been kidnapped and their bodies have been found less than a day later; more may be unaccounted for too. Unfortunately, all three victims have been informants for Western intelligence.



The area is volatile enough without this issue. Mossad, while maintaining their customary stony silence, are clearly concerned and have extra people on the ground. The Americans and the British have done likewise. SIS wishes this team located, their true motivations discovered and the killing of their informants halted.

N's Mission

N has gained access to several of the autopsy reports of the victims, which contain worrying indications that the bodies are not wholly human. N suspects that the Wrath of God team have unwittingly come into contact with the Myths while abroad and, disturbed by what they have seen, began hunting Jerusalem's ancient ghoulish population.

The investigators must find the team before they can be apprehended by other agencies and find out what they have found that has so unhinged them.

Egypt

Egypt in the 1970s is a significant front in the Cold War. President Anwar Sadat is now in power, following the death of President Nasser at the end of 1970. One of Sadat's first moves as president is to initiate the 'Corrective Revolution', wherein he purges loyal followers of his predecessor from the government.

Another change that comes with Sadat's presidency is the realignment of Egypt's political interests with those of the USA. Sadat is convinced that the USA is the only force that can possibly effect a long-term peace in the region. This results in a move away from Egypt's traditional allies, the Soviet Union.

Like so many diplomatic disputes, this change of face can be traced back to the trade and sale of weapons. The US has chosen to step up its arms sales to Israel and bringing Egypt on side is a vital part of securing and expanding that trade. With it comes a UN-brokered end to the War of Attrition, the simmering war fought with Israel in Sinai for control of the Suez Canal.

In July 1972 Sadat announces the expulsion of 20,000 Soviet technicians and military advisors, and orders the Soviet reconnaissance aircraft stationed in the country to be removed. He effectively ejects the Soviet Union from his country. He instead turns to the USA, using the threat of another small-scale war with Israel as a negotiating tool for the return of occupied territory. This in turn leads to the Yom Kippur war of 1973, a war fought partly on Egypt's part to regain control of the Suez Canal, as well as to restore the

military pride so heavily damaged in the Six Day War of 1967. While defeated by Israeli forces, early victories are sufficient to repair Egypt's bruised ego and bolster Saddat's popularity enough to contemplate a more permanent peace with Israel.

With the support of the US, in 1978 a historic deal is signed at Camp David, leading to the signing of the first peace treaty between Egypt and Israel the following year.

ISLAMISTS IN EGYPT

Although Sadat is able to leverage the popularity of the army to gain support among the population for the idea of making peace with Israel, there are those in Egyptian society who remain vehemently opposed to any halt to hostilities.

The Muslim Brotherhood had been active in Egypt since the late 1920s, but had failed to gain widespread success despite plotting against several different Egyptian governments. They do, however, inspire more extreme groups that emerge as a threat after the peace.

These hard-line Islamic fundamentalists slowly grow in strength in the late part of the decade, until they are able to assassinate the president in 1980, briefly grabbing control of the city of Asyut a year later in a failed attempt to start a more widespread revolution.

While the rise of jihadists poses a much greater threat in the decades to come, it is in this period that they begin to build their strength in Egypt, often recruiting members from the more established Muslim Brotherhood.

There is a complex knot of intelligence work going on across the country, especially in the first half of the decade. Russian Spetsnaz teams both observe troop movements and sabotage them where needed, pinning the blame on the Americans. For their part, the Americans are busy performing an inventory of the country, trying to discover where the Russians are and what the Egyptians are planning.



MISSIONS IN EGYPT

Operation Silent Sword

Date: Any year from 1972 onwards

Location: Cairo, Egypt

Official Mission

Following the expulsion of Soviet forces from Egypt, a highly placed double agent in the GRU has warned SIS that a Spetsnaz team has been left behind to cause mischief. Detailed information of their mission has been difficult to pin down, but the suspicion is that they plan to carry out a series of assassinations of senior members of the Egyptian government in an attempt to destabilise Sadat.

The investigators are to track down this team and deal with them. The complication is that SIS cannot risk exposing their agent in the GRU, so the investigators will need to make it appear that they have uncovered this plot by gathering intelligence in Egypt. Time may be of the essence, so this false investigation needs to be fast, efficient and utterly convincing.

N's Mission

N's research indicates that Ismael Mifsud, a colonel in the Egyptian Army, is not as human as he first appears. His family has ties to a small and notoriously insular fishing village on the northern coast. While it is possible that there is a perfectly innocent explanation, the colonel's protuberant eyes and shambling gait raise suspicions.

Mifsud is well-liked by his colleagues and is rumoured to have political aspirations. Section 46 cannot take the risk that someone with Deep One heritage reaches a position of authority in the Egyptian regime.

The main obstacle is that the situation in Egypt is too delicate for Section 46 to risk being connected with the colonel's assassination. There may be an opportunity to take advantage

of the official mission to make it appear that the Russian squad is responsible. Alternatively, if this is not feasible, the investigators are to find some way of destroying the colonel's career and reputation.

JORDAN

The Hashemite Kingdom of Jordan's location at the crossroads between Africa, Asia and Europe has meant that it has been important strategically throughout history. After the defeat of the Ottoman Empire in the World War One, the land became a British mandate, but the region was semi-autonomous, ruled by its Emir, Abdullah.

Full independence was granted in 1947, and Abdullah became king. For many years the Jordanian army was led by British officers and the influence of the former colonial power remains strong today; however, in the mid-1950s most official ties were severed, and the military became a fully Jordanian institution.

Jordan's armed forces have shown themselves to be the most competent of the Arab armies and earned the respect of their enemies. In 1970 they are able to drive out the Palestine Liberation Organisation from its territories, after a brief civil war, and also repulse a raid from the far more numerous Syrian army. While technically at war with Israel, the nation has good enough relations with the Jewish state to ask for aid against the Syrian forces.

The result of the conflict has led to the expulsion of the PLO and its leadership to Lebanon and a threat of reprisals from the Black September terrorist group (see pg. 92 for more about the PLO). In late 1971 this group is responsible for the assassination of Wasfi al-Tal, the Jordanian Prime Minister, in Cairo.

Unlike many Arab states, Jordan is not an ally of the Soviet Union, but is instead on friendly terms with the West (despite its ongoing conflict with Israel). Like other pro-Western governments, however, there are elements working to replace the rule of the current king, Hussein, with a pro-Soviet leader. This, and the ongoing problems of Palestinian militants, makes Jordan a dangerous battlefield for the intelligence services.

There are many ruins dating back centuries within the country, and archaeological finds are significant, with important sites scattered throughout. As elsewhere, criminal gangs seek to profit from the surreptitious trade in antiquities, although the authorities do make some effort to crack down on the problem.



MISSIONS IN JORDAN

Operation Blue Sky

Date: Any year

Location: Amman, Jordan

Official Mission

There has been a recent upsurge in the activity of intelligence agents in Jordan and it remains imperative that the current regime is maintained. Russian agents are courting PLO contacts as well as those officials who might aid them extend their influence in the region. These efforts must be undermined, preferably without the Jordanians becoming aware of Western agents in the field.

The recommended course of action is to gather intelligence on any Soviet agents dealing with Palestinian extremists and ensure that it falls into the hands of Mossad. If the Israelis scare the Russians away in their inimitable style, it allows SIS to keep their hands clean. This runs a risk of backfiring if Mossad suspect that SIS are manipulating them, so this needs to be handled delicately. Under no circumstances should the investigators assassinate any KGB officers ourselves.



N's Mission

One of the greatest historical finds of the 20th century was the discovery of the Dead Sea Scrolls in a series of caves in a barren area in the West Bank. This territory was under Jordanian rule at the time and the scrolls are considered a great historical treasure.

Most of the scrolls fell into the hands of the Israelis when they captured the West Bank in the Six Day War, however some of the collection is still in the hands of Jordan. Arguably the most notable of these is the Copper Scroll, a list of treasures hidden from the Romans during their conquest of the area.

What is not widely known is the existence of a second Copper Scroll, one that lists supposedly magical treasures taken from the Second Temple. Some of these items may be related to Our Other Enemy, so the recovery of the scroll is a high priority for the investigators. N has heard rumours the scroll is in private hands and is available for sale to the right bidder - some of the agents spotted in Jordan may actually be seeking to gain these magical resources for themselves, rather than plotting the overthrow of King Hussein. Unfortunately those seeking the scroll include individuals that make the KGB seem positively cuddly...

N wants the scroll found and returned to London; the information it contains is as important as the items it lists.

Operation Sweet Talkin'

Date: Any year

Location: Amman, Jordan

Official Mission

Western agents and contacts are disappearing from the streets of Amman, Jordan's capital. These disappearances began around the same time as KGB Colonel Gregori Golubev, a 'cultural attaché', began working at the Soviet embassy. He is believed to be responsible and must be eliminated. However, the investigators' involvement must not be suspected, so they must leave evidence blaming one of the PLO factions, if possible.

N's Mission

Golubev is not the real problem. Soviet agents are also disappearing; Golubev was sent by Moscow to hunt down and eliminate those responsible but has found out little. The real suspects are almost certainly cultists; the key to unmasking them will most likely to be found among the Soviet agents who first disappeared. The investigators need to find as much information about them as possible, and they might well need Golubev's assistance.

LIBYA

Libya was friendly towards the West until a coup in 1969 led to the overthrow of King Idris. The Free Officer Movement was made up of young officers who idolised the actions of Nasser of Egypt, who they saw as a great symbol of defiance against the old colonial powers.

Unlike the Jordanian kings, King Idris was a lacklustre leader, and following the discovery of large reserves of oil in the 1950s had failed to share the new-found fortune with his mostly impoverished people. He also failed to send any assistance in the Arab wars against Israel, further undermining his position.



Muammar Gaddafi has risen to a position of power almost unique in the Arab world. While there are other ruthless dictators who have banned opposition parties, Gaddafi has made it almost impossible to overthrow him. After promoting himself to colonel he has systematically destroyed private businesses and the civil service, with revolutionary councils running everything except the vital oil industry, and running everything badly. Much of the middle class have fled to start new lives elsewhere; in the West or other Arab nations.

Gaddafi is strengthening his position by demanding a greater share of oil revenues from the Western companies who first developed the oil fields. In 1971, after BP balks at losing the massive profits they were receiving, Gaddafi merely seizes all their assets for the state; other oil companies cave in and now the oil money flows much more readily into his coffers.

While money is being invested in the country's infrastructure, it is mostly flowing to Western companies – no Libyan businesses exist to do the work. Gaddafi himself constantly castigates the West and democracy, and has allied himself with many terrorist organisations.

MISSIONS IN LIBYA

Operation Eternal Flame

Date: Any year

Location: Libya

Official Mission

One of the infrastructure projects started under Gaddafi was the construction of water desalination plants along the coast. The plans for these have been abandoned and now Gaddafi plans to tap fresh water from the large underground reservoirs to the south.

This is a monumental and expensive project, when it would be much simpler to complete the desalination plants. Western intelligence suspect that this may really be part of a massive chemical weapons project. The investigators must pose as foreign contractors and infiltrate the project to find out more.

N's Mission

While Gaddafi's civil engineering projects are certainly important to conventional intelligence, N is more interested as to why work suddenly halted on the desalination plants. Section 46's limited intelligence indicates that many of the construction workers and engineers building the plants disappeared. A report that one of the site managers, Tarek Lasebai, radioed to his brother in Tobruk shortly after the

closure has proved difficult to substantiate, especially the claim that several of Lasebai's men had "melted".



Operation Blood Orange

Date: Any year after 1971

Location: Libya

Official Mission

Prior to the discovery of oil the most important export industry in Libya was the scrap metal industry, where metal from the battlefields of the World War Two was gathered by dealers. One such dealer, Sayyid al-Barouni, once acted as a low-level courier for a Western intelligence network. With the swiftly changing politics in the region, SIS desperately need to find reliable agents and order the investigators to make contact to see if al-Barouni is still a viable asset.

Like every other industry in Libya, except for the oil industry, scrap metal recyclers have suffered at the hands of Gaddafi and the industry is in a state of collapse; it is only the fact that al-Barouni's company is entirely owned and run by his family that it has avoided a state-sponsored takeover. The prospect of earning income by working as an agent should strongly appeal to al-Barouni, since it is only a matter of time before the revolutionary councils step in.

N's Mission

One major skirmish in World War Two took place at the site of an ancient Roman temple, slightly inland from the coast. This remote stronghold, ostensibly guarded against desert bandits, was thrown down and its priesthood put to the sword by the local governor in the 2nd century AD. Most records of its existence were destroyed, but N has found minor references to the temple here and there and learned of its sinister reputation.



MISSIONS IN SYRIA

Operation School Tie

Date: Any year

Location: Syria and Egypt

Official Mission

It is likely that the greatest threat to Assad's position will come from his inner circle. While it is unlikely there will be any challenge while his popularity runs high, as it does right now, any economic downturn is likely to result in the usual plots and machinations. Rifaat al-Assad, the president's brother and designated heir, is a contact worth cultivating, since it is possible that he will find his nephews will take his favoured position when they are older. The investigators are to make contact with aides within Rifaat's entourage, to let them know that there would be support for him overseas should he need to take power at some point in the future; it does not matter if he is loyal; sowing the seeds of potential rebellion is what is important.

N's Mission

Rifaat is part of a political mission to Egypt where he is meeting senior figures in the new Sadat leadership (see pg. 93). This gives the investigators the opportunity to reach out to Rifaat since Section 46's resources are far more secure in Egypt than those in Syria itself. However, one of Rifaat's entourage, a minor functionary named Badawi Kanaan, is of greater interest. It is believed Kanaan has links to various cults of the Crawling Chaos within Syria and may be looking for counterparts in Egypt.

The amount of destroyed materiel in the surrounding area often attracts scrap metal dealers, which means their presence at the temple is unlikely to attract undue attention. The investigators must persuade al-Barouni of the value of operating around the temple, long enough for them to thoroughly investigate the ruins for themselves. Of course, with Gaddafi's mercurial rule it may only be a short while before he turns his attention to such infidel shrines, with potentially disastrous consequences should something be awakened there by the actions of his soldiers.

SYRIA

Between the wars, Syria became a French protectorate following the defeat of the Ottoman Empire. In the immediate aftermath of World War Two it gained its independence. Initially a parliamentary democracy, the country suffered from a succession of coups and counter-coups, some successful and others not. The Ba'ath Party successfully overthrew the previous government in 1963 but since then there have been two coups from within the party, establishing Hafez al-Assad as the strongman leader in 1970.

President Assad has pursued a reformist policy when compared to his predecessor, although whether this will continue or if this is merely a short-term political manoeuvre until he is secure in power remains to be seen. He is certainly centralising power around himself while building up a cult of personality, and he is unchallenged politically within the Ba'ath Party.

A major part of Assad's power base comes from his deliberate policy of placing fellow members of his Alawite sect in positions of power within the military and security apparatus; frequently these are close members of his family. If he is able to continue this policy it is unlikely that any rebel movement could succeed.

Assad is positioning himself as the champion of all Arabs, hoping to use this to his advantage when dealing with nearby nations. He is also forming closer ties with the Soviet Union, who had tired of the antics of his ousted predecessor (now firmly under lock and key in a secure prison).

Syria does not have the oil resources of either its neighbour Iraq or the Gulf States, but it does not suffer from the abject poverty of many other Arab nations. A populist move to reduce the price of food by 15% and a relaxing of laws restricting private ownership have helped boost living standards while aiding Assad's popularity. However, the continued favouritism towards Alawites in positions of power is causing real resentment in the Sunni majority.



The spreading of such organisations across national borders is highly dangerous and makes combating them even more difficult. The only saving grace is that Kanaan appears to have no links to the Black Brotherhood, who see him as a rival and a heretic. The investigators are to kidnap Kanaan so that he can be thoroughly interrogated, even if this means upsetting Rifaat al-Assad. This may be even more dangerous than it seems at first, as intelligence suggests that the Black Brotherhood may be targeting him for assassination. As tempting as it would be to simply let him die, N needs to know what he knows before it is too late.

Operation Guisarme

Date: Any year

Location: Homs, Syria

Official Mission

A joint archaeological mission to help preserve the magnificent Krak des Chevaliers crusader castle some 40 kilometres from Homs is due to depart from Paris in a few weeks. This will enable Western intelligence to get some people on the ground to get a good feel for how the local populace feels about Assad. This is strictly a low-level information-gathering operation. Most of the time the investigators will be expected to carry out the work required by the archaeological team so as not to blow their cover. They may not be the only intelligence agents using this opportunity, so the investigators should be vigilant.

N's Mission

The former headquarters of the Knights Hospitaller, the castle is largely intact, despite earthquakes and locals damaging its infrastructure over the centuries. Several of the knights there were rumoured to have been involved in some dubious activities; all died in a short period during the castle's heyday and it may be they were killed by their brother knights for some blasphemy. There are cryptic references in later texts about how the earth would tremble in their presence, which raises some troubling possibilities. The investigators are to locate and investigate their crypt for clues; it should be somewhere near the major chapel, however it is unlikely they will have been buried beneath that building if they were blasphemers. Such activity may well anger both the Syrians and the archaeologists, so the investigators must be careful not to be discovered.

KASHMIR

Lying on the border between India and Pakistan, the mountainous region of Kashmir has been a cause of conflict and strife since the Partition of the Raj in 1947. Partition was an ill-thought out, badly implemented solution to political and religious strife during the dying days of the British Empire. The creation of predominantly Hindu India and majority

Muslim Pakistan led to a seemingly never ending series of conflicts over land, politics and regional supremacy.

Both India and Pakistan claimed (and continue to claim) sovereignty over Kashmir, and a series of skirmishes and outright wars (the Indo-Pakistani Wars of 1947 and 1965) have broken out because of the dispute. In 1971, Pakistan is humiliatingly defeated in the Third Indo-Pakistani War, a conflict over the status of East Pakistan, a region that emerges from the war as the sovereign state of Bangladesh. Even though the 1972 Simla Agreement promises a negotiated settlement over Kashmir, as the 1970s progress, the stakes become even higher. In May 1974, India becomes the world's sixth admitted nuclear power (despite the fact that Indian Prime Minister Indira Gandhi called it a "peaceful nuclear explosion", co-opting the language of President Eisenhower's Atoms for Peace and Project Ploughshare schemes). The Indian test prompts Pakistan to pursue its own bomb programme with even greater vigour, causing no end of strife for its American ally. Complicating the picture even more is the fact that after the 1962 Sino-Indian War, the People's Republic of China occupied some of the Indian part of Kashmir.

Kashmir is the land of the jagged Karakoram and Hindu Kush mountains, deep valleys, fast flowing rivers and creaking glaciers. Because of the conflict, it is one of the less-developed areas in the region. Banditry is commonplace, arms are readily available and shady characters from all around the world can be found. As the intersection between Western-allied Pakistan, non-aligned (but friendly with the USSR) India and China (which has close ties with Pakistan), the region is ripe for conflict and exploitation. To the north lies Afghanistan, the landlocked nation that becomes the focus of global attention in late 1979, when the USSR invade to prop up its ailing communist regime. Then, Pakistani Kashmir becomes even more dangerous, as American and Saudi Arabian money and weapons – funnelled through the ISI – begin to flow to the anti-Soviet mujahideen.

MISSIONS IN KASHMIR

Operation Airship

Date: Any year

Location: Pakistani Kashmir

Official Mission

Unbeknownst to all but the most qualified and vetted individuals, GCHQ maintains a small number of clandestine listening posts in the north of Pakistani Kashmir. Dug into the mountains, they listen in on mainly Afghan and Chinese communications, as well as keeping tabs on Indian and



Pakistani military traffic. Specially chosen technicians man the lonely, isolated stations for months at a time. One of these facilities, high in the Karakoram near the border with China, has suddenly gone off air. It is utterly vital that this is investigated with the utmost urgency. Any classified materials must be recovered and the whereabouts of the three technical personnel ascertained. It is important to recall that the Pakistani government is unaware of these stations and will – quite reasonably – be rather upset if they find out.

N's Mission

Word has filtered through from the region of a white man claiming to be an British Army officer who disappeared in 1902. His claims of being an Imperial soldier from several decades ago seem rather outlandish, but the records show that a punitive expedition did go missing in that area at that time. Their mission was apparently to suppress the activities of an obscure and secretive religious sect operating from an isolated monastery high in the Karakoram. The monastery itself was destroyed by an earthquake not long after, but records indicate it to have been a persistent source of myth and legend about occult practices and other-worldly goings on. Although the claim of a time-travelling Indian Army officer are remarkable, as Section 46 has a team in the area, they are certainly worth investigating.

Operation Icon

Date: Any year
Location: Pakistani Kashmir

Official Mission

The British embassy in Islamabad and high commission in New Delhi have both independently informed London that a group of Soviet dissidents and former political prisoners have turned up in northern Pakistani Kashmir. They claim to have escaped from one of the Gulag camps on the steppes of Kazakhstan, making their way overland to Kashmir. Although accounts differ, both the embassy and the high commission state that the party of six men contains dissident scientists and former state security officials.

The Pakistanis, the Indians, the Americans and (presumably) the Soviets are all trying to track down the party and take them into custody. The SIS know that they are somewhere on the Pakistani side of the Afghan border area, possibly near to the Baba Ghundi Ziarat shrine, a Sufist Islam holy site. If a British team could find them first and spirit them out of Pakistan, it would be a major coup.

N's Mission

This expedition would also give Section 46 the opportunity to examine an archaeological site in the vicinity, west of Baba

Ghundi Ziarat towards the foot of the Koz Yaz glacier. The site has been the focus of a multinational Pakistani-British-French dig, but has apparently thrown up some oddities. The uncovered ruins appear much, much older than anything else in the area, to the extent that they seem to pre-date the last global ice age.

No such prehistoric remains have ever been reported in the immediate area, and the limited information N has indicates that this could be another Great Race city of the kind discovered in Australia some decades ago. Recent trouble on the Afghan border has caused the archaeologists – led by the noted Pakistani academic Professor Hammad Faisal Khan – to temporarily withdraw, leaving the site in the care of a couple of local caretakers.



Operation Accord

Date: Any year from late 1972 onwards
Location: Kashmir

Official Mission

While the 1972 Simla Agreement nominally bound India and Pakistan to seek a negotiated settlement over Kashmir, it has not prevented the occasional skirmish in the disputed territories.

In order to support the international effort to speedily resolve the conflict, it is vital to gain more intelligence about what is happening on the ground. While American spy plane overflights are certainly useful, nothing quite beats a good old fashioned bit of HUMINT.

Disguised as a mountaineering party, the investigators will enter from the Indian side and observe – over a period of weeks – Indian and Pakistani dispositions around the sensitive Siachen glacier area. The volatility of this region means that Western intelligence agencies have had to obtain

special dispensation from the Indian government. No such dispensation has been forthcoming from Islamabad. Thus, if the investigators are arrested by Pakistani forces, no official help will be offered beyond the basic consular assistance offered to any British passport holder.

N's Mission

Recent deaths amongst the Indian and Pakistani forces station up on the glacier may not be wholly attributable to bullets and mortar rounds. A platoon of Indian mountain infantry were recently found slain, all with the tops of their heads sliced off. A Pakistani artillery unit on the other side of the same valley was found in a similar condition two weeks later. Each side is accusing the other of committing war crimes. Escalation could lead to a breakdown of the vital Simla Agreement. The political tensions notwithstanding, the locale and the nature of the deaths bear uncanny similarities with other such events in mountainous regions around the world.

AFRICA

SOUTH AFRICA

Only becoming a republic in 1963, South Africa is one of the youngest and strongest democracies in Africa. The programme of racial segregation and discrimination known as Apartheid has heavily tarnished this notable accomplishment. Under this programme, the lives of non-white citizens are highly curtailed by the government. Laws have established four racial groups: white, black, coloured (people of mixed ancestry) and Indian. Under Apartheid, these four groups are regulated as to where they can live, the work they can do, the quality of their state-provided services and who they can associate with. The white population, a minority, are given the greatest freedom under these laws and allowed access to the best land, education, medical care and services. The degree of quality of life and personal freedom permitted by the Apartheid laws descends from the level granted to the white population though the coloured, Indian and, finally, black categories.

As part of the Apartheid process, millions of black South Africans were relocated to less desirable land. In 1970 the black population is stripped of their South African citizenship and recategorised as citizens of tribally based self-governing (though heavily controlled and oppressed) 'homelands'. Dissent at this relocation, citizenship removal and government as well as private discrimination results in protests and riots, both of which are brutally put down.

Espionage activities in South Africa are particularly morally ambiguous. The Soviet and Warsaw-Pact nations largely back

anti-colonial and anti-Apartheid movements. Agents working in South Africa must navigate the social and governmental prejudices, maintain a strict cover in order to not upset an ally (indeed, the only truly reliable ally the West has on the continent) and still complete their mission.

From around 1970, South Africa is home to one of the most highly placed Soviet spies in the West. Dieter Gerhardt, a man who began his espionage career as a junior officer in the South African Navy and later as a commodore in command of important naval bases and with access to critical information.

Gerhardt claimed it was frustration and anger at Apartheid that motivated him to approach the Communist Party of South Africa and eventually led him to spy against his own nation. His second wife, Ruth, who was already an agent for the GDR, supports him in these activities. The pair pass on information concerning South African and Royal Navy affairs, weapons systems, movements, as well as information pertaining to the South African nuclear weapons programme (including operations involving joint Israeli-South African research and testing).

MISSIONS IN SOUTH AFRICA

Operation Hornblower

Date: Any year

Location: South Africa

Official Mission

Cornelius Becker of the Bureau for State Security (BfSS) has asked for help from SIS to deal with a potentially delicate matter. Adam Stevens, the teenage son of Sir John Stevens, the British ambassador to South Africa, has become involved in a romantic relationship with a black woman. The BfSS have tried to intervene, threatening the young woman with imprisonment under the Immorality Act, but they have hit a dead end. Adam Stevens has used his father's influence to get the young woman a job as a maid at the embassy, and she has not left the premises since. The authorities have been unable to arrest her while she remains on British soil.

Becker is concerned that this not only places the ambassador and his family in a compromising situation, but presents a possible security risk, as he is convinced the young woman has Marxist sympathies. No one has been able to corroborate this allegation, but the BfSS are making enough of a stink that the Foreign Office want SIS to at least look into the matter, and possibly see what they can do to convince the ambassador's son to break off the relationship and hand his lover over to the authorities.



N's Mission

South Africa might not seem like a prime destination for a Nazi officer who followed the ratlines out of Germany, being a Commonwealth nation that did more than its part to win the war. However, one Nazi, Gerd Ploch, did just that. He has hidden himself amongst the Afrikaner population in the Free State region in the north-east portion of the nation.

Ploch was an active member of the Ahnenerbe, and as such managed to acquire a small collection of items N deems valuable, not the least of which are the head of Kar-ath-Phalan, an ancient sorcerer from a long-dead island civilisation that is said to speak prophecy, and a copy of *Unauspreshenlichen Kulten* that contains the blasphemous illustrations of Gunther Hasse.

That Ploch managed to escape Germany ahead of the Allies is something that needs to be resolved with a high degree of finality. The investigators need to acquire the desired items and kill Ploch, ideally making it look like MOSSAD did it to cover their tracks; Britain does not want any issues with the South African government.



There are two complications that might cause the mission to fail, perhaps spectacularly so. First, in order to finance his years in hiding, Ploch has been forced to sell many of his artefacts. Both the head and *Unauspreshenlichen Kulten* have left his hands.

Luckily, Ploch has kept both extensive records of his sales, and has a personal catalogue of his researches into these items, including detailed descriptions, rubbings and photographs. The sales records point to buyers the world over, and provide excellent information as to who is dealing

in what sort of forbidden items. A thorough delving into those records shows that the head of Kar-ath-Phalan is now in the hands of an Anglican Minister in Cape Town.

ANGOLA

After World War Two, the fascist Estado Novo regime in Portugal tried to hold on to its colonial holdings in Africa using military force. The crippling costs of these wars of independence (both in lives lost and the financial burden) led to the Carnation Revolution in 1974 and the overthrow of the regime. With Estado Nova removed, the new rulers quickly sought to end the conflicts and started to pull out of Africa almost immediately, accepting the self-rule of the new African nations of Angola, Mozambique and Guinea-Bissau.

The three separate armed insurgent factions during the war of independence in Angola were the MPLA (People's Movement for the Liberation of Angola), UNITA (National Union for the Total Independence of Angola) and FNLA (National Liberation Front of Angola) but all wished to gain sole control over the country once the Portuguese were ousted. Each sought foreign assistance for their claims, with the MPLA turning to Cuba and the Soviets, while the FNLA and UNITA had US, South African and Western aid. The MPLA was in the best position since the territory it controlled was centred on the capital, Luanda.

On the eve of independence, the FNLA is dealt a decisive blow at the Battle of Quifangod. A numerically superior force supported by large numbers of troops from Zaire, alongside South African artillery and Portuguese mercenaries, is annihilated by MPLA troops with Cuban regulars acting as their spearhead. After this disaster the MPLA is able to sweep away the remnants of the FNLA, leaving just UNITA as its rival. UNITA still controls a large part of the south of the country but the MPLA, with large numbers of Cuban troops supporting them, firmly holds sway elsewhere.

Like many African political movements the MPLA represents one of the local ethnic groups but, unusually for African independence movements, also includes large numbers of supporters of mixed European and African racial heritage. These mestiços were once dominant in the local government and trade, however more recent immigrants from Portugal took their positions and so they joined together with the Kimbundu ethnic group to form the MPLA. Western intelligence analysts believe that it is likely the better educated mestiços will reclaim their former positions of authority at the expense of their Kimbundu allies, which could present opportunities for operatives in the country.

While the MPLA leadership spout Marxist ideology they appear more than willing to have extensive trade links with the West, which may offset, to some degree, Soviet and Cuban influence. This could prove crucial in preventing the Soviets establishing a naval facility on the Atlantic coast, adding to their military reach and its prevention is a vital strategic goal for Western intelligence.

Meanwhile South Africa continues its support for Jonas Savimbi and his UNITA forces, and it is probable he receives American aid as well, if indirectly. It is doubtful Savimbi truly desires democracy to flourish in Angola, despite his public announcements to the Western press, but instead seeks to install himself as president at the expense of his rivals. Economically the country could become very strong; extensive reserves of oil were found in the 1950s and mining and coffee both provide excellent revenue, although the latter has suffered from the war. After years of struggle it is possible that with efficient leadership the country could become a stable and wealthy nation. Whether such leadership will be forthcoming or friendly to the West is another matter entirely.

MISSIONS IN ANGOLA

Operation Graywood

Date: Any year from 1976 onwards

Location: Angola

Official Mission

Allies in South African intelligence have discovered that a wanted killer, one Oskar de Wint, is running a diamond smuggling operation centred on a mine an hour's flight east from the capital, Luanda. The mine de Wint is allegedly operating was reportedly played out some time ago and it appears he is shipping diamonds up from South Africa, and through corrupt contacts among the MPLA, onto the open market. Paranoid in the extreme, he has killed two members of the South African secret services who tried to eliminate him, so they have asked Western agencies to do the task for them in return for intelligence they are supplying on the region. The investigators' cover is that they are contractors for a major Anglo-American oil exploration company looking for prospective drilling sites in the near future. Once they have managed to get de Wint's guard down, they are to terminate him with extreme prejudice while leaving no evidence as to what has happened; he is supposed to just disappear.

N's Mission

While the elimination of the criminal de Wint is the professed aim of the mission, the more important task for the investigators is to explore the deep, open-cast mine where he claims his

diamonds are coming from. N has it from reliable sources that some catastrophe caused the mine's abandonment, not a lack of gemstones. The place has a fearsome reputation among the locals and de Wint no doubt uses this to keep inquisitive visitors away. The investigators should gather intelligence about what happened there from former miners and evaluate any threat, eliminating it if possible.



Operation Big City

Date: Any year from 1976 onwards

Location: Angola

Official Mission

Word has reached Western intelligence that one of the middle-ranking members of the MPLA, one Katahali Silveira, has realised that the mestiços are slowly taking over the organisation and new government. He has found that both the Cuban and Russian advisers appear to be happy with this state of affairs so he is now looking for new friends. Silveira is due to visit his family farm in a village in the heart of the main Kimbundu area. The investigators are to make contact and promise him what help the West has at its disposal in return for him staying within the MPLA government and passing on what information passes his desk.

Silveira is one of the few Kimbundu MPLA figures to have had a good education and a government position before the war of independence, so is likely to remain in his post for some time compared to many of his people. It is imperative that Silveira remains in government for him to be a worthwhile asset so the investigators must be stressed during negotiations.

N's Mission

Unfortunately, Silveira's education was so well advanced because a rather depraved Portuguese exile by the name of Abilio Paredes needed disciples for his burgeoning cult after most of his former followers were killed during a government crackdown. As such the local villages were well



served by small schools funded by Paredes and his family fortune; it is probable that he recruited especially bright pupils to join him. It is unlikely Paredes is still alive, but N has known sorcerers to live for a great deal longer than they should in the past.

N needs to know if Silveira is part of a cult and his village and family need to be investigated thoroughly – this may be the only chance N gets where his investigators are invited in. Discovering the fate of Paredes would be useful to know, although the destruction of any cult that has survived him is far more important. Of course, Silveira may be completely unaware of Paredes' history, so it would be best not to upset him if this is the case, as he would be a fine asset to have within the MPLA.

RHODESIA

One of the last holdouts of white minority rule in Africa (the other being apartheid South Africa), Rhodesia was a land where a tiny minority of former British colonists ruled over the far larger black African population. With decolonisation sweeping the continent in the 1960s, Rhodesia went in the other direction, and in 1965 issued the Unilateral Declaration of Independence from Britain.

From then until 1978, the country is engulfed in a brutal war between the white Rhodesian Security Forces (RSF, which employed a significant number of mercenaries, soldiers of fortune and racist glory seekers) and the ragtag armed forces of the Zimbabwe African People's Union (ZAPU, which broadly aligned itself with the Soviet Union's revolutionary aims) and the Zimbabwe African National Union (ZANU, a splinter faction of ZAPU which aligned itself more closely with Maoist ideology). ZANU is led by Robert Mugabe, later the first – and very long-lasting – leader of the independent Republic of Zimbabwe.

The Bush War – as it became known – lasts for well over a decade. The conflict between the RSF and the armed wings of ZAPU and ZANU is characterised by vicious search and destroy tactics, guerilla raids, arrests and interrogations, and sweeping reprisals.

The black African forces have the advantage of support from the surrounding independent states. Trained and equipped in safety, they can move across the borders of Botswana, Mozambique and Zambia to strike at the despised regime of Prime Minister Ian Smith. This leads to RSF retaliations against a black Rhodesian population assumed to be aiding and abetting the 'insurgents'. Such tactics only serve to increase support and hasten the demise of white rule.

It is the 1974-75 Carnation Revolution in Portugal, though, and the collapse of Portuguese rule in neighbouring Mozambique that truly sounds the death knell for the minority government in landlocked Rhodesia. Smith's administration could no longer rely on supplies coming through from the coast. The only supply route is now through South Africa, a de facto Rhodesian ally (although Pretoria had never accorded Salisbury diplomatic recognition), but one coming under increasing pressure from international sanctions. By 1978, there is a grudging transition to joint rule and the eventual emergence of majority ruled Zimbabwe in 1980.

MISSIONS IN RHODESIA

Operation Spiv

Date: Any year

Location: Western Rhodesia

Official Mission

If there is one man who wants a stable Rhodesia, it is buccaneering capitalist billionaire Titch Bowland. Bowland couldn't care less about who ends up in charge, as long as they allow him to continue his rapacious predations on the people and natural resources of the country. This rather louche, nouveau riche financial predator also happens to have rather good connections in the British government and military. Consequently, the organs of the state sometimes have to jump to it when Bowland gets hot under the collar. This time, things seem a little different...

Bowland normally pays off both sides in order to get left alone, but on this occasion that doesn't seem to have worked. One of his British-African Metals Corporation (BRIAM) mines in the west of the country has gone quiet. An RSF recon plane came back with cameras full of nothing but greyed-out film. Local agents sent to the mine have never reported back. Now, Bowland and the board of BRIAM want something done about this, and Whitehall has decided to – much against the better judgement of senior civil servants – send a small team into Rhodesia to find out what's going on with Bowland's precious mine.

N's Mission

It is an interesting coincidence that Bowland's mine is exactly where the Cooper-Jefferson Expedition went missing in 1847. Likewise, there is the remarkable fact that a punitive mission led by Captain Lionel Coates and consisting of 85 British and 250 African riflemen disappeared in the same area during the autumn of 1907. And odder still, a flight of Avro Ansons flying cross country from Dar es-Salaam to Pretoria in 1943 managed to go missing in the same area.

Dragged in from the smoky bonhomie of the Clermont Club in London's Mayfair, Bowland has been reticent about why exactly there is a mine where – according to the best geological reports – there is not much of value to actually dig up. In typical style, the noted billionaire has now holed up in a Berkshire sanatorium owned by his equally rich and well-connected friend Jack Tiler, claiming “extreme fatigue” and doctor's orders to have no contact with the outside world. Time to investigate.



Operation Garnet

Date: Any year until 1978

Location: Western Rhodesia

Official Mission

The Rhodesian 5th Independent Commando Group is one of the more unpleasant units taking part in the Bush War. Mostly made up of British, Belgian and West German mercenaries, they are led by the unrepentantly racist Lieutenant Colonel Michael ‘Mick’ Ware. Ware – a former British Paratroop Regiment officer – has spent the last 15 years of his life making money out of the misery of various African wars. Some say that he came out of the horrors of Stanleyville in the Democratic Republic of Congo in 1964 a changed man.

The 5th have – finally – got themselves into a situation they cannot easily get out of. Attempting to raid a supposed ZANU base just inside Botswana's territory, they instead stumbled into a large training camp for Umkhonto we Sizwe (Spear of the Nation), the armed wing of the anti-Apartheid African

National Congress (ANC). They are now being held at a secret location near the camp while the Umkhonto leadership (who – probably quite correctly – believe that if freed, the Rhodesians will pass information about the camp to the South Africans) decide what to do with them.

Unfortunately, Ware still has powerful friends within the British government, so SIS have been tasked with arranging an extraction. Given that the team will be badly outgunned and outnumbered, this will probably involve diplomacy, stealth or subterfuge; violence will most likely lead to the mission being a bloody failure. It is unlikely that Ware and his unit have won any friends amongst his captors, so any negotiations will probably start off on the back foot.

N's Mission

Section 46 has known for years that Ware brought an indescribably ancient relic out of the Congolese jungles in 1964. While making him no more or less unpleasant and vicious than he already was, he has been tapping the power of the artefact to increase his ability to kill those he despises. Which means the majority of black Africans.

It is crucial that the investigators snatch Ware and the relic before he is killed and the artefact is either discarded or disappears. Being party to the rescue of a singularly brutal, bigoted mass murderer might not be to everyone's taste, but N is faced with a choice between two evils. It seems that the investigators must preserve the life of the human evil to give them a greater chance against the inhuman evil. This is not a task that they should approach with anything approaching relish.

Operation Ocean Breeze

Date: 1975-1978

Location: Salisbury, Rhodesia

Official Mission

Winston Tekere was one of the leading figures in black African life in Salisbury. A moderate on the issue of governance, he saw negotiation and compromise – rather than armed conflict – as the route to eventual majority rule. While no friend of the Smith regime, he scrupulously avoided alliances with either ZANU or ZAPU and cultivated instead a range of international contacts. Two days ago, he was killed in a car bomb attack outside his business premises on the outskirts of Salisbury.

Tekere was also an important informant for the British government, feeding updates about the negotiating positions of both sides back to London. The least Britain can do is offer protection, aid and comfort to his grieving family. It is also important that the investigators discover who was responsible



for the killing and if they were aware of Tekere's clandestine contacts with Whitehall.

N's Mission

A shady former Portuguese air force officer named José Santos Pereira (who made a name for himself flying helicopters in the Colonial War in Angola and Mozambique) has been heard telling anyone in the bars and clubs of Salisbury who will still listen to him about a valuable find he has supposedly made. Pereira – a self-styled “man of action” and sometime low-level gun runner – is a self-aggrandising blowhard, but this time he seems to be a blowhard with something to sell. Section 46's people on the ground indicate that his find is a book or parchment of some sort, and his offers to sell to the highest bidder have garnered considerable interest for a wide variety of local and international groups. The kind of local and international groups that N would rather prevent from getting it.

UGANDA

For most of the decade, Uganda is a nightmare. Shortly after gaining its independence from Great Britain in 1962, Uganda became a republic and joined the Commonwealth. Political turmoil followed, with the nation trying to placate differing political views concerning the roles of the president, vice-president, congress and the surviving monarchy. In 1971, Major General of the Ugandan Army, Idi Amin, stages a coup, taking control of the nation as sole dictator.

What follows is nearly a decade of purges, forced relocations, mass murders and madness that only ends when tensions with Tanzania lead to an invasion of the country. Despite support from Libya, the Ugandan forces are routed and by early 1979 Idi Amin is forced to flee the country.

During his eight-year reign, Amin kills at least half a million of his own citizens, and possibly more. At first his targets were political dissidents and those who supported a return of the previous government, but he quickly broadens his targets. Ethnicity had long been tied to political factions in Uganda, and Amin promotes members of his own tribe to power and attempts to commit genocide against those he thought supported his opponents.

Early in his rule the usual victims of any military coup were rounded up and slaughtered, including bureaucrats, intellectuals, lawyers, doctors, foreign nationals and criminals. Adding to this, Amin possesses a cruel and mercurial temper, ordering the execution of anyone who offends him, no matter how slight. This attitude has passed on to his subordinates, who in turn openly commit murder with little justification.

In addition to widespread killings, the Amin years see attempts at economic reform. The first, and perhaps most wide reaching, is to expel nearly 80,000 citizens of Indian descent in August 1972. At first only those with UK citizenship are expelled, but shortly afterwards Amin declares that all Asians must surrender their property and leave the country.

The properties, business and goods of those expelled are distributed amongst Amin's supporters based on a system of favouritism. As the Asian population constitutes the backbone of the nation's economy, and those taking over business and industries are generally not trained or educated in their management, this leads to a total collapse of the Ugandan Economy.

The political situation in Uganda during the Amin years is one of panic, random violence and extreme brutality. The international situation is also fraught with danger, as Amin breaks off ties with the West and with Israel in order to pursue Soviet and Libyan patronage (going so far as to leave the Commonwealth and expel all British citizens from the country). The nation undergoes a serious military build-up and makes threats against its neighbours, most notably Kenya and Sudan.

MISSIONS IN UGANDA

Operation Brutal Teacher

Date: Any year from 1972 onwards

Location: Kampala, Uganda

Official Mission

If ever there was a nation that showed what would happen if the stars became right, it is Uganda. Idi Amin has gone so far as to claim the title of Conqueror of the British Empire, amongst other ludicrous statements. As mad as he might seem, he is in charge of a large army and a strategically important country. Worse still, the West helped put him in power in order to cut off the previous president and government's strong Communist leanings.

The investigators' mission is to determine whether SIS should correct this mistake. They are to go into Uganda and gather intelligence about the feasibility and possible repercussions of assassinating, overthrowing or otherwise destabilising Idi Amin.

This will involve evaluating the impact on the power structures in Uganda, who is likely to try to move into the vacuum this would create and how SIS can best ensure that whoever takes over is more sympathetic to British interests.



The investigators will need to work closely with Ugandan dissidents who are planning a coup to bring back former president Milton Obote. These activists are not controlled or trained by SIS, and are something of an unknown quantity. The investigators must maintain their covers while communicating with the dissidents, which should heighten the risk for all involved. While they will potentially provide a useful resource, distraction or, at the very least, scapegoat if assassination proves the only option, the investigators must also try to ensure Obote does not succeed Amin.

N's Mission

The chaos and bloodshed of the Amin years provide opportunities for cults to grow and flourish. The Sisterhood of the Coming Kin is a Hastur-worshipping cult that is active in promoting Amin's actions in the hopes of suborning him and turning him into the King in Yellow. In the north-east, the Sudnaic speaking peoples have long dealt with secret cults worshipping Cthugha, but a small cultic civil war is starting to flare up as competing cults of Nyarlathotep have begun to infiltrate the country. In the Bantu-speaking south, several ethnic groups that have fallen foul of Amin's wrath have turned to minor deities, strange visitors from other worlds and worse in order to survive. The entire nation of Uganda is threatening to explode into mass Mythos activity, something that should keep those in the know very frightened.

The investigators must determine which of these cults presents the gravest danger, devise a plan to neutralise them and carry out any assassinations or acts of sabotage that will weaken the cult before any larger-scale action.



SOMALIA

At the beginning of the 1970s, Somalia was part of the Soviet sphere of influence, while neighbouring Ethiopia belonged in the American sphere. Both nations had strategic interests in the region and desired control over the Horn of Africa and the shipping lanes that ran along it. Somalia and Ethiopia had also achieved their independence from colonial powers in the post-war years, and Ethiopia was engaged in a protracted war with Eritrean separatists. The situation changes in 1974 when, following years of economic instability, a Soviet-backed left-wing military coup establishes first a military junta and then a dictatorship in Ethiopia. The United States is unable to gain any influence in the new Derg government and finds itself without any allies in the region.

Somalia is also undergoing turmoil during the early years of the decade, having suffered a military coup in 1969 that led to the consolidation of power under General Mohammad Said Barre and his Somali Revolutionary Socialist Party (SRSP). The SRSP reformed the government with a blend of Marxist ideology and traditional Islamic social justice, established ties with the Arab world (eventually joining the Arab League) and promulgated aggressive Somali Nationalism.

Taking advantage of the situation in Ethiopia, Somalia invades the contested Ogaden region in 1977, claiming its actions are an attempt to unite all Somalis in a Greater Somaliland. At first the Somali Army is able to achieve major victories and capture nearly the entire region. The Soviet Union, seeing Ethiopia as a better ally to back, supports it with 20,000 Cuban soldiers and military equipment. The Somali army does not stand a chance and is rapidly forced to withdraw back into Somalia.

The aftermath of the Ogaden War sees Somalia turn to the United States for aid, eventually allowing for US military bases along the Somali coast. While the US does not provide much direct military support for Somalia, intelligence, advisors and other aid flows into the nation. Like all dictatorships, the administration of Barre is marked by mass arrests, human rights violations and brutal suppression of minorities and dissidents – uneasy bedfellows for Western agents.

MISSIONS IN SOMALIA

Operation Underdog

Date: Camp Haywood, Somalia
Location: 1978-1979

Official Mission

The investigators are being sent to the United States' Camp Haywood on the Somali coast for advanced training in cross-



SOUTHEAST ASIA

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agency inshore undersea warfare support. The programme promises to be gruelling, even monstrous in its approach, mixing physically demanding exercises with classroom instruction. They are expected to use this time not only honing their skills in SCUBA, small-boat operation, small arms, communications and escape-evasion tactics, but also to learn how to operate in concert with other agencies and other governments in the event of a joint coastal operation.

This is just a pretext, of course. The investigators' real mission is to monitor the personnel in the camp. SIS has received unreliable reports that there may be one or more Soviet agent present in camp, either gathering intelligence or preparing acts of sabotage.

This activity is to be kept secret from the Americans, as there has been enough embarrassment on the subject of moles in recent years without making unfounded accusations. The team is not to take any action until they have incontrovertible proof.

N's Mission

While at Camp Haywood, the investigators will need to take the hard won skills they have learned and apply them in the field. There is a remote village along the coast that N suspects of being a "Somali Innsmouth". This village must be found and eliminated with extreme prejudice, and it must be done in such a way that leaves no witnesses.



Keeper's Note

N's intelligence is wrong; there is no such village along the Somali coast. Proving this while also proving the investigators have performed due diligence will be the primary difficulty of this mission. Then again, they could just eliminate a village and call it a day.

The independence of the vast chain of islands that make up Indonesia was led by Sukarno, who spent a decade detained by the Dutch colonial authorities before being freed by the Japanese during World War Two. With the defeat of Japan he continued the struggle for freedom through politics, diplomacy and military means until the Dutch recognised Indonesia's independence in 1949. After a brief flirtation with parliamentary democracy, Sukarno began a period of autocratic rule, allying himself closely with the Communist Party of Indonesia (the PKI) and aiming to expand the nation's boundaries.

Sukarno led the country into a period of economic decline and he sought to prop up his popularity by claiming what is now Malaysia, Singapore and Brunei as additional Indonesian territories, while claiming his actions were the legitimate will of the people living there. At this time the Malaysians were just beginning to emerge as an independent nation themselves and required British help to secure their borders. From 1962 to 1966 a jungle war was fought between the Malaysians, British and Commonwealth countries against Indonesian troops, communists and other 'volunteers'. However, the war (which was never fully supported by the powerful Indonesian army) went badly for Indonesia and heightened political tensions within the country. Eventually the government was forced to accept their statehood.

An attempted communist-backed coup in October 1965 saw many leading army figures murdered before it was put down. This proved fatal to the ailing Sukarno's power and an ambitious general, Suharto, became president shortly afterwards. A severe crackdown on the communists followed, with tens of thousands (possibly as many as half a million) PKI members and sympathisers murdered by the army and Suharto's supporters. The coup did not target Suharto himself (whose role in the military was specifically to prevent coups from succeeding, which by rights should have made him a prime target), possibly because he was thought to be sympathetic to the plotters. He may even have been aware of the plot beforehand; with the coup eliminating his major potential opponents within the army, it may be that he allowed it to have some initial success to secure his own dominance. Internal opposition to Suharto's regime is largely nullified, with those communists that remain keeping their political leanings hidden and the powerful military now firmly behind the president.

Suharto is a staunch enemy against communism and his regime is a key ally to the West in the region. The recent Indonesian annexation of East Timor, where left-wing militants

looked certain to seize control after it gained independence from Portugal, was supported by both Australia and the US, with Henry Kissinger visiting the general immediately prior to the invasion. Reports of widespread suppression since the invasion have emerged, with the Portuguese protesting at the fate of their former colony.

MISSIONS IN INDONESIA

Operation Scruffy Dog

Date: Any year

Location: Bacan islands, Indonesia

Official Mission

The islands that form what is now Indonesia have long been the haven for bands of pirates who preyed on local shipping and raided settlements throughout the area. These activities were all but wiped out by European navies keen to protect their colonial trade routes. However, pirates remain an occasional threat.



Sir Evelyn Westinghouse, a former senior civil servant, was on a sailing trip through the area on his private yacht when he fell victim to such a band of pirates. SIS believe he is being held on the island of Mandioli in the Bacan islands. Unfortunately, the local military governor is hostile to British interests and has stalled any efforts to negotiate Sir Evelyn's release. The investigators will be infiltrated via HMAS Otama operating out of Darwin. They are to observe the potential sites where Sir Evelyn is suspected of being held prisoner, identify him and then conduct a swift rescue. They are to then leave the area as soon as possible to avoid entanglements with the local Indonesian forces. Sir Evelyn knows many of the country's secrets and it is imperative that he does not fall into Indonesian hands.

N's Mission

Mandioli has had disturbing rumours attached to it for many years. The original, Melanesian population was wiped out during the colonial period; it is suspected they were deliberately targeted, possibly due to the local religious beliefs – a cult may have been centred on the island. The investigators are to look for cult activity while avoiding the Indonesian authorities. This could well be a time-consuming activity at odds with the swift extraction of a former government official...

Operation Baby Badger

Date: Any year

Location: Jakarta, Indonesia

Official Mission

Letnan Kolonel Suparman of the Indonesian Air Force (the TNI-AU) has been looking to defect. TNI-AU was heavily infiltrated by the PKI in the 1960s and Suparman believes he is to be targeted by an army death squad for the part he played in the organisation. He has approached a British agent with promises of information both on his former communist friends, contacts with Chinese intelligence networks and information on the current make-up of the TNI-AU, which could be of use in gaining contracts to supply military equipment in the future. However, Suparman has since disappeared and the investigators must ensure he is either recovered or eliminated to ensure his contacts are not exposed. He is being held by a pseudo-official group of vigilantes, the Black Hands, so SIS cannot be sure of any involvement by Indonesian officials.

N's Mission

Suparman was well versed in the secrets of various groups in the Air Force. N suspects he is not being held by the Black Hands at all, but instead by a small cult who infiltrated the air force and which Suparman certainly came into contact with. The investigators are to ascertain if this is indeed the case, in which case the priority is then to assess how active the cult still is within the military. Suparman could be a great asset in this investigation, however the Indonesian military will be justifiably hostile to any foreign group making investigations into its structure.

MALAYSIA

Formed in 1963 from an amalgamation of former British colonies, Malaysia is a constitutional monarchy where the position of monarch is elected from the heads of nine of the Malay states in the federation. A Westminster parliamentary system forms the government, but there has been a long communist insurgency that seeks to overthrow this, dating from before independence.



After initial attempts to hold onto its Southeast Asian colonies (due to the large amounts of raw materials they provided, essential for the cash-starved British economy in the aftermath of World War Two) the British authorities came to accept independence was inevitable during the Malayan Emergency, the initial communist insurgency in the country. The majority of the population were hostile to the communists and the (mostly Chinese) movement was stymied by a mixture of measures, with internment camps and curfews severely hampering guerrilla operations.

The insurgency was defeated by the British military, however a second communist threat appeared at the dawn of independence. The government of Indonesia began a conflict centred on eastern Malaysia (consisting of most of the northern portions of the island of Borneo) with the intention of absorbing all of Malaysia within Indonesia. British and Commonwealth forces, supported by the Malaysians, were able to decisively defeat this threat, despite attempts by the Indonesians to support the remnants of the original insurgency in mainland Malaysia by landing forces there too.

Although Singapore was expelled from the federation in 1965, Malaysia has been mostly stable ever since. The communist insurgency has returned to the country again, but it is nowhere near the threat it once was; suffering from poor support amongst the population and a chronic lack of supplies the leadership of the group is almost certainly based deep in the jungles across the Thai border – however there is little they can do there to endanger the government.

Although Malays make up the majority of the population there are numerous other ethnic minority groups (most notably Chinese). Some problems arise from ethnic clashes, but these are very small scale and are unlikely to destabilise the government. Religious differences and rivalry between the federated states can cause some problems, but these are always local in effect. Malaysia is a state friendly to the United Kingdom and is one of the more stable nations in Southeast Asia.

MISSIONS IN MALAYSIA

Operation Jenner

Date: Any year

Location: Kuala Lumpur, Malaysia

Official Mission

SIS has reason to believe a communist cell is operating out of Kuala Lumpur. A prominent Chinese merchant, Charlie Ng, is suspected of being the key figure in the network; the

investigators are to kidnap him for further questioning. SIS think he is tied to some groups operating in Hong Kong and want to interrogate him rather than let their Malay friends get first crack of the whip, so to speak.



N's Mission

Section 46 knows that Charlie Ng is definitely the man behind the group. A devout communist, he hated British rule and was a major figure in the insurgency, something successfully kept hidden from both the British and Malaysian authorities. He now works directly for Chinese Intelligence and is quite the fireplug, often having to be restrained by his handlers. He must be protected at all costs – there is no asset in Southeast Asia that is as effective against Our Other Enemy.

The investigators need to dismantle his network, of course, and although the elimination of Ng would certainly be a boon against the Chinese it would be a dramatic own goal in the more important conflict...

Operation Beatlemania

Date: Any year

Location: Malaysian Borneo

Official Mission

The war with Indonesia is long past, with the communists there ousted from power by the Suharto regime. However, SIS have intercepted reports that there is an ongoing conflict in Borneo and this looks as if it could be a major diplomatic issue. Friendly listening stations have picked up military broadcasts in northern Borneo that seems to indicate a British-led force is responsible for a number of attacks in the remote jungles.

The war with Indonesia left a number of British and Commonwealth troops listed as Missing In Action, and SIS suspect that one or more British soldiers were cut off and then have made their way south, unaware that the conflict



is at an end. The investigators must penetrate the jungles of Borneo, find any missing troops and lead them back home, all without letting the Malaysians know what is going on.

N's Mission

Some of the reports Section 46 have intercepted are very unsettling, with more than one massacre causing great anger among the Malaysian authorities. The manner of these outrages leads N to suspect Our Other Enemy – it is possible that the missing soldiers have teamed up with a local tribe and, potentially, with the support of a cult, have been cutting a swathe of destruction among their former enemies. The investigators are to determine if this is the case, in which case they are to eliminate our men, the cult and any evidence of both.

THE GOLDEN TRIANGLE

Located at the point of confluence where the Ruak and Mekong rivers meet – the tripoint where the borders of Myanmar, Thailand and Laos touch – the Golden Triangle encompasses roughly 367,000 square miles of those three countries. A practically impenetrable region of hills, dense jungle and swampy lowlands, the area is perfect for opium poppy growing. These flowers can be processed into opium or the increasingly in demand base form of heroin. Opium trade flowing out of the Golden Triangle expanded dramatically after World War Two, and by the 1950s it was the greatest source of opium worldwide, continuing through to the present.

This illicit industry has benefited immensely from corruption within the three governments, particularly the military-led Burmese government of General Ne Win. In addition, the trade has considerable multinational corporate interests, including oil and gas companies whose influence and economic significance in the area allows them to act with impunity, and without scrutiny.

At the ground level, hundreds of square miles of land in the Golden Triangle are devoted to opium poppy production, owned and run by the opium gangs, usually heavily armed extended clans or former soldiers. These crops replace normal subsistence crops, and the farmers in those areas are either paid (poorly) to work in them or are coerced through threats of violence; sometimes both.

Most of these people live below the poverty line, trapped within a standard of life scarcely changed in the last five centuries. Once gathered and processed, the opium and heroin base is transported overland through primitive means (caravans drawn by horses and donkeys), eventually reaching

Bangkok, a hotspot in the international drug trade. From here, it is smuggled by ship across the world, reaching ports in Russia, Japan, South America, the USA and elsewhere, where it is sold to local distributors, “cooked and cut” before it hits the streets.

A side effect in the increased war on drugs in the US throughout the 1970s is that the opium gangs of the Golden Triangle are forced to develop street-level connections of their own within the US, guaranteeing an increase in violence and the greater availability of higher-quality product.

The most significant player in this industry is the United Wa State Army, a group of indigenous fighters working to control the eastern border of the country, battling Thailand's army with regular border skirmishes. The United Wa are financed by the Chinese-backed Burmese Communist Party, and are tolerated (supported even) by Myanmar's military junta, making them an especially difficult target.

Though they regularly enslave indigenous populations to serve their ends, the United Wa has been unable to accomplish much against a particular ethnic group native to the region: the abominable Tcho-Tcho, a race steeped in Mythos worship and, as such, indomitable. Rather than asserting control over the Tcho-Tcho, the United Wa have been co-opted and infiltrated by the Tcho-Tcho, many of which hold high-ranking positions in the informal militia. The Tcho-Tcho within the United Wa have invoked ancestral alliances to the Deep Ones dwelling in the swamps, rivers and coastal waters of the region, using assistance from the ghastly bufanoids to cement their supremacy amongst the narco-gangs of the Golden Triangle. In return, the Deep Ones receive ample human stock for reproductive purposes, their existence concealed by their human allies.

MISSIONS IN THE GOLDEN TRIANGLE

Operation Burnt Bushels

Date: Late March, 1975

Location: Bangkok, Thailand and Tachileik, Myanmar

Official Mission

Thailand is currently in the midst of a wave of student demonstrations against an entrenched and corrupt military junta, a revolution with popular support. Trevor Wilcox, a graduate student with an interest in the politics of Southeast Asia, had been deeply involved in these demonstrations, but he has disappeared. Early reports from the police indicate that Wilcox was travelling with friends – Thai and British alike – into the northern region of the country to obtain photographic



THE BROTHERHOOD OF THE HUNGRY WAVES

This little-known cult is centred within the Golden Triangle, its membership almost entirely drawn from the Tcho-Tcho and their despicable cousins, the People of Kn-Yan. Worshipers of degenerate forms of Father Dagon and Mother Hydra and the Deep Ones by extension, cult members practice ghastly rites involving hapless victims captured from amongst the indigenous peoples native to the area, drugging them with opium and allowing Deep Ones to spirit them away to horrific fates as breeding stock, the end-goal to create hybrids capable of walking undetected amongst humankind. Frequently, the less human-looking offspring from this breeding program become members of the Hungry Wave cult, disguising their batrachian lineage with elaborate tattooing and ritual bodily modification. Those whose physical forms do not reveal this bloodline become front-line agents of the Tcho-Tcho, serving in the cults of varied and sundry Mythos entities.

evidence of the corrupt military's collusion with the opium gangs of the Golden Triangle and its oppression of the indigenous people of northern Thailand. Surveillance plane footage has identified the boat that Wilcox and his team chartered, anchored near a small town called Tachileik on the Myanmar side of the Burmese/Thai border. However, information coming out of Thailand is unreliable and incomplete, with rumours of Wilcox being kidnapped and held for an as-of-yet-unknown ransom, or already being killed.

The matter is of interest to SIS because Wilcox is also the eldest son of a high-ranking British Cabinet minister who has pulled some strings. The investigators are part of a team sent to Thailand to discover whether Wilcox and his friends are alive, determine their location and to either negotiate Wilcox's release or to effect a rescue. If Wilcox is dead, they are to obtain evidence of his fate.

N's Mission

The town of Tachileik falls within territory inhabited by the Tcho-Tcho, perennial allies of the Mythos and enemies to Section 46. Information coming out of these areas is limited and difficult to obtain, and the volatile political and military situation in the region makes direct strikes against the Tcho-Tcho nearly impossible... until now. The investigators are to use this opportunity to strike against the leader of the Brotherhood of the Hungry Wave, an assassination attempt to rid the loathsome body of that organisation of its awful head. Furthermore, if by some chance, Wilcox and his fact-finding expedition have obtained photographic evidence of Mythos-related activities conducted by the Tcho-Tcho suspected to be working with the United Wa State Army, the investigators are to obtain and destroy this evidence, lest it be released to the public.

Operation Red Umbrella

Date: Any year after 1973

Location: Bangkok, Thailand

Official Mission

The investigators are to accompany a British ambassadorial negotiator to Bangkok, the purpose of their mission to meet with a high-ranking member of the United Wa State Army. As no diplomatic relations exist between the British government and this Burmese indigenous militia, any official negotiations are completely without sanction and risk angering the Myanmar government, antagonising them into action against the West. Though the official nature of this meeting is ostensibly to lay the groundwork for future diplomatic relations, it is in fact to negotiate the conditions for attacks against its rivals, to be promoted as 'wins' in the ongoing war against the Golden Triangle's opium trade. In return for ample warning of upcoming military actions in the region by the Thai military, the United Wa will provide detailed information about the location of some of its more significant rivals, allowing them to consolidate their own power base. The investigators are to make sure the negotiations proceed without a hitch, and in particular prevent any information about their existence from getting out.

N's Mission

A shipment of bricks of particularly potent strain of unprocessed opium was intercepted on a ship entering Liverpool, its original port of call identified as Bangkok. A recent wave of drug-related deaths throughout the UK point at this particular source of heroin as the likely culprit. Though this is but one of many purveyors of the drug into the UK and international markets, this has for some incomprehensible reason become a cause célèbre within the British government,



with considerable attention being paid to its outcome. In collusion with the United States' Drug Enforcement Administration, SIS has dispatched agents to Thailand to ferret out the source of the opium and put a stop to it.

However, Section 46 has recognised that the bricks of unprocessed opium were stamped with a stylised three-lobed symbol recognisable as the Yellow Sign. The Brotherhood of the Yellow Sign is suspected to operate out of the Golden Triangle, and presumably they are using opium money to finance their inscrutable activities.

The investigators are to locate the Brotherhood and provide enough verifiable intelligence on their location to warrant a surgical airstrike in the region, and for this they will need evidence that can only be gathered first hand with the aid of the United Wa.



SOUTH AMERICA

CHILE

Like all South American nations, Chile is a composite country deeply divided and affected by its colonial past. While reforms were implemented in the 1960s to bring some degree of equality to the social classes (which tended to fall along racial or ethnic lines), these were not considered enough by the far left, and seen as too much by the far right. Deep economic, political and cultural challenges still face the nation.

In 1970, Salvador Allende becomes the first democratically elected Marxist in Latin America. Allende had been active in Chilean politics for 40 years and become a divisive figure. The election is marred by a very tight race that results in a near unbreakable tie between Allende and two other candidates. In the end, the Chilean congress is forced to decide the election,

and Allende comes into power as head of a country unhappy with the results. Almost immediately the other branches of government oppose Allende as he institutes a radical plan of nationalisation of industry and collectivisation of agriculture. This program, plus the fear of a domino effect across South America, prompts US intervention through CIA operations.

In 1973, a military coup, largely sponsored and supported by foreign intelligence services, overthrows the democratically elected government of Allende and installs a military junta subservient to right-wing politics and business leaders. Augusto Pinochet, one of the leaders of the coup, quickly takes over as the president of the nation and commander-in-chief of the military. The coup rapidly turns violent, and tens of thousands of people are 'disappeared', tortured, raped and murdered. The administration of Pinochet sees waves of crackdowns on dissidents, the imprisonment of anyone suspected of communist leanings and the economic sabotage of the poor and minorities.

Operations in Chile are dirty, plain and simple. Throughout the decade the goal of intelligence agencies, largely the CIA, is to destabilise the socialist-led elected government, overthrow it, put in a right-wing nationalist and keep him in power. The methods used include abduction, torture, rape and murder. No deed is too low for the right-wing military junta or their foreign intelligence allies.

MISSIONS IN CHILE

Operation Horseshoe

Date: Any year from late 1973

Location: Patagonia, Chile

Official Mission

Chilean Patagonia is a region at the end of South America where the continent tapers off into a series of deserts, pampas and islands before disappearing into the Straits of Magellan and the South Polar Sea. It is a rugged landscape, beautiful in its starkness, and inhabited by the descendants of the last wave of Amerindian immigration. These Mapuche-speaking nations dominated the local inhabitants and established their own rule of the region before Spanish Conquest.

The investigators are to be sent to Chilean Patagonia as advisors to the military governor of the region, Colonel Cordova. The good colonel is dealing with a small Marxist uprising amongst the native Mapuches and could use some assistance in putting it down. The investigator's main task will be to train his soldiers in modern anti-guerrilla tactics, not to participate in firefights on the Pampas.



There have also been a number of assassination attempts against the colonel, reportedly instigated by Marxist guerrillas. There are rumours, however, that the iron grip he keeps on his own troops has led to some discontent, and that one or more of them may be conspiring to remove him from power. The investigators must not allow this to happen, as the resulting confusion would risk giving the Marxists an opportunity to gain power.



N's Mission

The Mapuche invaders arrived as late as 3000 years ago, and the area had been inhabited for at least ten millennia before that, possibly longer. Recent archaeological excavations hint that the first immigrants had come down along the coast of Chile, stopping only when they ran out of continent to explore and settle. These excavations are ongoing and very exciting, at least in academic circles.

Recently, strange statuary, odd house shapes and other artefacts not linked to the earliest settlements or the Mapuche invaders have begun to turn up. N has managed to obtain a few photographs of these items, and tentatively identified them as pre-human.

The artefacts must be secured and the archaeological sites sealed. The risk of not only revealing too much information about the history of Our Other Enemy is great, but even greater is the suspicion that the sites in question are part of a larger temple complex dedicated to Shub-Niggurath. The information contained therein might lead the awakening of an avatar or spawn of the Black Goat of the Woods, something N cannot allow.

Keeper's Note

The Brotherhood of the Shattered Veil is a small but growing cult that has tendrils within the Chilean military and entertainment industry; Colonel Cordova himself is a member. Military operations against the Mapuche have been escalated to provide cover for the cult to secretly penetrate the archaeological sites, recover the strange writings found on the stones there and use them to summon forth a avatar of the Goat with a Thousand Young.

The Colonel's long-time mistress, Chilean film star Carmela Torrez, assists him in this enterprise. Where Cordova is willing to throw his lot in with a cult that promises a quick ascension to power and fortune, Torrez is a true believer in the cult and fervid worshipper of Shub-Niggurath. Her cultic activities have shattered her mind and she spends most of her time in seclusion, visited only by Cordova for horrid orgiastic rituals when the moon is full. She accompanies the Mapuche campaign in her private trailer.





• BEYOND TOP SECRET •

While the complexities of the Cold War are often too much for the human mind to comprehend, they are nothing compared to the machinations of the Mythos. While the god-like entities that lurk beneath the delicate surface of our reality rarely so much as notice us, their followers, spawn and lesser kin are often all too active in human affairs. This is even more true in times of war, where human atrocity provides cover or opportunities for alien monstrosities to pursue their own agendas.

As with the shifting alliances and enmities of the conflicts of men, the various factions of the Mythos interact with each other in strange, often hostile ways. Their ancient conflicts with each other may sometimes prove the salvation of mankind, as we are overlooked in favour of a more dangerous foe; we are also at risk of being used as pawns in proxy conflicts born out of hatreds older than the Earth itself. These machinations are so far outside human understanding that the best one can usually hope for is to follow their effects, and accept the fact that the causes will be forever beyond our grasp.

This chapter presents an overview of the activities of various entities and cults during the 1970s, providing suggestions as to their horrific activities and often incomprehensible goals, with suggestions about how the Keeper might use them. When devising adventures and campaigns around Mythos threats, we recommend that the Keeper focus on a small and select

group of creatures, rather than trying to include everything in a writhing mess of factions. While some confusion about the threats involved, their goals and the ways they interact fit well with the themes of the Cold War, too much variation risks feeling random and unfocused, making it difficult for the players to feel engaged with an ever-changing kaleidoscope of threats.

For convenience, only entities listed in the *Call of Cthulhu* rulebook are presented here, although there are passing references to others. The Cthulhu Mythos corpus contains a vast, ever-growing multitude of additional reference works in the form of scenarios, expanded source material and so on, spanning at least three decades. For the Keeper's own sanity, this section relies only on the 'core' of the Mythos as presented in the roleplaying 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.

Some of these factions were first described on pgs. 94-105 of *World War Cthulhu: The Darkest Hour*. In the case of factions described here, it is assumed that their activities have continued and adapted to suit the changing world since World War Two. Factions described here for the first time were either marginal or inactive during that period of time, or did not exist at all.





AZATHOTH, THE BLIND IDIOT GOD

Though true cultists of Azathoth are rare, those few who follow him have found their place in the nuclear age. The chaos and destruction of atomic weapons mirrors the awesome power that lies within their god, and some see each nuclear explosion as a summoning or a sacrament, and those touched by radiation as receiving Azathoth's blessing. As a result, a very small number of cultists of Azathoth have insinuated themselves into nuclear programmes around the world. Most are too deranged to do so successfully, but a handful who wear the mask of sanity better have gained low-level employment in facilities such as Porton Down, Los Alamos and the Kurchatov Institute of Atomic Energy. The less successful tend to come to the attention of the security services for using fake credentials, or trying to sneak into secure facilities or testing grounds. While these unfortunates are usually arrested as spies, many end up in psychiatric hospitals once assessed by medical professionals. Not even the most fervent of these cultists is working actively to provoke nuclear war, however. If humanity wipes itself out, these holy rites will end with it.

Other devotees of Azathoth visit former nuclear test sites around the world as pilgrimages, occasionally mistaking the influences of Colours Out of Space (see pg. 118) for the touch of their god.

THE BLACK BROTHERHOOD

Founded in antiquity by the Egyptian Sixth Dynasty Queen Nitocris, the Black Brotherhood has persevered, allied with the Assassin cult and continuing worship of the Black Man, one of Nyarlathotep's many avatars. Based in Ankara, Turkey, in the 1970s the Black Brotherhood exists primarily as an international terrorist organisation, their existence known to most government intelligence agencies. Analysts are unable to pinpoint their politics, as their targets are seemingly chosen at random. Unbeknownst to most intelligence agencies, however, is the reality that the Black Brotherhood is deeply embedded in a vast web of Mythos cults and are used as the strong arm for clandestine actions requiring force, such as assassinations and suicide bombings.

Led by Turkish national named Tursun Seyh, the Black Brotherhood exists as a series of small cells and lone operatives, fanatically loyal cultists more than willing to die rather than be captured. Members of the Brotherhood are rarely magically inclined or highly trained, but are inevitably insane, happy to help usher in an age where the Great Old Ones run amok upon the Earth. At this time there are

estimated to be some eighty members in the cult, though they are always actively recruiting amongst political dissidents, ultra-nationalists and would-be martyrs.

THE BROTHERS OF THE YELLOW SIGN

The Brothers of the Yellow Sign continue unabatedly to worship of Hastur, and they revere the Yellow Sign in all its awfulness, attempting to create a worldwide miasma of despair that will pave the way for Hastur's ascendance. To this end, they are diametrically opposed to the mi-go, the fungi from Yuggoth, who for their own reasons seek to stymie Hastur's influence in the world, resulting in a bitter guerilla war between these two rival factions.

As the mi-go use a variety of human proxies and agents, infiltrating multinational corporations and government agencies across the globe to achieve their ultimate, inscrutable ends, the Brothers of the Yellow Sign are engaged in a war against the mi-go cult as well as the mi-go themselves. In their ongoing war, the Brothers are now firmly on the radar of many intelligence agencies, their actions deemed terrorist or else categorised as the actions of militant environmentalist factions. They strike through means both legal and extralegal, seemingly opposed to corporate environmental destruction, using regional governments to interfere with the machinations of the mi-go wherever possible. When subtler methods fail them, they resort to clandestine means of sabotage and outright violence, often enlisting the unwitting aid of violent environmental activists or native peoples opposed to corporate incursion into their territories. The Brothers have expanded their roster beyond the Tcho-Tcho (see pg. 123) and the people of K'n-Yan, recruiting from the ranks of the criminally insane or traumatised in war-torn regions throughout Central Asia. The leaders of the cult are found amongst the ranks of the militaristic and increasingly-capitalistic nations of Southeast and Central Asia, waging their secret war from boardrooms or barracks.

Brothers traditionally identify one another with rings or trinkets made of yellow minerals; usually citrine or heliodor beryl. Should investigators take possession of one of these items, a successful Cthulhu Mythos or Occult skill roll will reveal that they are Magic Point batteries, each able to contain up to 1D6 Magic Points, usable by any wearer. However, increased security measures during international travel has seen this practice slowly fading out, replaced by hand signs and cryptic phrases, often quotes from The King in Yellow. The Brothers continue to use the unique form of telepathy taught to them by the Emerald Llama, a power described on the following page.

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 utilising 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 INT 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 mindreading 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.

CHAUGNAR FAUGN

From his resting place deep within the Pyrenees, alongside his lesser brethren, the Mythos god known as Chaugnar Faugn is carefully putting pieces into place for his eventual rise. In this, Chaugnar Faugn makes use of a variety of servitors, including the dwindling ranks of the Miri Nigri and humans such as the Tcho-Tcho (see pg. 123), as well as others more recently recruited into his service.

While his physical form is entombed alive deep beneath the mountains, the centre of his worship is in a vast subterranean cavern beneath the Plateau of Tsang, in a region of northern Myanmar held by one of the more violent gangs operating of

the Golden Triangle (see pg. 110). Using the opium trade as their cover, Chaugnar Faugn's cultists operate with impunity, using the narcotics to fund (and recruit into) their organisation. Corrupt factions within the Burmese military work alongside the opium gangs, providing transport, weaponry and logistical support, an arrangement the cult takes full advantage of.

THE CHOIR OF B'MOTH, THE DEVOURER

The Choir of B'moth is less a cult and more a forced gathering of quite literally like-minded individuals. In an age of commercial flights, the psychically sensitive may find



their minds touched by the dreams of Great Cthulhu, in the guise of B'moth the Devourer, when passing directly over the ancient sunken city of R'lyeh.

The victim may not even realise what has happened other than to feel a moment of unease, or terror in extreme cases; once touched, however, the victim of this psychic assault will start to have more and more lucid dreams in which they find themselves standing naked in an endless ocean amidst hundreds of others, singing an alien chant in a key that no human throat was ever intended to produce.

At first in the dreams gentle waves lap at the ankles and calves of the singers, but as time goes on the waters start to rise as the waves crash violently over the members of the choir, who remain oblivious as they continue to sing.

Back in the waking world, the victim slowly becomes argumentative and depressed, paranoid about friends and family. It is this dread that the astral avatar feeds upon. The victim sleeps for longer and longer, waking up in a cold, briny sweat that smells faintly of rotting seaweed. Most fall into an unusual form of coma, babbling in alien tongues. Their dreams infect those who spend too much time around them, dragging their sleeping minds down to the depths of R'lyeh.

SPREADING THE SICKNESS

If an investigator falls asleep in the vicinity of someone in such a coma, the Keeper should call for an opposed POW roll. If the investigator fails, they are infected and will experience the symptoms described above, losing 1D10 POW per day. When the investigator's POW hits 0, they become comatose, locked in an endless nightmare. If the investigator fumbles the opposed POW roll, their mind is completely consumed upon reaching POW 0.

There is no known cure for this ailment. A cunning investigator may be able to use the Cthulhu Mythos skill to improvise a ritual or other countermeasure to break the psychic connection (see the *Call of Cthulhu* rulebook).

An unlucky few have their minds consumed completely, replaced by disjointed fragments of Cthulhu's dreaming mind. When they wake, nothing of the original personality remains,

lacking even the ability to speak in human languages. Their limbs are uncoordinated and balance poor. Some perform strange rituals and acts of sickening violence, while others may carry out actions that make no sense to human minds.

There have been enough reported cases of this to attract the attention of the World Health Organisations, but no one has yet identified a root cause or possible connections beyond long-haul air travel.

If the Keeper has access to a copy of *World War Cthulhu: London*, elements of this emergent cult might connect with remnants of the Sea of Minds cult outlined in the **Mythos Horrors** chapter, renewing the threat that they pose to the sanity of those around them,

THE CHURCH OF THE SHATTERED SAINTS

Towards the end of the 1970s, a breakthrough in medical science meant that for the first time many childless couples were able to conceive through artificial insemination.

One successful clinic offering such hope is Burne Hall, founded by Doctor Graham Heath. The clinic is colloquially known as the Shattered Saints, after two broken angelic statues found on the facility's grounds, remnants of an ancient church upon which the residence was built. Doctor Heath and his team's exceptional success rate has brought the clinic wealthy and powerful patients from across the world. One unusual aspect of the treatment is the high percentage of twins conceived at the clinic.

Despite taking genetic material from both would-be parents, the physicians at Burne Hall have no use for the father's sperm. Instead they call upon the power of the Twin Blasphemies Nug and Yeb. Acting as a focal point for the cultists summoning the conjoined monstrosities, the drugged mothers are placed before the broken statues and their wombs filled with two embryos, each bearing the mark of one of the dark gods. The following morning they wake up happy and refreshed, unaware of what has transpired.

As the decade closes, dozens and dozens of twins conceived at the clinic are heading home with their parents. Most still appear perfectly human, but some have started to change; taking on aspects of their true fathers, consuming their human parents to give them the fuel to transform into monstrous demi-gods. While strange and violent, the deaths of a handful of business leaders and politicians has yet to be linked to Burne Hall. Doctor Heath is preparing to assume a new identity and open a clinic in Switzerland in readiness.

COLOURS OUT OF SPACE

Since the first atomic weapons test in 1945. Colours Out of Space have been drawn to the sites of nuclear explosions. These entities are so completely outside human understanding that it is impossible to determine why this is so. Maybe they feed upon the residual radiation, or they may be intelligent enough to realise that such sites provide camouflage for hunting or breeding. Whatever the reason, people whose essence has been consumed by Colours are easily mistaken for victims of radiation sickness.

Active Colours can be found in Nevada, Woomera, Emu Field, the Orenburg Oblast, Novaya Zemlya, north-eastern Kazakhstan and various South Pacific test sites, although there is no trace of them in either Hiroshima or Nagasaki, possibly because of the increased risk of detection. Some unfortunate people who live near such sites, or who have visited them for work or out of curiosity, have been changed in subtle ways. Instead of feeding on them, the Colours have implanted parts of their essence in these people, turning them into the equivalent of asymptomatic carriers of contagious disease. A small number of people they contact sicken in the same manner as those affected directly by Colours, while the carrier grows stronger and more healthy.

Over time, the carriers begin to change, becoming seeds for the birth of new Colours. When the entity within them reaches maturity, the carrier explodes in a beacon of light, sending the new Colour up into the night sky. This process is destructive enough to be mistaken for a bomb blast, although it is completely silent, and no witnesses will quite be able to describe what they saw.

CYÄEGHA

Dormant beneath the mountain of Dunkelhügel in south-eastern Germany, Cyäegha continues to thrive. Whilst worship of this deity was mostly eradicated in 1860, villagers from the nearby town of Freihausgarten inadvertently continued to serve it. Once a month they are telepathically drawn into a revel that both strengthened the bonds keeping it imprisoned as well as sating its appetite for human life-force. During this revel, the villagers would lose awareness, walk up onto the mountain, and participate in degenerate rites, aided by a small faction of still-loyal cultists called Deinstboten das Auge Herr ("Servants of the Eye Master"). These cultists controlled five statues in which were bound the Vayaen, lesser Mythos entities that continue to maintain Cyäegha's imprisonment.

During World War Two, the Nazis were aware of Cyäegha's worship and the villagers' rituals, attempting on several

occasions to capitalise on the power it harnessed. These efforts met with disastrous failure and the town was left alone, though monitored. After the fall of the Third Reich, several officials within the East German government discovered the situation and evacuated the town, eradicating all traces of it from the public record and blocking all roads to and from. The Nagae were driven deep underground, the entrances to their burrows and tunnels sealed and booby-trapped. However, after the cessation of these rituals Cyäegha threatened to escape. In response, these officials ordered a small group of civilians (former prisoners) to be imprisoned in the village, to be released once a month so that they might participate in the ritual, aided by the practising members of the cult.

As satellite photography grows increasingly accurate and the possibility of unification with Western Germany is being discussed earnestly, several officials within the GDR are frantically seeking options to resolve the situation in Freihausgarten without revealing their complicity in the cult of Cyäegha's activities over the last few decades.

DEEP ONES, LURKERS BELOW

Essentially immortal, many Deep Ones have retreated into their deep-water cities and redoubts, far beyond the reach of any deep-water imaging, sonar or satellite cameras, content to await the coming of the Old Ones in isolation. Wishing to be far from the nuisance of humanity, the majority of Deep Ones continue in their worship of Father Dagon, Mother Hydra and Cthulhu, practising rites that pre-date humankind. However, others among their kind became galvanised by the events of World War Two, realising that eventually humankind would discover and eradicate them if they remained sedate and inactive.

These proactive Deep Ones now deal regularly with humankind, whether interbreeding with them or continuing to foster the worship of Cthulhu among humans. They use human proxies as their operatives in the outside world, recruiting through a variety of techniques, going beyond simple promises of sorcerous power, access to forbidden pleasures of the flesh or the offer of immortality: new methods of earning human allegiance include intercession in worldly matters through their corporate and political pawns, the locations where underwater mineral and oil wealth might be harvested and access to their immense corpus of scientific knowledge, particularly in the fields of genetics and biology.

Allied with the Tcho-Tcho (see pg. 123) and focusing their operations in the region of Southeast Asia known as the Golden Triangle (see pg. 110), the Deep Ones have become embedded in the growing opium trade, trading and intermingling with



coastal smugglers and growers, creating degenerate cults of opium warlords. The Deep Ones are involved in the trade at all levels, providing degenerate half-breeds to harvest it, assisting allied warlords against rivals and the authorities and even becoming involved with oil corporations who traffic and launder money for the opium trade. In all of these aspects, they have inserted loyal human agents who are either beholden to them or bear the "Innsmouth look", descended from the unholy union of humankind and the Deep Ones.

Inevitably, though, the human propensity for unchecked greed and violence has turned the region into a flashpoint, fostering international concern and allying many neighbouring governments against the opium trade there. The Deep Ones are in the process of withdrawing their support from these warlords in an attempt to reduce their visibility, an action that is causing considerable turmoil and strife.

THE DIOCESE OF DUST

Little by little the ghouls brought dust from the Dreamlands to the waking world, kicking it off their hoofs and brushing it from their coats. The ghouls would gather in areas that had large transient populations: people who wouldn't be missed. The chimneys of power stations, car plants and steel mills produced more than enough smoke and soot to allow the dust to spread undetected.



The first to be taken was Donald Brooke, a homeless man living on the streets in Detroit in 1972, who awoke to find himself choking as a gritty black cloud forced its way through his nose and mouth, into his lungs, until the dust impregnated every cell in his body. Once inside the dust was able to tap into his memories, subjugate its host's mind and even act as a conduit to the Dreamlands.

With one body under its control, it was easy for the dust to recruit others, starting with the people it found in Brooke's memory, and then spreading out from there. In time it reached the owners of local businesses, the police and a community priest, Father Elliot Greggor, who ran a nearby soup kitchen. It was through the eyes of the priest that the dust first saw the fear that the meat beings had; fear of the world that they lived in and fear of the meat that controlled it, fear that the push of a button could destroy them and everything they cared about. The dust saw that it could use this fear to manipulate others. If dust were able to command both sides of the conflict then it would have total control to create a world where it could prosper and grow, spreading through smog-filled air.

Five years later and the Diocese of Dust has spread across the United States, controlling the simple meat by fear and some of the more wilful via a handful of the dreaming dust blown into their face.

Members of the congregation now include Supreme Court judges, corporate business leaders and even state senators. Those who follow Father Greggor use their influence to combat the growing environmental movements across the globe, organise protests against nuclear power plants and try to ensure that the smokestacks of the world keep burning. They have quietly arranged for environmental activists and campaigning journalists to disappear. Father Greggor continues to lead the church with an almost-unrecognisable Donald Brooke by his side, as the dust slowly but surely creeps its way along the corridors of power.

ELDER THINGS

With their numbers declining after wars with other races and the disastrous rebellion by the shoggoths, a handful of Elder Thing scientists chose to withdraw into the Great White Space, a pocket dimension where they could wait in torpor to return when the time was right.

Aeons passed as the Elder Things slept; the world changed and civilisations rose and fell. When the United States tested the first thermonuclear weapon in the Pacific Ocean in 1952 it sent shockwaves through the fabric of reality, weakening the walls between our world and the Great White Space and



waking the ancient aliens that slumbered there. Subsequent testing left the boundaries in tatters.

The Elder Things ascertained that the remainder of their race had either fled back to the stars or had been destroyed. They also realised that the Great White Space was no longer safe. The only hope for survival lay in establishing dominance over Earth, but the surviving Elder Things were hampered by limited numbers. The answer was obvious but radical: the alien scientists would have to splice their DNA with plants from Earth to create a new race of hybrids. Their tests showed that the rainforests of the Amazon could provide viable genetic material. Using their limited resources, the Elder Things created new proto-shoggoths, smaller, faster and more intelligent than their predecessors. These creatures are able to change form to mimic humans, and move amongst human society to do the bidding of the Elder Things.

Over the past twenty years the agents of the Elder Things have been buying up tracts of land in the Amazon, building well-hidden spawning fields from where the hybrid spores can flourish. The strains are now viable, and while they are still many years off having sufficient numbers to retake the Earth, they are beginning to involve themselves in human affairs in readiness.

GHOULS

While the ghouls feasted aplenty beneath the cities torn by the chaos of World War Two, taking advantage of mass murder committed by the Nazis, they are even more brazen now behind the cover the Iron Curtain grants them. Under the brutal regime of Stalin and the subsequent famine, the number of ghouls in the Soviet Union exploded, a growth continuing beyond his death and under his successors. In an environment where political dissidents (a label that might include activists, artists, journalists, writers, poets, playwrights, scientists, clergy, philosophers, students... anyone, ultimately) regularly 'disappear', ghouls are able to act with impunity. They now seize victims from their own homes, certain that the neighbours will not ask questions and the authorities will assume that the missing person has been taken by some other organisation.

Some ghouls claim to be able to access the memories of those whose flesh they consume, and have offered their services to secret police on a clandestine basis, a distasteful practice that only the most despicable or desperate of agencies would take advantage of.

As well as their long-established communities in Europe, the ghouls grow in number in violence-stricken regions where cannibalism is sometimes practised. Ghoullism – the process

by which a human is transformed into a ghoul after practising cannibalism – has surged as a direct consequence of famine and devastating civil war. Countries such as Biafra, Nigeria, Bengal, China, Cambodia, North Korea and Ethiopia have all seen a rise in the number of ghouls, who maintain their human wiles and are increasingly adept at avoiding detection.

THE GRAND ORDER OF OBTIATORS

The Grand Order of Obviators was founded by American financier Albert Haldon in 1932. During the Great Depression, the bankrupt Haldon found an ancient manuscript containing a ritual of Temporal Liminality, invoking the power of the Angel Aforgomon, actually an avatar of Yog-Sothoth. Through this ritual Haldon was able to wind back time by 10 hours. Clever use of this ritual allowed him to rapidly become one of the richest men in the United States.

By 1932 Haldon had recruited more than a dozen disciples, none of whom knew the true source of his success. As Haldon drew upon the life force of his followers, he increased his ability to manipulate time. The Grand Order also started to draw unwanted attention from the authorities, investigating how Haldon was able to gather such detailed knowledge of the markets.

Haldon continued studying the ancient manuscript, learning how to direct the power of Aforgomon upon a specific target in the form of a beam of searing light. Anyone struck by this beam disappeared without a trace.

The Grand Order continued to swell. Haldon, now a spry, almost ageless luminary, promised his followers that any wrong in their life could be righted... for a price. By the end of the 1960s there were nearly a thousand Obviators. Their combined strength, when tapped, allowed their Grand Master to turn back time by almost a month. Only those directly involved in the rituals remember what had gone before.

These miracles come with a price. Each time the Grand Order performs the ritual, it creates a bubble containing the discarded time, along with echoes of every being and soul caught up within it. Parts of these bubble universes may protrude into the human world unexpectedly, sometimes for seconds, sometimes for much longer. Occasional unfortunates may stumble across one, becoming trapped in a swirling vortex of disjointed time, or the bubbles may disgorge a denizen, maddened and changed by the chaos that consumed them. Aforgomon treasures these little universes, each of them adding to his power and being.



HASTUR

Hastur's cult is very much active and flourishing during the Cold War, growing in strength and prominence in a world dominated by an ever-increasing feeling of nihilism and despair. As civilised society grows increasingly numb to the ongoing catalogue of atrocity the world conveys, the stage is being readied for the theatre of cosmic horror that the King in Yellow will usher in.

Thus, Hastur's influence is ever-growing, and the increased access to print and visual media has enabled copies of the forbidden and madness-inducing play, *The King in Yellow*, to be distributed more easily across the black market and through other channels. Several avant-garde theatre groups have enacted portions of the play, usually to disastrous effect, while the ultimate goal of a televised (and watered-down) version of the play – reaching millions across the globe and creating a vast wave of creeping insanity – has yet to come to fruition. For this reason, the Brothers of the Yellow Sign are actively recruiting highly placed celebrities in Hollywood in an attempt to realise this terrible goal, and have achieved some success within a core of famous actors, agents, producers and directors.

A splinter group has made a clumsy attempt at filming *The King in Yellow* in the guise of a pornographic film, named *Behind the Yellow Door*. The film has yet to appear at any of the pornographic cinemas of Soho or Times Square, but screenings at private events have led to a number of deaths and psychological breakdowns.

ITHAQUA, THE WALKER IN THE WIND

In the mid-1950s, the US and Canadian governments constructed the Distant Early Warning (DEW) line stations, designed to give advance warning of a Soviet missile strike over the North Pole. Stations extend across Alaska and the Arctic regions of Canada, many unmanned or operated by civilian contractors. Though most of the stations were decommissioned by the end of the 1960s, the line itself is still active throughout the 1970s.

Recent years have seen a renewed interest in the worship of Ithaqua. Although older cults had drawn much of their membership from Inuit people, the contemporary worshippers are largely environmental activists from the USA and Europe. There are two main camps: those who petition Ithaqua to help forestall the new Ice Age predicted by some climate scientists, and others who hope to direct his wrath against logging and mining concerns close to the Arctic circle.

While neither faction has managed to completely manifest the Wind Walker yet, their rituals have caused violent storms and other unusual meteorological phenomena. Some of the decommissioned listening stations have been damaged by these storms, and there is a real risk of disruption to the DEW line itself, raising suspicions of enemy action. Worse, if either of the cults manage to summon Ithaqua, a monstrous form flying through the Arctic skies at great speed could trigger a catastrophic false alarm.

LLOIGOR, THE DRAGON SPIRITS

In many ways, the Cold War suits the Lloigor perfectly. This is an age that mirrors their gloomy, nihilistic mindset, and while a nuclear war would wipe out most or all of humanity, it poses little risk to creatures made of pure energy. The only reason the Lloigor have not sought to foster a nuclear holocaust is that they enjoy feeding on human minds. As a result, none of them have tried interfering in human affairs on a global level yet.

The angst and nihilism of the time provides ideal cover for the effect they have on human psyches. With the rise of interest in self-help and support groups, some take up residence in the places where such groups meet, finding that the numbers and variety of people make these better feeding grounds than psychiatric hospitals. Some have even started targeting support groups for those who believe they have had encounters with UFOs, as outsiders are less likely to believe any claims they might make. This may even be the root of the association of lost time with UFO abductions.

THE MOTHER OF SPIDERS

Once a senior CIA intelligence analyst, Grace Kosinski is now a freelance information broker, both admired and hated in the intelligence community. If there is a secret to be learned, Kosinski will find it for the right price. The only secrets Kosinski will never part with are her own.

In the late 1960s, while on an information gathering mission in Ceylon, Kosinski met an ancient priestess of Atlach-Nacha. The old woman lived in the forest to the south of the island, served by thousands of large spiders that brought her food, clothed her in their webs and protected her from anyone who would harm her. Kosinski stayed with the old woman for over a year, leaving her old life behind. As the final part of her dedication to her new goddess, Kosinski swallowed a potion made from the eggs of Lengian spiders and then gouged out her own eyes as a sacrifice to Atlach-Nacha. Kosinski now wears dark glasses to cover the dark pits where her eyes once were.

Those who meet Kosinski now take her to be heavily pregnant. This is not precisely a misconception. When Kosinski is alone, she births a near-constant stream of small, fleshy spiders from her own body. Anyone who examines these spiders closely will see that they have disturbingly human eyes. With no sight of her own, Kosinski sees through the eyes of her children, wherever they may go.

Now Kosinski travels the world under a series of assumed identities, always keeping one step ahead of those who would silence her, leaving thousands of her children behind every time she stops. Wherever a spider lurks unnoticed in a corner or a shadow, there she is. There have been attempts on her life, but no one has yet managed to take Kosinski by surprise, and none of those who have tried to kill her have been seen again.

While she is steeped in the Mythos, members of Section 46 occasionally call upon Kosinski's services out of desperation. This is never done with N's knowledge.

THE NINE

Alternately known as "the Council of Nine" or simply "IX", this enigmatic sect is composed of world-renowned doctors, scientists, businessmen and politicians, their identities a closely guarded secret. Born out of unorthodox paranormal research conducted in the late 1940s and early 1950s, the Nine claim to be the Ennead, a group of nine ancient Egyptian gods, incarnated now into human flesh, returned to Earth after 34,000 years away. These gods include Atum (their leader) and his descendants, Tefnut, Shu, Nut, Geb, Isis, Nephthys, Osiris and Set. Summoned during a séance, they claimed to be divine and integrated themselves into human society. Since the time of their esoteric origin, they have been involved with UFO cults and the CIA's experiments in mind control (MKULTRA).

The Nine seemingly use their vast influence and supernatural powers to manipulate human society towards their end, mingling discretely with celebrities and powerful figures worldwide, preparing the world for a time when their supernatural reign will manifest. Their Mythos connections are obvious, spanning back the millennia to the era when Nyarlathotep ruled the ancient kingdom in human form.

Due to their strategic placement within governments and business, the Nine have thus far been able to defer any legitimate investigation into their activities, trivialising their influence through association with figures like pop psychic Uri Geller and television producer Gene Roddenberry.

THE ORDER OF THE SOLAR TEMPLE

On record, 1984 saw the founding of the Order of the Solar Temple (Ordre du Temple Solaire in French, often abbreviated to "OTS"). However, the group is a direct evolution of two earlier and similarly titled organisations, the first of which was formally established in 1952 by French political activists and authors. The OTS makes a point of recruiting wealthy and attractive members, particularly those with political or corporate connections, and has established lodges primarily in Francophone countries such as France, Martinique, Canada and Switzerland (they are headquartered in Zurich), though they are also present in both Australia and Spain (particularly the Canary Islands).

Based ostensibly on the tenets of the Knights Templar (itself a group with a controversial and conspiracy-ridden history), the OTS professes a common array of goals: the eventual unification of the world's major religions, changing society to emphasise the spiritual over the material in everyday life, divine beings that may be all-powerful aliens, preparing the way for the arrival of a new solar king/saviour/messiah, abolishing the tyranny of existing authorities and governments, and so on.

These idealistic claims are a sham, hiding an inside world of disturbing rituals, sexual abuse, brainwashing and a cult of personality towards the leadership. Recruits are frequently asked to contribute vast sums of money to the OTS' inner circle, and threats are made against those who attempt to leave.

The Order's embrace of Templar and older Egyptian occult trappings has led them down dark paths, and the inner circle serve Nyarlathotep in several of his different guises: the Faceless God, the Dark Pharaoh and the Whispering Man. They have also incorporated elements of worship towards Baphomet, the demon associated with the Templars and another of Shub-Niggurath's many avatars. Though these entities have no direct influence on the Order's activities, the inner circle continues to perpetrate heinous and deplorable acts upon their followers, whether driven by delusion, self-gratification or a combination of both.

RAËLISM

A relatively new UFO movement, founded in 1974 and based on the writings of French journalist and race-car driver Claude Vorilhon, the organisation was originally called MADEC (an acronym for Mouvement pour l'accueil des Elohim, créateurs de l'humanité or The Movement for the Welcome of the



Elohim, Creators of Humanity) but eventually became the Raëlians Movement. Its members believe that all life on Earth was scientifically created by alien visitors who have cloaked their true nature, claiming to be gods, angels and other supernatural entities. These incredibly powerful and ancient beings – called the Elohim – continue to guide humankind towards an eventual unity with the Elohim and other “divine” alien species that inhabit the galaxy.

The Raëlian doctrine is one of non-violence and revelling in empirical experience and sensory pleasure, and for this reason the expression of human sexuality is a core tenet, with many of their more esoteric rituals involving some element of sexuality.

For these reasons, the movement has attracted a great deal of attention from authorities, and the exact nature of their rituals and ceremonies remains closely guarded and private, revealed only to members of the movement. They use the swastika as their symbol, pointing to its older connotation as a symbol of fortune and good intent, a subtlety that is frequently lost on outsiders. In 1978, the movement is perhaps as many as 3000 members strong, though exact figures are only an estimate.

There is considerable overlap between UFO researchers and the Raëlian Movement, and the connections between the world of UFOlogy and the Mythos make Raëlianism a ripe recruiting ground for Mythos cults. Those cults serving the mi-go are especially eager to draft conscripts from their ranks. A number of Raëlian followers have disappeared, following promises of travel to alien worlds. Their brains are now safely ensconced in mi-go cylinders and their remains buried in unmarked graves. Following the discovery of one of these graves, Section 46 has started planning an infiltration of the Raëlian Movement to see whether they have been successfully penetrated by the mi-go and their followers, or if they are just simple victims.

SERPENT PEOPLE

Weakened by millennia of internecine skirmishes between worshippers of Yig and Tsathoggua, the serpent people see their position on Earth as precarious. This has only become more so since the start of the nuclear age. They worry that the idiot apes who drove them into the shadows in the distant past will now destroy the world they are forced to share.

While the serpent people have their ancient underground cities, they still rely on the surface world for food, and the contamination brought by a nuclear war may prove too great for them to cope with. As part of their strategy for

survival, serpent people in human guise have become active in the anti-nuclear movements growing across the globe. The Campaign for Nuclear Disarmament in particular has been heavily infiltrated by serpent people. They provide funding and logistical support through shell companies and fronts. The suspicious nature of these transactions occasionally bring them to the attention of the security services, who easily mistake their activities for Soviet influence.

Some of the more extreme serpent person elements carry out the occasional assassination of nuclear scientists and weapons researchers, poisoning them in strange and subtle ways. This is limited in scope, as the serpent people don't want to risk escalating human hostilities, accidentally provoking the very war they hope to prevent.

TCHO-TCHOS, THE ABOMINABLE MEN OF LENG

Legend has it that the Tcho-Tcho people are descended from a race of amphibious humanoid servitors called the Miri Nigri, created by Chaugnar Faugn. These abominable beings intermingled with the human inhabitants of the Plateau of Sung, their descendants eventually becoming the Tcho-Tcho. Most numerous in their origin place in northern Myanmar, they are deeply enmeshed within the Golden Triangle opium trade, but have spread across Central Asia and further internationally, serving other Mythos entities as Chaugnar Faugn (see pg. 116), Cthulhu (through the Deep Ones, see pg. 118), Hastur (through the Brothers of the Yellow Sign, see pg. 115) and Zhar (see pg. 125).

Though marked with the ghastly birthright of their distant ancestry, the Tcho-Tcho are nonetheless fully human. They are inevitably loyal to the entities of the Mythos and often serve alongside their monstrous servitors, a genetic heritage that makes them functionally resistant to the insanity such contact would engender, and so they can move and act within human civilisation without drawing attention. For this reason they are prized by the Mythos beings they serve, and despised by those familiar with the truth of their origins.

Section 46 has, through the intercession of Interpol, placed a notice for all customs, immigration and naturalisation agencies internationally to be aware of the Tcho-Tcho, who usually travel with Burmese, Vietnamese or Laotian passports. However, rather than asking these agencies to take action (such as denying entry, or detention), N has instead requested information regarding the individuals so they can be identified and their travel destinations located, to best gain a clearer picture of the scope of their operations.

TULZSCHA

Through the emigration of the Skoptsy from Russia (see pg. 88), Tulzscha's cult has grown and spread, small cells of worshippers emerging across the globe, primarily sorcerers and the criminally insane. These cult-members gather in secret on equinoxes, solstices or other precipitous arrangement of celestial bodies to summon their deity from the court of the Daemon Sultan. Tulzscha manifests as a column of green flame projecting directly up from the Earth's core, causing considerable seismic anomalies.

Such appearances are tracked by the increasingly sophisticated array of seismic and geologic sensors put in place by the world's governments, ostensibly for early earthquake detection. The god offers little but token magical knowledge, but such a reward is ample enough for those who serve it.

There is always the danger that a particularly potent summoning may be mistaken for a nuclear test or, worse, a first strike.



VILLA BAVIERA

Founded in 1961 by Paul Schäfer, a West German national seeking to escape charges of child molestation abroad, Villa Baviera ("Bavarian Village") is a community retreat located

in an isolated part of northern Chile. Its full title is Sociedad Benefactora y Educacional Dignidad (Dignity Charitable and Educational Society) and, on the surface, it appears to be a religious and educational commune with almost 300 members.

The compound, spread over more than 50 square miles, features its own power station, two airstrips, hospital, school and a restaurant, all secured with barbed wire-topped chain-link fences, searchlights, a watchtower, multiple weapon caches (containing sidearms, grenades, rifles, machine guns, and rocket launchers), guard patrols with dogs and even a small tank.

Members of the community guard their privacy zealously, and for good reason. The CIA has reason to suspect that the group – designated as a cult – participates in ongoing criminal activity, and may be host to 'The Angel of Death' himself, Josef Mengele, allowing the former Nazi doctor to continue his monstrous mind-control and biological experiments. Under Chilean dictator Augusto Pinochet's auspices, the facility is also used as a torture centre, with prisoners sent there for 'interrogation' under Mengele's oversight.

The colony has been linked to various terrorist activities and other abuses, and exists in thrall to Schäfer, its leader, who claims ownership over every man, woman and child residing there.

It is unknown whether Schäfer and his allies in the colony serve some entity of the Mythos, or whether their depredations are entirely human.

Y'GOLONAC

The hedonism of the 1970s was made for Y'gononac and his followers. Repression is breaking down, and respectable and powerful people openly indulge their appetites for sex and drugs. With the ever-present threat of global annihilation and a general lack of consequences, it has never been easier to recruit new cultists.

One particular nightclub in London's Soho is home to a particularly evangelical cult. The club, named Revelations, is a discotheque that caters to both a straight and gay clientèle, most of whom are oblivious to the club's true nature. The music plays all night long, and there is more than enough cocaine to go around.

The walls of the club alternate between mirrors and black stone inscribed with subtle lettering, copied from the *Revelations of Gla'aki*. While someone normally has to read the text to be brought into contact with Y'gononac, enough



exposure to the walls allows people to absorb portions of it subliminally. One or two people make the connection every night, finding themselves drawn to their new god.

have any interest in NATO, or whether they are working with other cults.

While Revelations is not precisely respectable, it has developed enough cachet that powerful and influential people are beginning to visit. The Sons of the Hands that Feed are on the verge of gaining some dangerous new members.

ZHAR

Though it remains dreaming and immobile far beneath the Plain of Sung in northern Myanmar, the Great Old One known as Zhar is nonetheless active in the modern world, projecting an avatar called a "tulku" into the world to interact with its human followers. These followers are almost inevitably drawn from the Tcho-Tcho native to the region (see pg. 123), though Zhar's cult is aggressively recruiting new members, through drug-induced brainwashing and insanity provoked by exposure to Zhar's psychic manifestation.

There is also a disturbing rumour that some of the honey traps in Belgium targeted at members of NATO are not the work of the Stasi, but may have been set up by associates of the Sons of the Hands that Feed. No one in Section 46 has yet been able to determine why a cult of Y'golonac would

OTHER MYTHOS ENTITIES

The creatures of the Mythos are varied and complex, interacting with humanity in strange and subtle ways. It is always satisfying to develop new wrinkles and variations of their machinations, shaped by the mood and peculiarities of time and place. The constant spectre of nuclear annihilation may sometimes overwhelm the existential threat posed by the forces of the Mythos, but there are worse fates than mere death, and many whose minds are broken by the true horrors behind our reality may end up wishing for something as simple as fiery destruction.

Of course, most Mythos deities would barely notice if humanity wiped itself out. We are little more than insects to them, and our petty conflicts mean nothing to them. Even if one of their cults brings them into the midst of human affairs, this is a fleeting, inconsequential thing for them. The stars will come right in time, and it makes little difference to these gods whether the world they reclaim is populated by tiny, fragile nuisances or a scorched wasteland devoid of human life.

Even those Mythos entities that pay attention to the activities of humankind are rarely moved to intervene directly, choosing instead to enact their will via human agents. The current state of affairs makes it easier for them to cover their activities in parts of the world, while others may find themselves operating under close scrutiny, having to find imaginative ways of disguising their true intentions.

It is not uncommon for Mythos deities and their followers to remain disconnected from human affairs for long periods of time. The Keeper may decide that a particular entity poses no great threat at this time, or maybe an ancient monstrosity has awoken for the first time in human memory. The world is yours to corrupt or destroy.



• FRIENDLIES AND HOSTILES •

The Cold War is a twisted, Byzantine affair, touching the lives of people across the globe, drawing in those who see themselves as actors and many more who are little more than pawns in the schemes of others. Investigators may find themselves questioning an anonymous informant in a seedy bar one day, then discussing politics with senior politicians at an embassy party the next. The Keeper should always have a cast of non-player characters ready for the investigators to interact with, including some of the more famous or notorious faces of the period.

This chapter provides a selection of the great, the good and the downright unpleasant. It also includes stat blocks for a range of non-player character types, allowing the Keeper to select an appropriate entry when the investigators engage with someone unexpected.

OLEG LYALIN (1937-1995)

Ex-KGB Agent/British Asset

Lyalin is a Russian KGB agent who defects to the UK in September 1971, causing the expulsion from Britain of 105 Soviet officials suspected of being spies. As the first Soviet intelligence agent to defect since World War Two, this provokes significant Russian embarrassment, which in turn sends Lyalin into hiding in fear of retaliation from the KGB.



Lyalin lived in London and posed as an official with the Soviet Trade Delegation until he is arrested for drunk driving. Given this opportunity, MI5 take action, moving Lyalin to a safe house. He offers to give up KGB information in exchange for a new life with his secretary, with whom he is having an affair. The deal made, Lyalin remains in hiding until his death in 1995.

Presumably, if he can be persuaded, Lyalin can offer intelligence with regard to KGB operating practices and techniques, his contact network and insights into other Russian operatives — information that Section 46 agents may find highly useful.

ANDREAS BAADER (1943-1977)

Red Army Faction (RAF)

Andreas Baader is one of the founders of the left-wing militant organisation Red Army Faction (RAF), also known as the Baader-Meinhof Gang, who operate in Germany throughout the 1970s.



Something of a thrill-seeker, Baader was imprisoned in 1969 for an arson attack on a department store. He escapes in 1970 with the help of Ulrike Meinhof (amongst others) and soon thereafter forms the RAF with Meinhof, Gudrun Ensslin and Horst Mahler. The group undergoes training at a Fatah



terrorist training camp in Jordan, returning to Germany to carry out a string of bank robberies to fund their terrorist activities, as well as causing panic with a series of bomb attacks.

In 1972, during a gunfight in Frankfurt, Baader is apprehended. The resulting court case, held at Stammheim prison, lasts from 1975 to 1977, becoming the longest and most expensive trial in German history. In the meantime, other RAF members continue to carry out hijackings and kidnappings. During October 1977, Baader and other RAF prisoners are found dead in their cell, apparent suicides. Section 46 may wish to infiltrate the RAF, given the organisation's ties to other extreme and terrorist groups, as well as seek to use the group as potential cannon fodder and its activities as cover when confronting Mythos concerns. Establishing a friendship with Baader would go a long way to ingratiating oneself into the RAF.

BLACK SEPTEMBER ORGANIZATION (BSO)

Founded in 1970, Black September is a Palestinian terrorist organisation that operates until 1973. The name derives from the conflict of the same name, begun in 1970, when King Hussein of Jordan declares military rule in response to a failed coup d'état, resulting in thousands of Palestinians being expelled from the country.

The group is most infamous for its hostage taking and killing of Israeli athletes during the 1972 Summer Olympics, held in Munich. Israel hits back hard, with Prime Minister Golda Meir ordering Mossad to assassinate all those believed to have been involved.

H seems to have taken a significant interest in the BSO, as well as its association with the ongoing covert war between Mossad and the PLO. It appears H's concerns stem from the BSO's affinity for sabotaging power stations and how the resultant effects might inadvertently contribute to the goals of inhuman minds. In particular, some members of Section 46 have experienced dreams in which a city falls dark, causing hideous winged things to flock like moths to a flame.

JIM JONES (1931-1978)

Cult Leader

Leader of the Peoples Temple, Jones is a self-proclaimed messiah who preaches that his 900 and more followers will find utopia through him. Jones first became a Methodist pastor, then formed his own Wings of Deliverance church in

1955 (which became known as the Peoples Temple). Despite being an accomplished public speaker and seemingly successful minister, Jones has become increasingly paranoid. He has purchased land in Guyana, moving his flock of nearly 1000 to the compound he named Jonestown. With armed guards and a prison camp-like regime, his followers are not permitted to leave and have to submit to terrifying loyalty tests.



On September 18th 1978, US Congressman Leo Ryan, touring Jonestown with journalists, invites anyone who wants to leave to accompany him off the compound. On their way to the airstrip they are attacked by Jones's gunmen; the congressman and some of the journalists are killed. While the attack takes place, Jones instigates "revolutionary suicide". Cyanide and Valium are mixed with powdered drink and the resultant lethal liquid handed around Jones' followers, who are ordered to drink. More than 900 people die. Jones himself dies of a gunshot wound to the head.

MAO TSE-TUNG (1893-1976)

Revolutionary

By the age of 13, Mao was working full-time in his family's fields, but was restless and ambitious. In 1911 he enrolled in secondary education and also joined the Revolutionary Army, which in 1912 overthrew the monarchy and formed the Republic of China. After graduating, Mao worked at Beijing University and become one of the founding members of the Chinese Communist Party. During World War Two, Mao fought against the Japanese and became established as a military leader. After the war, Mao consolidated his position and founded the People's Republic of China.

Despite a period of being sidelined, Mao returns to prominence in 1966, when he launched the Cultural Revolution, with its mass purges, closure of schools and "re-education" of the populace. In 1972 Mao meets US President Nixon, easing tensions and elevating China's position as a world player. Mao dies aged 82 in 1976, from complications of Parkinson's disease.



Section 46 agents should be observant of the Cultural Revolution in order to capitalise upon opportunities to gather intelligence on rare and obscure Chinese occult texts.

RICHARD NIXON (1913-1994)

President of the United States of America

Richard Nixon, 37th President of the United States, is the only US president to resign from office. Elected to the House of Representatives in 1946 and the Senate in 1950, Nixon was a crusading anti-communist. He served as Vice President to Eisenhower for 8 years before an unsuccessful presidential bid in 1960, losing to John F Kennedy. In 1968 he ran again, this time successfully.

During his presidency, Nixon ends American's involvement in Vietnam (1973) and abolishes the military draft. In addition, he opens diplomatic relations with communist China and signs an anti-ballistic missile treaty with the Soviet Union, as well presiding over the Apollo 11 moon landing, ending the space race. In 1972 he wins a landslide re-election bid. One year later he resigns the presidency before certain impeachment and forced removal from office due to severe abuses of presidential power that come to light in the Watergate scandal.

Section 46 agents are cautioned when active in the US to avoid disclosing sensitive intelligence whilst in hotels and governmental facilities.



POL POT (1925-1998)

Totalitarian Revolutionary

Born Saloth Sar in 1925, Pol Pot is a revolutionary and from 1963 the leader of the Khmer Rouge . After studying and working in France and Yugoslavia, he joined a communist cell and returned to Cambodia to join the political struggle for control of the country that waged throughout the 1950s and 60s.





In 1968, Sar started the transition from collective leadership to absolute leader of the Khmer Rouge. Between 1968 and 1975, the Khmer Rouge advances, growing its control of the country and organising the people under its influence. Urban areas are evacuated and people forcibly relocated to rural farms and villages; purges are conducted against those in an official position with an education .

With the Khmer Rouge taking Phnom Penh, the Cambodian capital, in 1975, Sar becomes the leader of the country. Adopting the title Pol Pot ("brother number one"), he continues the forced removal of the populace from urban areas and declares a Year Zero (the destruction of all culture and tradition to make way for a new revolutionary culture) and the banning of all religion. Mass executions and the "Killing Fields" follow.

STEPHEN BIKO (1946-1977)

Black Rights Campaigner

Instrumental in founding the South African Students' Organisation, Biko became its president in 1968, promoting political self-reliance and "black consciousness".



Expelled from the University of Natal because of his political activities, Biko is also banned by the Apartheid government of South Africa, meaning that he can no longer give public speeches nor speak with the media, and is restricted to the Eastern Cape (his birth place). Despite such restrictions, Biko helps form a range of smaller groups whose focus is upon self-reliance, as well as playing a role in the protests that lead to the Soweto Uprising of 1976.

Using the Terrorism Act No. 83, police arrest Biko in 1977 and he undergoes interrogation in Port Elizabeth. The interview, comprising torture and beatings, lasts 22 hours and results in Biko falling into a coma. A month later he is driven over 1000 miles – while naked, restrained in manacles and still suffering from previous injuries -- to a prison with a hospital in Pretoria. One day later Biko is dead. Rebuking police claims, Biko's friends are able to evidence his death was a result of brutal clubbing to the head. Biko's death helps to publicise the Apartheid government's repression and his name becomes known around the world.

PATRICIA "PATTY" HEARST (1954-)

Victim Turned Terrorist

Granddaughter of William Randolph Hearst, founder of the Hearst media empire, Patty Hearst, aged 19, is kidnapped by the Symbionese Liberation Army (SLA) on February 4 1974. The SLA intends the kidnapping to raise a large ransom from Hearst's wealthy family, however two months into her captivity Hearst records an audiotape announcing that she has joined the SLA. The news reverberates around the world as further tapes follow, in which Hearst acknowledges participation in robberies, extortion and other criminal activities carried out by the SLA in California.



A 19-month criminal spree finally ends when the FBI apprehend Hearst in September 1975. Convicted of bank robbery and sentenced to 35 years in prison, Hearst serves less than 2 years due to President Jimmy Carter commuting her sentence.

Hearst serves to exemplify Stockholm Syndrome (where hostages begin to sympathise with their captors). Agents must be on guard against similar techniques to 'brainwash' them into working against sovereign interests.

HAROLD WILSON (1916-1995)

British Prime Minister

During his first term as Labour Prime Minister (1964-1970) Wilson focuses on increasing opportunity while taking advantage of rapid technological and scientific progress. He presides over the abolition of capital punishment, as well as liberalisation of laws concerning homosexuality, abortion and censorship.



Losing the 1970 general election to Edward Heath, Wilson spends the following 4 years as Leader of the Opposition. The 1974 general election results in a hung parliament, forcing Wilson to lead a minority government until a second general election is held in the autumn, when Wilson is able to command a narrow victory.

Wilson's earlier government had seen the outbreak of The Troubles in Northern Ireland, with British troops sent to restore peace at the request of the Northern Ireland government. In 1975, Wilson offers Libyan dictator, Muammar Gaddafi, a secret deal of £14 million if he agrees to stop arming the IRA. Gaddafi, demands more money, which Wilson refuses.

In 1976 Wilson suddenly declares his resignation as Prime Minister, claiming he had always planned to retire at the age of 60, and that he is exhausted.

N is aware of the secret claims of the Soviet defector Anatoliy Golitsyn regarding Wilson's alleged allegiance to the KGB. The resultant inter-departmental fractionalisation and issues arising with our cousins overseas warrants further inspection as to the real truth behind the cover story concocted by Golitsyn.

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 advice on pg. 73 in mind – give every NPC a name and a hint of personality. Avoid faceless, nameless crowds.

INTELLIGENCE OFFICER

A spy for any of the intelligence agencies – SIS, the CIA, the KGB, Mossad and so on.

STR 65 CON 55 SIZ 65 INT 75
 POW 65 DEX 55 APP 50 EDU 75
 HP: 12 DB: 1D4 Build: 1 Move: 8
 SAN: 65

Attacks: 1

Fighting (Brawl) 45%, damage 1D4 + 1D4 damage bonus
 Firearms (Handgun) 40%, damage 1D10
 Dodge 27%

Skills: Cryptography 40%, Disguise 40%, Fast Talk 60%, Military Science 30%, Organisation Knowledge (appropriate organisation) 60%, Other Language 60%, Psychology 60%, Spot Hidden 40%, Stealth 40%, Tradecraft 60%.

INFORMANT COLLABORATOR

A civilian agent recruited to provide information in a foreign nation. Some may be motivated by patriotism or political beliefs; others want revenge, or money, or just the excitement of intrigue and covert activity.

STR 50 CON 65 SIZ 60 INT 65
 POW 80 DEX 70 APP 50 EDU 60
 HP: 12 DB: 0 Build: 0 Move: 8
 SAN: 80

Attacks: 1

Fighting (Brawl) 40%, damage 1D3
 Dodge 35%

Skills: Demolition 40%, Disguise 40%, Fast Talk 50%, Lockpick 40%, Listen 40%, Stealth 60%.



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 of a conflict, 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 SAS or US SEAL teams.

RECRUIT

STR 55 CON 50 SIZ 70 INT 50
 POW 55 DEX 60 APP 55 EDU 60
 HP: 12 DB: 1D4 Build: 1 Move: 7
 SAN: 55

Attacks: 1

Fighting (Brawl) 45%, damage 1D3 + 1D4 damage bonus
 Firearms (Rifle/Shotgun) 35%, damage 2D6+4
 Dodge 30%

Skills: Spot Hidden 20%, Stealth 30%.

REGULAR

STR 70 CON 65 SIZ 70 INT 50
 POW 55 DEX 60 APP 55 EDU 60
 HP: 14 DB: 1D4 Build: 1 Move: 8
 SAN: 55

Attacks: 1

Fighting (Brawl) 50%, damage 1D3 + 1D4 damage bonus
 Fighting (Knife) 50%, damage 1D4+1 + 1D4 damage bonus
 Firearms (Rifle/Shotgun) 55%, damage 2D6+4
 Grenade 40%, damage 4D6
 Dodge 35%

Skills: Climb 50%, First Aid 40%, Military Science 30%, Spot Hidden 40%, Stealth 40%, Throw 40%.

ELITE

STR 80 CON 85 SIZ 70 INT 65
 POW 75 DEX 70 APP 55 EDU 65
 HP: 16 DB: 1D4 Build: 1 Move: 9
 SAN: 75

Attacks: 1

Fighting (Brawl) 65%, damage 1D3 + 1D4 damage bonus
 Fighting (Knife) 65%, damage 1D4+1 + 1D4 damage bonus
 Firearms (Rifle/Shotgun) 75%, damage 2D6+4
 Grenade 70%, damage 4D6
 Dodge 60%

Skills: Climb 60%, Demolitions 50%, Military Science 60%, Spot Hidden 50%, Stealth 70%, Throw 70%.

SECRET POLICE

These statistics describe a member of the internal security forces. In more dubious countries they might be a regime's secret police, whilst in more democratic nations they could also be used for plainclothes detectives.

STR 55 CON 55 SIZ 60 INT 70
 POW 65 DEX 60 APP 65 EDU 75
 HP: 11 DB: 0 Build: 0 Move: 8
 SAN: 65

Attacks: 1

Fighting (Brawl) 45%, damage 1D3
 Firearms (Handgun) 40%, damage 1D10
 Dodge 30%

Skills: Drive Auto 40%, Intimidate 70%, Listen 40%, Spot Hidden 60%, Track 40%, Tradecraft 40%.

TERRORIST GUERRILLA FIGHTER

A member of a resistance group, involved in guerrilla warfare against an occupying power, or a terrorist engaged in atrocities to further their political or religious agendas.

STR 65 CON 55 SIZ 65 INT 50
 POW 65 DEX 55 APP 50 EDU 55
 HP: 12 DB: 1D4 Build: 1 Move: 8
 SAN: 65

Attacks: 1

Fighting (Brawl) 50%, damage 1D3 + 1D4 damage bonus
 Fighting (Knife) 50%, damage 1D4+1 + 1D4 damage bonus
 Firearms (Rifle/Shotgun) 50% damage 2D6
 Firearms (Submachine Gun) 40%, damage 1D10

Skills: Demolitions 25%, Organisation Knowledge (appropriate organisation) 70%, Spot Hidden 40%, Stealth 60%.



• COVERT ACTIONS •

In the course of an espionage operation – whether the covert surveillance of a suspected double agent or the undercover infiltration of a Mythos cult – 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.

Some of the situations an investigator might find themselves are covered in the *Call of Cthulhu* rulebook – in cases where this is the case, a page reference to the relevant section is provided instead. As well as rules, wider advice is provided as to how a Keeper might incorporate the various elements of a covert operation into the narrative of a scenario.

COVER IDENTITIES

Much of the time, the use of a cover or disguise is a matter for roleplaying rather than rules. A skill roll might be useful to determine whether or not the operative has made a stupid mistake in his disguise, but a player who roleplays his disguise well should not be subject to close scrutiny. Those who think their disguise renders them invisible or makes local officials stupidly neglect their duties are going to run into trouble, of course, but a player whose investigator acts 'in character' and does not take risks will normally pass unnoticed in routine activities.

Even the situation where papers must be presented in a routine situation will not normally be a problem for a character who has a well-prepared cover story and well-faked documentation to back it up. Again, players who think they are invulnerable are going to run into trouble eventually, but most of the time a routine border crossing should not pose a problem unless there is some reason for it to.

A well-crafted adventure might be derailed by a failed skill roll, so challenges to the characters' cover story should be used with caution. However, the Keeper might use this situation as a practice run for more difficult encounters later. Investigators who make a mistake when dealing with a bored railway worker might get away with little more than a learning experience; if they repeat that same mistake later when confronted by an alert police detective, they might not be so lucky.

Once a cover story has been seriously challenged, the investigator will be questioned by one or more people who believe they have grounds for real suspicion. The interrogation might take the form of a conversation in the street – it need not be confrontational – but the stakes are high. An error here will result in the investigator being revealed and potentially captured.

Assuming that the investigator has a reasonably good cover in place, they have a good chance to defeat this interrogation, though they might still remain under suspicion. The interrogator's intention is to trap the subject in a lie or to ask a question that he cannot answer. The investigator's figures of speech and mannerisms will also be observed, though sometimes they might be fortunate enough to meet an incompetent, distracted or tired interrogator who is not alert enough to spot even quite blatant discrepancies in his story.

A situation where an investigator's story has been challenged provides a good roleplaying opportunity, and the Keeper may wish to reward the player who puts on a good performance with not having to make any skill rolls. A simple way to resolve the situation with dice is to ask for a Persuade or Fast Talk roll to plausibly answer questions, with the difficulty level set according to the questioner's Psychology skill.

- If the investigator succeeds, the questioner buys his story and releases him.
- If the investigator fails, the questioner becomes convinced that they are lying. He will act accordingly, which might mean immediate arrest or release in the hope that the investigator will lead the authorities to other operatives.

The investigator might be assisted (or help themselves) by creating a situation where the questioner is rushed, distracted or under pressure to release the subject. Alternatively, different means might be used to subvert the process, such as bribery, coercion or trickery. For example, other operatives might pressure the local police to release the suspect by faking orders from some government body. Such efforts may either provide bonus dice to appropriate rolls or allow failed rolls to be pushed. This is risky, however; an operative who is released under suspicious circumstances may well find themselves watched or at least noted as worthy of further investigation, especially in the case of a failed attempt to push a roll.



PINCHES AND SNATCHES

A 'pinch' was, in wartime intelligence parlance, an operation that obtained information or some other valuable commodity by underhand means. This might be violence, although misdirection or bribery might suffice instead. A snatch, on the other hand, refers to a situation where a person is kidnapped or otherwise secured using force or coercion.

CARRYING OUT A PINCH

An operation of this sort involves a planning and set-up phase followed by an approach to the target, the actual pinch, and finally a getaway. The subject must then be secured and, if necessary, passed on to other members of the network towards an eventual destination.

The first phase is one of intelligence-gathering and reconnaissance, some of which may have to be done second-hand by agents in place or informants. Some operations are thrown together at very short notice, such as when a local informant discovers that a desirable target is lightly guarded or an important person is passing through a place where a snatch might be possible. This is a less than ideal situation, but sometimes a golden opportunity simply cannot be passed up. Depending on how this is handled, a number of different skills might be employed, such as Disguise, Stealth or Tradecraft.

The simplest of pinches occurs where a valuable item (such as a diplomatic courier's briefcase) is left unattended or is 'secured' in a place where it can be stolen without confronting guards. Carelessness does happen even where

extremely sensitive information is being carried – a successful Luck roll may solicit such an opportunity. It may be possible to coerce or bribe a courier into leaving his charge open to being 'pinched', or to distract them into doing so – Fast Talk or Persuade will suffice here.

It is generally more desirable to obtain objects and documents from a 'secure' place without confronting guards or foreign officials, even if this means going to a lot of trouble. The straightforward method of shooting the courier and snatching his case is one possibility but is highly undesirable for fear of escalation. A victim who 'loses' an item and does not know exactly how is less likely to make a diplomatic fuss than one whose courier was gunned down in front of witnesses. Giving the opposition the chance to pretend that nothing has happened is an important part of this sort of operation.

Transfers and drops are a weak point in the security surrounding the movement of any person or item. It may be possible to impersonate a driver, courier or contact and simply accept the 'package' from its current handlers. Although there are procedures to prevent such an error, not all intelligence services are skilled enough; even the best can make mistakes under difficult circumstances. It may be possible to walk off with a diplomatic bag or nuclear scientist simply by wearing the right clothes, being in the right place and acting like everything is as normal. In such circumstances, a simple Disguise roll will suffice.

If there is a driver, courier or escort assigned to pick up the package then it may be necessary to delay, detain, misdirect or otherwise remove them from the situation for a time. Again, straightforward violence is not a desirable option but





an incident is less likely if a driver or bodyguard is killed rather than a senior official. If it is not possible to steal, photograph or otherwise obtain the item or information required, then a hard snatch may be the only option. In this case, preparation is vital if the operation is to succeed – especially if the target is a person who must be taken alive.

Some targets' habits make them easier to snatch than others, for example someone who drinks heavily in bars and nightclubs and goes home with random strangers or neglects basic security precautions due to drunkenness or drug use. Regular use of the same route, or simple set-piece security patterns make life much easier for the intelligence operative. A Tradecraft roll will reveal any such weaknesses for the investigator to exploit.

CONDUCTING A SNATCH

The elements of a snatch are: surprise, containment, the actual snatch and withdrawal.

Surprise can be obtained in a variety of ways. The most basic is to conceal the snatch team until the target approaches, and then to spring an ambush (see pg. 135), or to conceal intent by approaching under the pretext of some innocent activity. Misdirection or distraction can help greatly, such as altering road signs to send the target's vehicle into a suitable area for the snatch, or creating a disturbance to draw the attention of guards. Again, the Tradecraft skill is most useful here.

Containment refers to creating a situation where the target cannot leave or be removed from the danger area. Where vehicles are in use this may require blocking a road or puncturing tyres (see pg. 163); personnel can be barred by physical means, such as by deploying additional personnel or by locking doors and otherwise securing the area. Conversely, the target can be funnelled into a chosen area by blocking off other exits. A security detail will usually have more than one route planned; if only one is available then this is the one that will be taken.

The actual snatch is likely the shortest part of the operation; it should be as fast and as 'clean' as possible – see **Handling Ambushes** on pg. 135. Struggling with the subject or their guards, or trying to get through a frightened crowd, can quickly derail an operation. The subject may be removed or make his escape, local police may intervene, or all manner of other complications may ensue. An operation where the investigators have to shoot their way out generally indicates bad planning or a botched implementation – this situation is resolved with regular combat, as usual.

Withdrawal is the most important part of the operation. No matter how good an opportunity for the snatch presents itself, if the withdrawal is a problem then the operation must be scrubbed. For example, attempt a vehicular snatch in rush-hour traffic. No matter how easy it might be to get the subject into a car, mobility would be heavily compromised, making it unlikely that the operation would succeed.

HANDLING TAILS

An investigator may attempt to spot a tail using a combined Spot Hidden and Tradecraft roll. The difficulty level is then modified by the pursuer's Stealth or Drive Vehicle skill, depending on whether the pursuit is on foot.

If the investigator identifies a tail, they may attempt to lose the pursuer through a combined Stealth and Tradecraft roll, or Drive Vehicle and Tradecraft if driving. Again, the difficulty level should be modified according to the skill level of the pursuer.

If the attempt fails, the investigator may attempt to use more extreme measures to lose a tail, such as dangerous driving or starting a brawl on the street. This

qualifies as a pushed roll, and the Keeper should be prepared to inflict injury, have the investigator captured by the enemy or inadvertently give something of their mission or team away if this fails.

Alternatively, if the investigator fails to lose the tail they can attempt to lead them on a wild goose chase. This may be attempted using a Tradecraft roll, with the difficulty adjusted according to the Psychology skill of the pursuer. Note that this is not a pushed roll, as the desired outcome has changed. Again, however, the investigator may wish to push a failed attempt to mislead a pursuer, in which case the Keeper should be prepared to set unpleasant consequences.



HANDLING AMBUSHES

The purpose of an ambush is to take the target by surprise, whether the end goal is assassination, a snatch or theft. If the attacker or attackers can act before their victim knows what is going on, the Keeper may award them an automatic success, unless they roll a fumble. See *Striking the First Blow (Surprise)* on pg. 106 of the *Call of Cthulhu 7th edition* rulebook for details.

Although the examples given in the *Call of Cthulhu* rulebook relate to combat, the same technique can be used to other ends.

For example, if an investigator can disguise their actions when attempting to snatch an attaché case, and the target fails to see it coming, the Keeper may also award an automatic success for the grab itself.

Of course, in this latter case, there is still the matter of getting away with the case. Unless the investigator has arranged some sort of distraction, such as a colleague getting in the way of the target, then a chase may ensue.

A non-compliant person will normally be removed from the target area in a vehicle. Moving an unwilling prisoner any distance on foot vastly increases the chance of escape or intervention. Objects are simpler to remove; a camera containing photographs of the subject item or documents is easiest of all.

Relatively small objects can be passed from the snatch team to a carrier who may be able to disguise or conceal them and then quietly leave the area. The same goes for personnel targets but there are less opportunities to do this. Disguise, Stealth and Tradecraft rolls are all appropriate here.

Withdrawal also requires the investigators to break contact with any pursuit or surveillance. Occasionally a pursuit can be used as misdirection, with some investigators making a noisy getaway whilst the package is slipped out of the target area under cover of all the fuss. This can be very risky but might be the only option under some circumstances. In any case, it is necessary to ensure that investigators are not followed or pursued back to wherever the package is being held. For this reason most of those involved in the snatch will go to a different safe house under most circumstances.

A receiving party (which may be just one operative) should be ready to take possession of the object or captive at a secure location. This person should not be part of the snatch but should wait to receive the package whilst maintaining a watch on the local area. If the safe house or reception point is under surveillance the subject can be directed elsewhere.

Ideally the majority of the snatch party will have no contact with the subject after this point, and will not know how or when the 'package' is to be passed on.

ASSASSINATION

Killing someone is much simpler than kidnapping them. There are many ways to eliminate a person, most of which have a tendency to look deliberate. Ideally, a death should be made to seem like an accident or a random incident. The death of an important official in a road accident or a random mugging-gone-bad will be investigated and will almost always be treated as suspicious, but if there is no proof that it was anything but an unfortunate circumstance then the matter will be shelved.

COLD-BLOODED MURDER AND INSANITY

If the investigator has never killed anyone in cold blood before, carrying out a successful assassination may take a psychological toll. In this case, the player should make a SAN roll (0/1D6) before striking the blow.

If this roll is a failure, the player has the option not to go through with the assassination, as their investigator loses their nerve, in which case the investigator does not suffer the SAN loss. If the investigator goes through with the assassination, they lose the SAN and must deal with the psychological consequences. This only applies to pre-meditated murder, and not to killing in self-defence or the heat of battle.

If the blame can be shifted to an obvious suspect then an overt killing is an option, but otherwise there are few situations that warrant blatantly shooting the target. As usual, the killing of a minor functionary, a guard or a driver will cause less international friction than a high-value target. There is a general acceptance that operatives and bodyguards are the inevitable casualties in the intelligence game, and that the death of one from time to time is the price of doing business.

ACCIDENTS

Staging an apparent accident usually means getting close to the target by some means. Vehicular 'accidents' can be set up and triggered when the victim moves into the right area, with a Drive Auto roll in place of an attack roll (see pg. 142). Other accidents require access to the target or the means of causing the incident. Diplomatic vehicles and those used by high-value targets tend to be secured and guarded when not in use, and are routinely checked for sabotage. Planting a bomb in a vehicle – often to be triggered when the engine is started – is much simpler and takes less time than rigging a vehicle to suffer some catastrophic but apparently random disaster. A well-maintained diplomatic vehicle whose brakes mysteriously fail is grounds for grave suspicion, but is easier to deny than an explosive device.

If it is desirable to make a killing look like an accident then the matter must be staged. Drowning is a good option, whether in the bath or a swimming pool, or in a lake whilst fishing. A subject known to drink a lot, who is found in a lake or pool with several empty bottles nearby, is a good prospect for a drowning 'accident'. Accidental poisoning, electrocution and so forth are less plausible, whereas setting fire to a building is often too random to succeed.

See also **Sabotage**, on pg. 142.

POISONS

Poisoning is usually obvious at an autopsy, and some poisons are impossible to encounter by accident, but it may be much less apparent how the poison was administered or who by.

The simplest ways to kill someone with poison is to either stab them with a poisoned needle, or to place the toxin in their food. The latter can be done somewhat remotely, perhaps by infiltrating a kitchen or the supply chain that supports it. However, the further removed the introduction of the poison is, the more random the effects and the greater the chance of failure. Poison administered to ingredients on their way to the target's kitchen could go astray or end up killing the wrong people. It is more desirable to poison a specific dish directly

on its way to the target. Disguise, Fast Talk and Tradecraft may all be used here.

Injected poisons require only a passing contact with the target. It may be possible to poke or scratch the victim with a fairly blunt instrument without them realising what has happened until it is too late. A more blatant injection with a syringe or stabbing with a poisoned implement is fairly overt, possibly making withdrawal afterwards difficult, but if done at a time when the target is unable to obtain suitable medical assistance then success is assured. See both the rules for **Handling Ambushes** on pg. 135 and **Handling Assassination Attempts**, opposite.

SAMPLE POISONS

See the table on pg. 129 of the *Call of Cthulhu 7th edition* rulebook for a list of sample poisons and their mechanical effects.

BLUNT FORCE

Simple shooting, clubbing or stabbing is somewhat overt but can still be carried out 'cleanly' if the investigator makes the right approach. The target or his bodyguards are most likely to spot an approaching assassin if he appears out of place or is nervous. An investigator who is in good control of himself can saunter casually up to the target and stab him or deliver a point-blank shot then move quickly away.

A single deep wound can be fatal if delivered in the right place. An upward driving stab, under the bottom ribs, will be likely to find the heart or a lung. The former will be rapidly fatal; the latter is survivable with prompt medical attention. Another approach is to strike an organ that has huge blood flow such as the liver or the kidneys. A puncture wound to any of these organs will cause massive internal bleeding that may kill the victim fairly quickly.

With an impaling or puncturing weapon, multiple wounds to the abdomen or chest will cause large-scale bleeding that is particularly difficult to stop if the wounds are close together. A simple 'grab-and-stab' attack made with repeated pumping actions will put a lot of holes in someone quickly, but may not debilitate them immediately. Victims can often continue to fight back whilst being repeatedly stabbed and may make a lot of noise. An assassination of this kind will not be quiet or subtle and should be handled using the normal rules for combat.



Multiple puncture wounds can also be delivered with a firearm. One technique for this is 'zippering'; walking the aim point up the target's abdomen whilst firing repeatedly. This creates several wounds close together which makes the overall heavy bleeding very hard to treat. Small-calibre weapons are highly useful for this technique as they are easy to control; the recoil of more powerful guns can move the aim point too much.

A small-calibre submachine gun can also be used in this manner, these and small-calibre pistols have the added advantage that they can often be suppressed to the point that they are unlikely to be heard by guards in the next room. No gun is completely silent but many can be made very quiet (see pg. 147 for more about silencers, or more accurately, suppressors).

If only one or two shots are used, greater precision is required. A shot to the head with any firearm is likely to be fatal, but this is not guaranteed. Hitting the heart is a guaranteed kill

but it is not a large target. A near miss will possibly nick an artery and cause massive internal bleeding, or may puncture a lung which is life-threatening but treatable. If the target is far from any sort of medical assistance it is generally sufficient to shoot him anywhere in the chest cavity, but for a guaranteed kill a head or heart shot is needed.

As a general rule, the closer an assassin can get the better his chances. This is particularly true of relatively imprecise weapons such as assault rifles and submachine guns.

Simply riddling a moving car with bullets is a chancy business; it is possible to merely wound or even miss entirely everyone in the vehicle. Hosepiping of this sort should be reserved for desperate situations; a premeditated assassination must be carefully set up to maximise the chances of success.

All such assassination attempts can be handled in the same way – see the box out below.

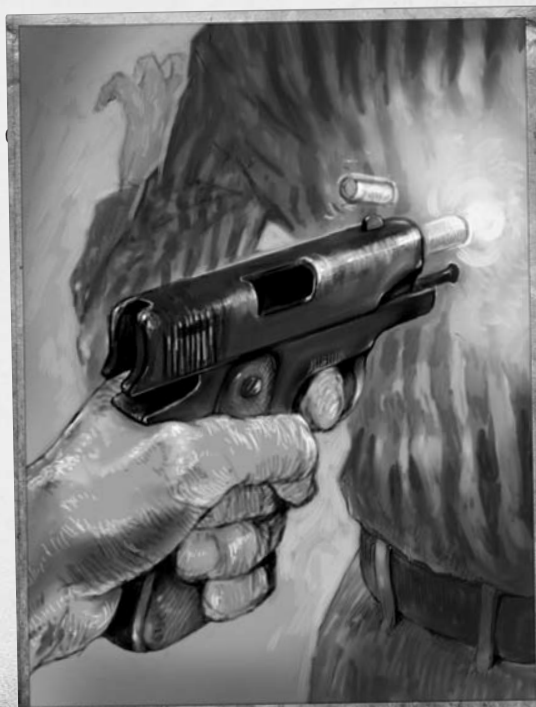
HANDLING ASSASSINATION ATTEMPTS

Assassination attempts must be surprise attacks, conducted outside the scope of normal combat. The investigator must approach undetected or unsuspected and make the initial attack by surprise. This usually requires the use of the Stealth skill to get into position, or an interpersonal skill such as Charm or Fast Talk to deceive the target into not suspecting the investigator until it is too late. In either case, use the Surprise Attack rules on page 106 of the *Call of Cthulhu 7th Edition Keeper Handbook*.

If the attacker's roll is an Extreme success or better, the target is killed instantly or so badly wounded that he will die within moments regardless of medical assistance or the amount of damage rolled. If the attack is a any other type of success, roll for damage normally.

This special rule does not apply when a sniper targets someone, even if they are oblivious, or when firing at someone who is on the move, in a vehicle and so on. It only applies to the situation where the target is unsuspecting and at close range.

Shooting someone in the back at point-blank range as you walk down a corridor behind them would count as an assassination attempt; firing at them as they turn and try to draw their sidearm would not.





SNIPERS

One option is to employ a marksman or sniper to shoot the target from long range. This might be the only way to get at him, but even if a perfect shot is set up a lot can happen between pulling the trigger and the round hitting its target. Vagaries of wind, temperature, humidity and the movement of people including the target can affect a long shot to a surprising degree. The alternative is to either create or take advantage of a moment where the target is stationary and shoot from a fairly short distance (as sniper shots go). At 100-200m the chances of delivering a fatal hit on a stationary target are good. The sniper should have an observer to assist in setting up the shot and also to confirm a hit. Even then, a slightly misplaced round can seem to have killed the target when it has in fact merely wounded him.

A sniper's bullet is handled as a surprise attack as per the *Call of Cthulhu* rulebook, rather than as an assassination attempt (see the box out on the previous page).

EXPLOSIVE DEVICES

Massive overkill is another option. The use of explosive projectiles will result in an obliterated vehicle or a devastated room, but is well suited only to the wilder areas of Africa, Asia and South America. Trying to use such a weapon in Europe or other well-regulated parts of the world will cause problems.

PLANTING CAR BOMBS

If the Keeper wishes to make things simple, an investigator may make a combined Stealth/Demolitions roll to plant a car bomb without being detected. If there is little to no chance of being caught in the act, then a simple Demolitions roll will suffice.

Finding a car bomb first requires that an investigator check for the presence of one. If the device has been planted by a professional, then either a Demotions or Hard Spot Hidden roll will be required. Using mirrors to check the wheel arches and underside of the car changes the Hard Spot Hidden roll to a Regular one, or grants a bonus die to a Demolitions roll.

UNARMED AND HAND-TO-HAND COMBAT

Any situation where an investigator has to engage in hand to hand combat has gone horribly awry. The only really effective method is strangulation, ideally from behind using the arm rather than attempting to squeeze the target's neck with the hands. A stranglehold should cut off the circulation to the brain by compressing the carotid arteries rather than squashing the windpipe. This interferes with breathing but can take quite a long time to take effect, during which the victim will struggle, panic and quite possibly attract attention.

A stranglehold that compresses the carotid arteries, on the other hand, will result in unconsciousness in seconds and, if maintained, death soon afterwards. See the nearby box out for rules for both strangleholds and strangulation.

An investigator who has to fight for any reason should maintain concentration on the objective. The aim is not to defeat the guards in a fistfight; it is to get them out of the way so that the mission or escape attempt can proceed. What matters most is intent; someone who is willing to do extreme violence will prevail over an opponent who is hesitant.

It is rarely a good idea to grapple or wrestle with an opponent, except to obtain his weapon or to retain for an investigator to retain their own. Weapon retention is a skill that all armed investigators should be familiar with, as is the ability to use a gun at extreme close quarters even when an opponent has hold of the weapon arm. Disarming techniques are the opposite side of this coin, but the investigator should not focus too closely on disarming unless the intent is to capture the target.

Elimination of the opponent is generally more effective; their weapon can be picked up after he is dead or unconscious. Rules for unarmed combat can be found in the *Call of Cthulhu* rulebook, pg. 103. See also the box out opposite.

Investigators might potentially arm themselves with a variety of weapons ranging from knives and machetes to improvised weapons such as spades or sticks. Even something as humble as a rock or can of beans can be used as a weapon, either hurled or used to strike at an opponent's head. A resourceful investigator is thus rarely far from some kind of weapon, and as a rule any force-multiplier of this sort can be used to give a decisive advantage in a fight. See the *Call of Cthulhu* rulebook, pg. 104, for more about improvised and other hand-to-hand combat weapons.



GRAPPLES, STRANGLEHOLDS AND OTHER MANOEUVRES

Strangulation is covered on pg. 205 of the *Call of Cthulhu 7th edition* Rulebook.

Along with grappling, restraining and disarming opponents, it is an application of a combat manoeuvre. Unless the rules specify otherwise, if a player describes any combat action that is designed to have an effect other than directly dealing damage to an opponent, the Keeper should treat this as a combat manoeuvre.

COMBAT WITH FIREARMS

Whilst basic weapons-handling is taught to all operatives, effective combat techniques are less common and take much longer to learn. A mob of untrained gunmen is highly dangerous – to all concerned – but a small team trained to make the best use of their weapons is far more effective. Investigators should at all times remember that they have a mission to complete (or an escape to make) and avoid being drawn into any unnecessary exchange of fire.

Thus wherever possible, weapons should not be used even if they are carried. If a checkpoint or sentry post can be bypassed by use of the Stealth, Fast Talk or Disguise skills then this is better than resorting to weapons. It is often more effective to slip away and hide without returning fire if the opportunity presents itself.

Positioning is the most important factor in a gunfight. Military forces use the concept of fire and movement, with some personnel providing covering fire and others moving to a better position, to obtain a tactical advantage. The covering fire may or may not cause casualties among the enemy, but the decisive factor is the position the movement element ends up in.

Once a sufficient positional advantage is obtained the enemy must withdraw or be defeated. For example, moving an element out to a point where crossfire robs the enemy of the benefits of cover will force a withdrawal from that position or allow the occupants to be eliminated. Similar factors apply to any situation where an investigator engages in combat, with the added proviso that the investigators are likely to be heavily outnumbered.

In a situation where an investigator is engaged by enemy guards or other armed opponents, additional hostiles will be drawn to the area, creating a situation where the odds against the investigator can only mount. It is imperative that an investigator does not allow themselves to be outmanoeuvred by elements of the enemy force whilst pinned down by others. Even the most ham-fisted militia can manage this if the odds are good enough. The investigator must keep moving and break contact with the enemy force as soon as possible, ideally escaping from combat and initiating a Chase using the rules on pg. 130 of the *Call of Cthulhu* rulebook.

An investigator should shoot only to eliminate an immediate threat or to force an enemy under cover so that his own movement is facilitated (see the box out below). Even in the situation where the investigator is pursuing an armed opponent, perhaps to retrieve an important item from them,

COVERING FIRE

Covering fire is used to keep enemies from moving freely or to clear an area. Machine guns or sub-machine guns are the ideal tools for this job, though a quick finger on the trigger of an automatic weapon can be almost as effective. Covering 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 roll: success means they can move freely and failure means they are unable to move from cover unless they pay 1 SAN to do so. This roll can be re-attempted each new round of combat. Once the roll is successful, no further rolls are required.



other targets should only be engaged in order to facilitate the primary objective. If it is possible to outpace or bypass additional hostiles then this should be done. Again, such a situation can be handled using the chase rules in the *Call of Cthulhu* rulebook (additional hostiles can be reduced to hazards or barriers, if so desired).

In a situation where the investigator needs to eliminate enemy combatants, the goal is to obtain a suitable position and deal with the opposition as efficiently as possible. The investigator should have no qualms about shooting an enemy in the back – indeed this is preferable – or by surprise. Rather than ‘shooting it out’ the investigator is well advised to use tactical movement, misdirection and trickery to his advantage. A pursuing guard can be ambushed by turning a corner then lying in wait; this is a better option than exchanging fire in the open.

Use of cover and concealment is essential, partly for protection from enemy fire but also to mask movement and obtain that precious position. Even the best-trained operative will miss a lot of the time under the stress of combat; this is particularly true when using handguns. Ammunition is limited and seconds are precious. It is better to hold fire and obtain a point-blank shot than to engage in a running gunfight.

The ideal situation to engage in combat is an ambush into which the enemy moves unaware. The basic ambush concept is familiar to all; the ambushers obtain a position of concealment and open fire without warning. Ideally, a crossfire or fire from above is effective as this robs the enemy of the benefits of cover. An ambush against vehicles should

include an element of containment wherever possible. This can be done by blocking the road or disabling a vehicle to trap the targets in the kill zone. Escape by reversing the route should also be prevented by similar containment methods.

Variations on the simple ambush include the ‘mechanical ambush’ whereby fire is directed at the target from some angles but a clear route out of the ambush area is available. Hostiles will move into this area either to seek cover or to move out of the ambush zone, and can then be attacked with remotely detonated explosives or specialist munitions such as claymore mines. See the box out on pg. 135 for more about handling an ambush in the game.

VEHICLE OPERATIONS

Vehicles are an essential part of intelligence work. Even when one is being used for completely mundane purposes there are some considerations that must be remembered. Vehicles are often left unattended and can be bugged or a bomb can be installed. When a vehicle is used frequently the investigator may come to think of it as ‘safe’ and forget basic security procedures. A single lapse can be fatal (see **Planting Car Bombs** on pg. 138).

Wheel arches are an easy hiding place for a device, and of course a bomb could be planted under the vehicle. Checking for devices in an unobtrusive manner can be difficult; dropping keys and glancing underneath as they are picked up is a common gambit but can be obvious to those who know what to look for – a suspected operative might be kept under surveillance to see if they engage in this sort of search, which





would confirm his identity. A Tradecraft or Spot Hidden roll is required to spot such a device, combined with Stealth if the investigator wishes to remain discrete in their search.

Depending upon circumstances a vehicle can be simple transportation, a means to follow a target or a way to escape a bad situation. All of these grind to a halt if the driver makes elementary mistakes that lead to the vehicle becoming boxed in by traffic, which might not even involve any deliberate action on the part of the enemy. Spacing is important during vehicular operations. At traffic lights or other obstructions it is necessary to stop far enough back from the vehicle in front to be able to drive around it. As a guideline the driver should be able to see the wheels of the vehicle in front.

It is also vital to leave enough space to go around a vehicle in front if it is suddenly disabled or otherwise comes to a stop. This is good traffic-safety advice and does not look suspicious, but can enable the driver to pass a vehicle disabled in an ambush or avoid a routine traffic accident that could risk his cover identity. Some circumstances may warrant aggressive driving or manoeuvres beyond what would normally be expected in traffic, but as a rule an investigator should not drive in a manner that attracts the attention of traffic police unless it is necessary to do so. This may mean abandoning vehicular surveillance rather than making a radical manoeuvre to get past blocking traffic. The Drive Auto skill covers most such vehicular manoeuvres, but in situations where discretion is to be maintained it should be combined with the Stealth or Tradecraft skill (although use of the latter might flag the investigator up to those in the know as a potential agent).

VEHICULAR COMBAT

The simplest way to stop another vehicle is to shoot out its tyres or kill its driver, or perhaps to blow it up with explosive projectiles. Shooting at the occupants of a moving vehicle is extremely difficult – they have cover and concealment due to the structure of the vehicle and are also a moving target. See pg. 142 of the *Call of Cthulhu* rulebook for more about shooting at the passengers of a vehicle.

Shooting at the engine compartment is not as effective as it might seem. The radiator is a vulnerable target on most vehicles, and puncturing it will eventually cause a vehicle to overheat, but this takes time and has to be done from in front of the vehicle. The engine block is impervious to most small arms fire, though a heavy pistol round such as a .44 Magnum will often crack an engine block.

Larger rifle calibres and many machine guns fire projectiles powerful enough to crack the block, but are still not likely to

penetrate it. This will eventually stop the vehicle, but possibly not for some distance. An engine block is the only part of most vehicles that provides shelter from small arms fire. Other parts of a car will conceal the user and may partially deflect bullets but will not stop them completely.

Tyres make for a good target but are hard to hit, especially from another vehicle. A weapon such as a shotgun offers a better chance of deflating a tyre, but normally requires both hands to use – something of a problem for a lone investigator to do when driving. If the target vehicle can be forced to drive over an obstacle such as tyre spikes or a high curb this can burst or deflate tyres; it may be possible to channel the target vehicle into such an obstruction. However, it is usually possible to hit a curb at up to 30mph without bursting the tyres of a typical car.

See the nearby box out for more about disabling a vehicle using gunfire. See also pg. 163 of the **Weapons and Equipment** chapter for more about tyre spikes and vehicular modifications.

DISABLING VEHICLES USING GUNFIRE

For rules on damage to vehicles and targeting tyres with gunfire, see pg. 142 of the *Call of Cthulhu 7th edition* rulebook.

Should an investigator wish to target the engine block of a vehicle during a Chase, such an attempt would incur two additional penalty dice. The bullet needs to do damage equal to or greater than the armour rating of the vehicle plus 10 in order to damage the engine; the investigator must follow this up with a Luck roll to determine if the damage was in the right location to stop the engine working. If all this is successful, the vehicle immediately loses power and will draw to a halt in 1D6 rounds. The driver must pass a Drive Auto roll in the first round or lose control of the vehicle.

Sideswiping another vehicle in the hope that it will lose control is generally ineffective, but a vehicle with greater mass can be used to push another off the road or make it hit an obstruction. Similarly, a violent sideswipe can push another vehicle off course and perhaps cause it to go off the

road. A rear-end 'shunt' is also not particularly effective in most situations as it causes only a little damage unless the difference in speed between the vehicles is very high and is unlikely to result in control loss as the impacted vehicle is pushed straight ahead.

Hitting a car from the rear or side as it takes a corner is more likely to cause a spin or violent change of direction that might induce a roll. Ideally the rear corner of the target vehicle is pushed 'outward' on the corner, causing the vehicle to turn far more sharply than its speed allows.

Ramming a vehicle from the side (a manoeuvre known as T-boning) is guaranteed to cause a lot of damage and is highly likely to send it out of control if it is moving. The target vehicle will be pushed sideways. If it can be driven against some solid surface it will probably become wedged there at least until the ramming vehicle reverses away from it. The occupants may also find it difficult to get out, facilitating a snatch, assassination or escape, as described on pg. 137.

USING A VEHICLE AS A WEAPON

Attempting to use a vehicle to run another vehicle off the road should be treated as a special type of combat manoeuvre, with Drive Auto replacing both Fighting (Brawl) and Dodge. The driver of the vehicle being targeted should decide whether they are reacting offensively or defensively; if the former, treat the Drive Auto roll as fighting back, and if the latter, treat it as Dodge. The losing party, if there is one, must then pass a second Drive Auto roll or lose control of the vehicle.

T-boning or running head-first into a vehicle should also be treated in the same way, except both parties additionally take damage as per the the Vehicular Collisions table on pg. 147 of the *Call of Cthulhu 7th edition* rulebook.

Ramming another vehicle head-on is undesirable, but it is possible to crash a roadblock by aiming for a point between two blocking vehicles and pushing them apart. Damage to the fleeing vehicle will occur, of course, but cars are structurally strongest in the frontal area and the long axis, so the car

should remain drivable afterwards (see the table on pg. 411 of the *Call of Cthulhu* rulebook for damage sustained). Braking sharply just before impact is useful; it forces the front end of the car down so that it will not be lifted up by the impact, possibly losing traction on the front wheels. Power is reapplied at impact, and as the car rises back up on its suspension it will lift the other vehicles a little, weakening the traction of their wheels on the road and making them easier to push apart. Such a manoeuvre can be handled with a Drive Auto roll.

SABOTAGE

Sabotage is normally thought of as an end unto itself, such as crippling factory machinery or disabling a weapon, but it can sometimes be used for other purposes. For example, a vehicle can be sabotaged to fail when the user needs it, enabling a snatch or assassination attempt. Other mechanisms can be sabotaged to impede an enemy, such as a lift mechanism.

Sabotage can be overt or subtle. In the case where an investigator wants to channel the target into using stairs by sabotaging the lift, for example, it will normally be necessary to make it look like a simple mechanical failure. Bodyguards will be alerted if the sabotage is revealed to be deliberate, for example. In such a case, the skill roll made for the sabotage attempt is combined with Stealth.

Sabotage can often be accomplished by very simple means, such as cutting a single cable or wire, or jamming a mechanism with an item. If it is not critical when the target fails, it is possible to simply loosen a few bolts and move on; machinery with loose parts tends to cause its own destruction sooner or later. In these cases, a Regular Mechanical Repair or Electrical Repair roll is all that is required.

There are times, however, when a device or machine must be put out of action permanently and decisively. Anything with working parts can be heavily damaged by dropping a metal object into them – the proverbial spanner in the works – or sometimes by misusing its controls to cause a malfunction. Some machines require that one part be locked in place whilst certain functions are carried out, and may have insufficient safeguards to prevent this feature from being exploited. It is fairly easy to make something like this seem accidental. In cases where the sabotage must either be permanent or timed, the difficulty increases to Hard.

Fire and incendiary devices are a rather obvious way to put a machine, device or installation out of action. Incendiary demolition charges typically use the thermit reaction to produce localised temperatures of over 2500 degrees. This



is enough to melt and weld steel, and will comprehensively wreck most machinery and devices. A tall structure such as a crane can be brought down by heating the metal of its supporting tower so that it softens a little. Once it buckles, the whole structure will come down. For sabotage attempts involving such devices, the Demolitions skill replaces Mechanical Repair.

Heavy machinery may not be completely destroyed by fire, but components such as wires, pipes and instruments can be disabled which will at least put the device out of action for a time. For complete destruction, explosives are a good option. A relatively small explosion, positioned correctly, can cut steel and cause a structure to fall under its own weight. A larger blast is necessary to move masonry, for example to bring down the span of a bridge, or to destroy a large piece of machinery.

SIMPLE SABOTAGE

In most cases, simple acts of mechanical sabotage will require nothing more than a Regular Mechanical Repair or Electrical Repair roll, depending on the type of equipment to be sabotaged. If the mechanism is particularly large, complex or unfamiliar, then the Keeper may call for a Hard roll instead. Dropping a metal item in the works only required a Luck roll; if multiple investigators are relying on the outcome, however, the Keeper should call for a Group Luck roll.

Using any explosive device, including incendiaries, to sabotage infrastructure or large pieces of equipment requires a Demolitions roll.

EXPLOSIVES

There are essentially two kinds of explosives: low explosive and high explosive. High explosive detonates very quickly, making it highly suitable for cutting type effects, whereas a low explosive technically does not detonate but instead burns rapidly, creating a blast effect.

Low explosives include gunpowder and any other materials that burn rapidly, including some chemical and fuel fumes if mixed with the right proportion of air. It is usually possible to ignite a low explosive by a simple flame or spark, such as the

case where a room has been allowed to fill with natural gas to reach an explosive mixture.

High explosives include TNT, dynamite and most military explosives, and are generally stable under most conditions. It is possible to kick a piece of C3 or C4 plastic explosive around, parachute with it and shoot it with bullets – it will not detonate.

In order to get a high explosive to detonate, a great deal of energy must be applied. This can be by detonating a small quantity of a low explosive either in an improvised fashion or as a pre-fabricated detonator. The latter can often be initiated electrically, allowing a bomb to be detonated on a timer or by radio signal.

Another way to set off explosives is to use detonation cord (detcord, sometimes also called primacord), which is an explosive formed into a cord that can be used as a fuse, a means of initiating other explosives or as an explosive in its own right. For example, detcord can be wound around the target to create a cutting charge, or taped to a door or similar structure to breach it. The explosive within the cord detonates at the rate of about 4 miles per second, so the command detonation of even quite a distant device is more or less instantaneous.

Timed detonation allows investigators to be long gone when the bomb goes off, and can be achieved by a variety of means. A burning fuse tends to be rather obvious, so electrical timing is a better alternative. Alternatively a 'time pencil' can be used. Once initiated the pencil cannot be stopped, and the time is preset during manufacture. Some time pencils use the action of a corrosive fluid on a wire, others have a piece of stressed metal that will snap after a certain length of time. Time pencils are reliable if they are undamaged. The investigator should inspect every device before use, and may wish to use more than one to reduce the odds of failure. However, timing is imprecise due to slight variances during manufacture. Detonation can occur either earlier or later than intended, though this is proportional to the delay the device was created for; a 10-minute pencil might go off a minute either side of the preset time, but no more than that, whereas one set for 24 hours might be out by an hour or two. Temperature can affect this variance; cold slows down the action of the timer and increases the delay, heat has the opposite effect.

Plastic explosive, of which Composition 3 and Composition 4 (C3 and C4) are the most commonly found examples in the West, can be moulded into any shape and used in amounts precisely suited to the job at hand. Its stable nature

makes it well suited to many applications; it will function perfectly well underwater so long as the initiation mechanism (usually a detonator) works. Plastic explosive (sometimes called plastique) will adhere to many surfaces if pushed hard against them, enabling a breaching charge to be created, but it will rarely stick if thrown. The effects of plastique, like any explosive, depend greatly upon where and how it is placed. A charge can be tamped by placing heavy material on one side of it to direct the blast the other way. Even if a wall is knocked down by a blast it may still channel, reflect or redirect it. Blast effects can also be used to hurl secondary projectiles such as nails packed around a bomb or fragments of masonry, and the heat of a blast might sterilise an area contaminated by some chemical or toxin.

Use of explosives is covered by the Demolitions skill, and is handled as described in the *Call of Cthulhu* rulebook.

WEAPONS OF MASS DESTRUCTION

A weapon of mass destruction (WMD) is defined as a weapon intended to cause mass casualties. Nuclear, biological and chemical weapons fall into this category, whereas really large conventional bombs do not. The investigators might encounter such weapons in the course of their mission; under most circumstances this will usually be to prevent their use.

Biological weapons are generally weaponised diseases such as smallpox or anthrax. Defence against them is similar to attempting not to contract any ordinary disease; 'barrier nursing' methods such as using gloves and aprons, and a face mask, will greatly reduce the chances of infection. However, the main danger of these weapons is that many can be passed from one infected person to others before symptoms appear.

Chemical weapons are less risky than biological ones, since contact with the agent is required for intoxication. They are still somewhat random and some can be persistent, making an area hazardous for an extended period. Tear gas is technically a chemical weapon but is generally considered to be a different category of weapon since 'true' chemical weapons are intended to be lethal. Likewise, poisons whether of biological or chemical nature which are administered by injection are not chemical weapons as such.

The most likely chemical weapons to be encountered by investigators are nerve gases, which affect the nervous system of the victim. They are most lethal when inhaled but intoxication can occur through skin contact. Partial protection can be achieved through covering skin and using a breathing

mask, but full protection requires a sealed suit and mask. It is possible to be exposed to a nerve agent without serious ill effects if the agent is very dispersed, such as in an open area in a strong wind. More serious intoxication causes disorientation and possible collapse, with fatal doses resulting in almost immediate convulsions and death.

Sealing a location against chemical or biological agents essentially comes down to making it airtight or setting up filters with either a Regular Mechanical Repair roll or a Hard Science roll. The Keeper should make the roll in secret, so that the players are not entirely sure how safe their precautions are.

It is unlikely that investigators will use nerve agents or other chemical weapons, but they may well need to prevent or contain their use. A chemical or biological weapons installation can be rendered safe by either intense heat to destroy the agents, or simply smashing up the machinery to at least stop production. Any leak of chemicals or biological agents will pose a serious hazard but this will be limited to the immediate area. Natural conditions such as rainfall will eventually dilute hazardous materials, though a fairly large area might be poisoned. Whether this is worth the risk is left to the investigators...

Nuclear weapons are the great fear of the Cold War. Not only is the detonation of a single nuclear weapon of any size a local disaster, but there is also the possibility that a detonation could trigger a large-scale exchange between superpowers. Nuclear weapons range from the huge warheads carried by intercontinental missiles to fairly small devices. The latter include various tactical warheads, artillery shells and even an infantry-launched 'nuclear bazooka', the US M28/M29 Davy Crockett. Nuclear demolition charges sometimes referred to as suitcase nukes also exist.

Any nuclear device is complex; getting the materials to detonate can be done by various means, all of them quite technical. As a result it is usually possible to disarm a nuclear bomb by disabling the more conventional components, and this is doable without becoming irradiated in most cases. Damaging the contact face of the nuclear materials (e.g. by bashing it with a hammer) will also prevent the bomb from creating a nuclear detonation, but it is a death sentence for whoever does it.

A Regular Demolitions or a Hard Mechanical Repair roll can be used to disarm such a device. Consequences for failing a pushed roll may result in the device's detonation, but more likely involve the investigator becoming (possibly fatally) irradiated.



A simpler but highly destructive device called a radiological dispersion device can be created by packing nuclear materials around a conventional bomb. This will not create a nuclear detonation but will scatter toxic and radioactive material over a wide area, which will cause a great many casualties. A device of this sort could be created with radioactive materials that are not of weapons grade, making it an alternative for terrorist groups or smaller nations without a suitable nuclear energy programme.

The most likely nuclear threat (discounting Azathoth, of course) that the investigators are likely to face is a group trying to smuggle a warhead or 'suitcase nuke' into an area, or to obtain the parts for a bomb. It is highly unlikely that covert investigators will have access to weapons of mass destruction, but their opponents might.

HANDLING WEAPONS OF MASS DESTRUCTION

We have not detailed stats for WMDs simply because we anticipate them being used as plot devices rather than actual weapons. If the investigators are trying to prevent the detonation of a nuclear weapon by the Black Brotherhood in central London, failure will mean the end of the investigators. No one in the vicinity will survive the explosion, no matter how low the Keeper rolls for damage.

Similarly, nerve gas and biological weapons are designed to kill, and are very good at it. If an investigator is exposed, death is inevitable. It may take seconds or hours, but the result is the same.

Keepers should treat WMDs like Great Old Ones: they are great threats to hang over the investigators, but coming into direct contact with one generally spells the end of the campaign.





• WEAPONS AND EQUIPMENT •

The amount of weaponry and equipment available to operatives can vary considerably depending upon the mission. Obviously, 'spy equipment' must be carefully smuggled into a foreign country; some items are a dead giveaway that the user is engaged in espionage. Likewise, it can be difficult to bring weapons into some countries, and being caught crossing the border with a gun is certain to result in arrest and detention. For this reason operatives mostly use locally available equipment, which has the added advantage of not obfuscating where the items came from. Only the most vital equipment is supplied from home; this is typically top-end weapons for a specific mission, electronic devices not available locally, and so forth.

It is rare that an investigator will have to buy equipment with their own money. Even if equipment is not issued directly by the investigator's agency or their local agents, they will

generally provide the funds to purchase it. In the case of extremely unusual or expensive equipment, the investigator may be required to make a Trust roll (see pg. 47).

WEAPONRY

Most operatives routinely go about their business unarmed. There is no real chance to avoid detention if caught with a weapon, so guns and other weaponry tend to be brought out only when there is likely to be a need for them. The exception is where a 'loud' operation is carried out; typically an assault on an installation or an assassination that cannot be mistaken for an accident. It will be clear what happened, but not necessarily why or who perpetrated it.

Weapons used by operatives are 'sanitised' by removing all serial numbers and other identification, and in some cases

SOURCING EQUIPMENT IN HOSTILE TERRITORIES

Getting hold of items such as weapons, high-end photographic equipment or forged identity papers may prove especially difficult for an investigator operating behind the Iron Curtain, in a war zone or anywhere else the investigator's presence is not welcome.

By far the easiest means is for the investigator to find someone locally they can trust and who has access to the appropriate items. Identifying someone suitable in a friendly insurgent group requires a Hard Organisation Knowledge roll for the appropriate region; if the investigator is already under suspicion by local counter-intelligence services or other hostiles, the Keeper may call for this to be combined with a Tradecraft roll.

Calling on the investigator's own agency to provide the equipment involves less potential risk to the investigator, but relies on the organisation having suitable agents in the area. This requires a combined Luck and Trust roll on the part of the

investigator, to determine whether there is a suitable contact and if the agency can be convinced to put them at risk; the Keeper may make the Trust roll Hard if the investigators have acted in a way that might draw attention.

The most risky option, which may also be the only choice, is to find a local source who is not known to the investigators or their agency. This may involve a Trust roll with a local paramilitary group or similar to convince them to share information, a social skill roll to convince a local contact to point the investigators in the right direction, or a combined Tradecraft and Organisation Knowledge roll to know who the local black market dealers are.

In each of these cases, the Keeper should make the roll in secret; if it is a failure, the investigators will still make contact with someone, but this may be a group of bandits looking to rob them, an information broker who plans to sell them out or members of the local secret police.

are manufactured without them. Locally obtained weaponry won't be sanitised in this way and should be disposed of after use. After the operative has cleaned their fingerprints off the gun, he either gets rid of the weapon himself or passes it to a 'gun carrier' whose task is to do so.

SANITISED WEAPONS

Tracing the source of a weapon normally requires a combined Firearms and Tradecraft roll. If the weapon has been sanitised, the difficulty level for each skill is raised to Hard. Should the weapon have been manufactured without a serial number, the difficulty level for each skill becomes Extreme.

Sanitising a weapon effectively requires a combined Firearms and Mechanical Repair roll. Failure means that the investigator has left enough of the serial number for it to be recovered by professionals.

Weapons can be grouped into two categories: those best suited for assassination and those intended for combat.

'Assassination' in this case refers to a situation where the target is unable to fight back, such as a surprise close-range shooting or employing a sniper. Under these circumstances it does not matter whether the target is instantly killed or dies a while later so long as they do in fact die. Small-calibre handguns, for example, can inflict a wound that will be lethal through blood loss, but not immediately disabling.

Combat weapons are better suited to a situation where the opponent must be 'stopped' immediately; put out of action, whether he dies or not. An operative trying to escape from pursuit or to shoot his way into an installation to get to a vital target needs a gun that will drop opponents immediately, but often does not really care whether they survive the wound.

Obviously, there is a fair amount of overlap between these two types. A cornered operative fights with what he has, and any weapon can inflict a lethal wound under the right circumstances. However, as a rule, small and concealable weapons are perfectly capable of being used for assassination but are not well suited to combat, whilst a larger weapon is more capable but harder to conceal. The nature of the mission will dictate what weapons are used.

Special weapons include a range of items that would not normally be available to intelligence operatives but which may be obtained for special purposes. These include heavy weapons used by the military, which can sometimes be stolen or bought on the black market, or taken from the enemy during an operation. Some of these items are very specialised and would have to be supplied by the operative's agency or an allied group.

OBTAINING SPECIALIST EQUIPMENT

Unusual equipment requests from the investigator's agency will normally require a Trust roll. See the box titled SOURCING EQUIPMENT IN HOSTILE TERRITORIES earlier in this chapter (opposite) for guidelines on procuring weapons on the black market.

The most commonly used weapon type for an operative is a handgun, as they are easily concealable. Longarms such as rifles and large submachine guns are rarely used except for as part of a 'loud' operation, such as an assault on a remote outpost to free prisoners or retrieve a vital piece of equipment.

Most of the following weapons are widely available worldwide and can be found in the hands of hostiles almost anywhere. Wherever possible, British and American weapons are not used by British and American operatives overseas, but may still be issued for operations on home soil. Ammunition is, wherever possible, sourced from somewhere other than NATO stocks even if it is NATO standard, as cartridge cases are traceable. Weapons of a very old design are often used by operatives either because they are widely available in the criminal underworld or because they are unlikely to be connected with intelligence personnel from more advanced nations.

A NOTE ON SILENCERS

There is no such thing as a 'silencer'; such devices are more correctly termed 'suppressors' and do not entirely eliminate the sound of a gun being fired. What they do is reduce the sound, making it less likely to be heard or identified as a weapon being fired. Low-velocity ammunition must be used with a suppressor, as the crack of a supersonic rifle round will be heard even if the shot is not.

To fit a suppressor, the end of the weapon's barrel must be threaded. The clumsy nature of a suppressor, which takes the form of a tube extending the barrel, makes the weapon

hard to conceal and uncomfortable to carry. Suppressors, if deployed at all, tend to be fitted just before use and swiftly removed afterwards.



USING A SUPPRESSOR

An operative fitting a suppressor must make a suitable Firearms skill roll to do so correctly; otherwise any use of the weapon will incur a penalty die until the suppressor is removed.

If an operative fires a weapon fitted with a suppressor, it will only disguise the noise from listeners separated from the gunfire by walls or doors, or who are at least a few hundred yards away; even then, someone hearing the sounds can make either a Listen or Firearms skill roll to identify the sound as gunfire.

REVOLVERS

Although considered by some to be dated, revolvers are highly effective sidearms which are extremely easy to use. This can be important when grabbing a gun from the nightstand in

the dark after hearing a noise. Most revolvers have a cylinder that usually contains six chambers and swings out to the side for loading.

'Modern' revolvers – in other words virtually all those designed after 1900 – have an internal safety device that makes it safe to carry the weapon with all six chambers loaded. However, some users carry their guns with the first chamber empty. This means it will not fire on the first attempt, giving them a chance if they are disarmed and their own gun is turned against them.

In addition to their availability, the other key advantage of a revolver to an agent is that cartridges remain in the cylinder when fired. Whereas a semi-automatic pistol ejects spent cartridges that might be found by an enemy and traced back to the shooter, the user of a revolver takes them away with him unless they are dropped when reloading the gun.

Revolvers almost never have a manual safety catch, and few are designed in a way that allows them to be used with a suppressor (see above). Some revolvers must be manually cocked before each shot (this is termed single-action), whilst most can be cocked by trigger action or manually (this is known as double-action). Even untrained or poorly trained personnel can use a revolver without difficulty, if not with any skill.

The commonest calibres for revolvers the world over are .32 and .38. .357 Magnum is a more powerful version of .38 (with a longer cartridge) whilst .44 Magnum is very powerful, but is difficult for poorly trained personnel to control. Weapons of this sort are really too powerful for combat use and are generally carried out of ego, though their ability to crack an engine block can be useful.

Colt Detective Special

Dating from 1927, the original Detective Special has been widely copied around the world. It is a very conventional short-barrelled ('snub-nosed') six-shot revolver usually chambered for .38 Special ammunition. Revolvers of this sort are widely carried as backup guns by police and security personnel, and equivalent weapons (usually with a longer barrel) are often issued by police departments.

Colt Python

The Colt Python, with its distinctive ventilated top rib, appeared in 1955 and was soon copied by other manufacturers – legally and otherwise. It is a powerful weapon, and has sufficient recoil to be unpleasant for poorly trained shooters to fire. Pythons and cheaper copies are common worldwide. It can shoot the potent .357 Magnum round and also .38

HANDGUNS

Weapon	Skill	Damage	Base Range	Attacks per round	Bullets in gun	HP's resistance	Malfunction
Colt Detective Special	Firearms (handgun)	1D10	5 yards	2	6	6	00
Colt Python	Firearms (handgun)	1D8+1D4	15 yards	1 (3)	6	8	100
Smith & Wesson Model 60	Firearms (handgun)	1D10	15 yards	1 (3)	5	8	100
Manhurin MR73	Firearms (handgun)	1D10	15 yards	1 (3)	6	8	98

Special (which actually has the same diameter as .357 despite the different names). .38 ammunition will fit in a .357 Magnum revolver but the longer .357 cartridge will not fit in a .38 revolver.

Smith & Wesson Model 60

A compact 5-shot revolver capable of firing .38 Special or .357 Magnum ammunition, the Model 60 is a popular concealed-carry weapon in the US and has been widely exported.

Manhurin MR73

Introduced in 1973, this modern French revolver can be chambered for .38 Special, .357 Magnum, and 9mm ammunition. It is being taken up by French police departments, as well as appealing to the private and competition markets.

SEMI-AUTOMATIC PISTOLS

Often incorrectly termed 'automatic pistols', semi-automatic or self-loading pistols are slimmer than revolvers and have the advantages of both a larger ammunition capacity and faster reloading. Most semi-automatics must be cocked before firing; the action of working the slide does this as well as ejecting any cartridge that is in the breech and loading the next from the magazine. Weapons of this type can be carried "cocked and locked" (with a round chambered, hammer cocked and safety on; perfectly safe unless the weapon is defective).

Poorly trained or untrained personnel sometimes make mistakes with a semi-automatic pistol, such as forgetting about the safety catch or leaving a round in the breech when the magazine is removed. This creates a real possibility for disaster or an opportunity for the operative who has been disarmed and his weapon 'made safe' without the chambered round being ejected. Poorly trained personnel issued semi-automatic weapons are often taught to carry the weapon with the safety off and no round chambered, using a drill whereby

the weapon is drawn and the slide worked to chamber a round and cock it. These personnel often fail to make their weapons safe after use – they may not even know how – and can pose a hazard to one another even after an incident is over.

Semi-automatics are available in a wide range of ammunition types. In the West, .45 ACP and 9mm Luger (sometimes called 9mm Parabellum) are the most common types of combat handgun ammunition. Soviet and Eastern-bloc weapons tend to use smaller calibre ammo; 7.65mm is common, as well as a range of calibres equivalent to the Western .380 ACP.

Star Model B and P

The Spanish-made Star Model B and P are basically copies of the Colt M1911, which has been the standard US military sidearm for half a century. The advantage of such a weapon is that it is familiar to personnel trained with a Colt but as it is not a standard NATO weapon it does not arouse suspicion. The Model B is chambered for 9mm Luger and is fed from a 9-round magazine; the Model P uses more powerful .45 ACP ammunition but only holds 7 rounds in the magazine. This weapon was widely exported for many years after its introduction in 1924, and found its way to many countries including Nazi Germany. Examples left over from WWII can be encountered almost anywhere making this an ideal weapon for those favouring the .45 ACP cartridge.

Walther PPK

Developed in the 1920s for use by the German police, the PPK can be chambered for a variety of ammunition but normally uses either 9mm short or 7.65mm. These are not powerful cartridges but they keep recoil down and contribute to a very slim, easily concealable weapon. The PPK is unusual for a semi-automatic in that it fires its first shot using double-action; it can be carried with the hammer down on a loaded chamber and fired without first cocking it. Subsequent rounds are fired in the usual single-action manner of a semi-



SEMI-AUTOMATIC PISTOLS

Weapon	Skill	Damage	Base Range	Attacks per round	Bullets in gun	HP's resistance	Malfunction
Star Model B	Firearms (handgun)	1D10	15 yards	1 (3)	9	8	98
Star Model P	Firearms (handgun)	1D10+2	15 yards	1 (3)	7	8	98
Walther PPK	Firearms (handgun)	1D8	10 yards	2	8	6	99
FN/Browning GP35	Firearms (handgun)	1D10	15 yards	1 (3)	13	8	98
Pistole Makarov	Firearms (handgun)	1D10	15 yards	1 (3)	8	8	99
PSM	Firearms (handgun)	1D10	15 yards	1 (3)	8	8	100
Colt Defender	Firearms (handgun)	1D10+2	15 yards	1 (3)	7	6	100
Astra Falcon	Firearms (handgun)	1D10	15 yards	1 (3)	7	8	100
MBA Gyrojet	Firearms (handgun)	1D10+2	*	1 (3)	6	8	95
Smith & Wesson Model 39	Firearms (handgun)	1D10+2	15 yards	1 (3)	8	8	99
Auto Mag	Firearms (handgun)	1D10+1D4+2	15 yards	1 (3)	7	8	98
CZ 75	Firearms (handgun)	1D10	15 yards	1 (3)	12	8	98

* Ineffective at close range, the MBA Gyrojet incurs a penalty die when fired within 15 yards.

automatic, with the weapon ejecting its spent cartridge and loading the next using the action of the slide. PPKs can be found all over Europe, and were widely sold elsewhere too.

FN/Browning GP35

Designed by John Browning and put into production in 1935 by Belgian firm Fabrique Nationale, the 'Grand Puissance' (or High-Power) is a high-capacity 9mm semi-automatic pistol with a 13-round magazine. It was adopted by the British Army under the designation L9A1 and was used by many other forces, including wartime Germany. Today it is a common pistol across Europe and the wider world.

Pistole Makarov

The Pistole Makarov is the standard Soviet sidearm, issued to police and military personnel in many Warsaw Pact

countries as well as being sold on the wider market. The Makarov uses the short 9mm Makarov cartridge, which is not compatible with NATO-standard 9mm Luger. Similar weapons such as the Polish P-64 are used in a number of different nations.

PSM

Similar to the Makarov, the PSM (Pistole Samozaryadny Malogabaritny) is a very small and slim semi-automatic used by Soviet and Warsaw Pact officials and their bodyguards. It fires an unusual 5.45x18mm cartridge.

Colt Defender

A compact .45 handgun using a 7-round magazine, the Defender is popular with bodyguards and others who need a small but powerful weapon for concealed carry.



Astra Falcon

The Spanish manufacturer Astra produces a range of distinctive handguns, sometimes described as resembling water pistols. The Astra Falcon is a smaller version of the Astra 400, and is chambered for 9mm Short ammo. It is a small and slim handgun suitable for concealed carry, with a 7-round magazine.

MBA Gyrojet

The Gyrojet is an innovative weapon, though one that is only partially successful. Rather than conventional chemical propulsion to throw an inert projectile, it uses a rocket that gains velocity after leaving the barrel. There is no ejection system; the whole projectile is fired. However, the Gyrojet is inaccurate and ineffective at close range. It can be fired underwater and is more effective than conventional guns against underwater targets.

Smith & Wesson Model 39/Mk22 Model 0 'Hush Puppy'

Developed for US Special Forces during the 1960s, the 'Hush Puppy' is so named because it was used extensively to eliminate enemy guard dogs. The Model 39 is a fairly conventional 9mm semi-automatic with an 8-round magazine. With some modifications (such as threading for a suppressor) it went into service as the Mk22.

Auto Mag

The first semi-automatic pistol to use Magnum ammunition, the Auto Mag becomes available in 1971. It uses the powerful .44 Magnum revolver cartridge in a 7-round magazine. Other calibres are becoming available. This is a bulky weapon that is too big and too hard to control for combat purposes, but is often used for intimidation purposes instead.

CZ 75

Available from 1976, the CZ 75 is a double-action semi-automatic pistol chambered for 9mm. It can be carried with the hammer down on a loaded chamber and brought immediately into action by simply pulling the trigger. A fully automatic version is available, which uses a spare magazine located under the barrel as a foregrip.

SHOTGUNS

Shotguns are almost always smoothbore weapons that usually fire a charge of pellets or 'shot'. They can be used to deliver other forms of projectile including solid shot (sometimes called slug) or tear gas cartridges. Types of shot vary; very light shot (birdshot) increases the chance of hitting a small target such as a bird on the wing but loses velocity fast and thus has a short effective range. It is useful for hurting rather than killing people

at moderate ranges, and may be used in riot-control situations. Heavy shot (buckshot) has a smaller amount of heavier shot, giving it good knockdown power against a human opponent. Penetration of armour is poor, however, though shot can be effectively used to breach a door by shooting out the hinge attachments or the lock assembly. A solid slug has a longer range and tremendous knockdown power but loses the primary advantage of the shotgun, which is that the cone of shot creates a better chance of hitting the target.

It is usually possible to obtain a single or double-barrelled shotgun in most areas. They are commonly used by farmers, competitors and recreational shooters. Over-and-under or side-by-side configurations are both common, and guns of this type range from cheap workhorses used for vermin control to beautiful works of art that are status symbols as much as weapons. However, most combat shotguns are either pump-action or semi-automatic weapons.

Ithaca 37

The Ithaca 37 was developed in the 1930s for military use and remains a standard weapon in many areas today. It is deployed by many US police departments and overseas users besides. The standard fixed-stock weapon can have a magazine ranging from 5 to 8 rounds. The 'Stakeout variant', developed for police use, has no stock but has a pistol grip instead. It has a short barrel and a 4-round under-barrel magazine, and is very 'handy' in a close-quarters fight.



SHOTGUNS

Weapon	Skill	Damage	Base Range	Attacks per round	Bullets in gun	HP's resistance	Malfunction
Mossberg 500	Firearms (Rifle/Shotgun)	4D6/2D6/1D6	10/20/50 yards	1	6	10	100
Winchester Defender	Firearms (Rifle/Shotgun)	4D6/2D6/1D6	10/20/50 yards	1	6	10	100
Remington M870	Firearms (Rifle/Shotgun)	4D6/2D6/1D6	10/20/50 yards	1	6	10	100
Ithaca 37	Firearms (Rifle/Shotgun)	4D6/2D6/1D6	10/20/50 yards	1	5 or 8	10	100
Ithaca 37 'Stakeout'*	Firearms (Hand-gun)	4D6/2D6/1D6	10/20/50 yards	1	4	10	100
Browning Auto 5	Firearms (Rifle/Shotgun)	4D6/2D6/1D6	10/20/50 yards	2	3 or 5	10	98
Atchisson Assault Shotgun	Firearms (Rifle/Shotgun)	4D6/2D6/1D6	10/20/50 yards	1 (2) or Full Auto	7 or 20	10	99
Ks-23 Special Carbine	Firearms (Rifle/Shotgun)	4D6+2/2D6+1/1D6	10/20/50 yards	1	3	10	100

* Designed for use in close-quarters combat, the Ithaca 'Stakeout' variant can be used at point-blank range (see *Call of Cthulhu*, pg. 113 and 127).

Mossberg 500/Winchester Defender/Remington M870

The pump-action Mossberg 500 shotgun was developed for the civilian market, with a military model adopted by various armed forces. The standard configuration has a fixed stock and a rifle-length barrel. The weapon can carry one shell in the breech and more in a tubular magazine under the barrel, which is loaded through the bottom of the weapon. A spent shell is ejected by manually working the action, 'pumping' the foregrip, which also chambers a new shell. Magazine size is usually 6 rounds, though in some areas civilian weapons are restricted to two or three rounds, with the rest of the magazine space blocked off.

The Remington M870 is a similar weapon, with a folding-stock version available. The M870 is currently undergoing an explosion of popularity on the 'survivalist' market in the USA due to fears that the Cold War may become hot.

The Winchester Defender is also generally similar to the Mossberg, though adherents of each will endlessly debate which is better.

Browning Automatic Shotgun

Generally known as the Auto 5, the Browning automatic shotgun was developed at the beginning of the 20th century. It does not need to be pumped; the action is worked by recoil from each round firing. Magazine size is usually either 3 or 5 rounds. Semi-automatic shotguns are generally considered to be less reliable than pump-action weapons and cannot usually fire specialist ammunition such as tear gas as these rounds are not powerful enough to work the action. However, a semi-automatic can shoot much faster than a pump-action shotgun.

Atchisson Assault Shotgun

Created using parts from the M16 assault rifle, the Atchisson assault shotgun is a fully-automatic weapon capable of using



a 7-round box magazine or a 20-round drum. It is bulky and heavy, but offers incredible close-range firepower to those able to control its recoil.

KS-23 'Special Carbine'

The Soviet-made KS-23 is a highly unusual weapon. It is of very large calibre (barrels were obtained from 23mm anti-aircraft weapons) and has a rifled barrel. For this reason it is designated a carbine in Soviet military parlance. It can fire fragmentation rounds (essentially the same as a very large calibre buckshot shell) or a penetrator round with a steel core that will go through a door or smash a car engine block. It can also be used to fire rubber and plastic projectiles, as well as gas shells. The KS-23 was developed for riot suppression purposes, initially in grim Russian prisons, but is finding its way into a variety of other applications. It carries three rounds in the magazine and another in the breech.

PENETRATOR ROUNDS

A successful hit with a penetrator round against a target wearing body armour or with natural skin armour may ignore 6 points of this armour. A target taking cover behind a wall, door or similar retains the benefit of concealment (see *Call of Cthulhu* rulebook, pg. 113), but if the shot is a hit, the damage will not be lessened even if the shot has passed through brick or metal.

LIGHT AUTOMATIC WEAPONS

Light automatic weapons generally use pistol-calibre ammunition and thus have limited range, accuracy and penetration, but make up for this with volume of fire. There are essentially two broad types of light automatic: submachine guns and assault pistols. A submachine gun is generally shaped a lot like a carbine, with the magazine in front of the trigger assembly, and are relatively long. These weapons have reasonable accuracy and range, but are not easy to conceal. They are primarily useful for close-range combat in urban terrain.

Assault pistols are handguns that can deliver fully automatic fire. This can be useful as it allows automatic fire to be delivered from a very small package, but recoil tends to make the weapon very inaccurate and pistol-sized magazines are typically exhausted very quickly.

Somewhere between the two are submachine guns that are fed through the handgrip, such as the Israeli Uzi. These are much shorter than carbine-type weapons but can be configured with a fixed stock and quite a long barrel, creating a very flexible weapon. With no stock and a short barrel these weapons offer a good balance of concealability and firepower.

Thompson Submachine Gun

The Thompson was the first weapon to actually be called a submachine gun, and was built in various models from 1921 onwards. The 50-round drum magazine popularly associated with the Thompson is rarely used as it is heavy and bulky, and makes a lot of noise when used due to ammunition rattling about inside. More commonly a 20 or 30 round box magazine is used. The Thompson uses .45ACP ammunition and although recoil is heavy it is accurate, reliable and well-liked. Thompsons were made in their thousands during World War Two and many were supplied to European partisan units, making it a common weapon in many parts of the world.

PPSH-41

This Soviet weapon was derived from a Finnish design, and was widely copied by many users including the Chinese. Its high rate of fire gives it the nickname "burp gun". Cheaply made but reliable, the PPSH-41 was in production until the 1950s and is still issued to many second-line units as well as gunmen and other 'private' users worldwide. It uses 7.65mm ammunition and has relatively little recoil. A 71-round drum or 35-round box magazine can be used. The PPSH-41 and similar-style weapons can be encountered all over Eastern Europe and the Far East, and it has also been supplied to guerrilla fighters and insurgents in South America.

Vigneron

The rather crude-looking 9mm Vigneron submachine gun was developed for use by Belgian forces operating in the Congo. Examples can now be found all over Africa.

Sterling

The Sterling submachine gun is a British weapon broadly similar to the wartime Sten gun, and only a little less visually crude. It uses a side-loading 34-round magazine and is chambered for 9mm Luger ammunition. Variants include the L34A1 'silenced' version, which has very little recoil, and the Mk7 'para pistol', a compact variant that was not adopted by the military but found its way onto the international market. Sterling SMGs are used by the Canadian armed forces and by the Indian army, which manufactures its own versions.

CZ Model 25

An early post-war Czech weapon, the Model 25 is fed through the handgrip, making reloading fast and instinctive.



It may be chambered for 9mm Luger or a smaller 7.62 Soviet pistol cartridge depending on which market it is intended for. Magazines are available in a short 24-round configuration, or 32 or 40 round versions; the latter are particularly long and awkward to carry.

MAT 49

A French weapon chambered for 9mm Luger, the MAT 49 served in France's colonial wars from 1949 onwards and as a result is common across Africa and Southeast Asia – particularly Algeria and Indochina.

LIGHT AUTOMATIC WEAPONS

Weapon	Skill	Damage	Base Range	Attacks per round	Bullets in gun	HP's resistance	Malfunction
Thompson	Firearms (SMG)	1D10+2	20 yards	1 or Burst	20, 30 or 50	8	96
PPSH-41	Firearms (SMG)	1D8+1	30 yards	1 or Burst	35 or 71	8	97
Vigeron	Firearms (SMG)	1D10	30 yards	1 or Burst	32	9	97
Sterling	Firearms (SMG)	1D10	30 yards	1 or Burst	34	9	97
CZ Model 25	Firearms (SMG)	1D10	20 yards	1 (2) or Full Auto	24, 32 or 40	8	98
MAT-49	Firearms (SMG)	1D10	30 yards	1 or Burst	32	9	97
Erma MP58	Firearms (SMG)	1D10	40 yards	Burst	30	9	97
Beretta M12	Firearms (SMG)	1D10	20 yards	1 (2) or Full Auto	20, 32 or 40	8	97
Stetchkin *	Firearms (SMG)	1D8	15 yards	1 (2) or Full Auto	20	8	99
Uzi	Firearms (SMG)	1D10	20 yards	1 (2) or Full Auto	25 or 32	8	98
Vz61 Skorpion	Firearms (SMG)	1D8	15 yards	1 (3) or Full Auto	10 or 20	8	96
Heckler & Koch MP5	Firearms (SMG)	1D10	20 yards	1 (2) or Full Auto †	15 or 30	8	97
Heckler & Koch VP70	Firearms (SMG)	1D8	10 yards	1 (3) or Burst	18	6	99
Star Z70B	Firearms (SMG)	1D10	30 yards	1 or Full Auto	30	9	96
Ingram M10	Firearms (SMG)	1D10	15 yards	1 (3) or Full Auto	32	8	96
CZ 75	Firearms (handgun)	1D10	15 yards	1 (3)	12	8	98

* Famously hard to control, the Stetchkin incurs an additional penalty die when fired.
 † Only the version of the M5 in use by military forces is able to fire full auto mode

Erma MP58

Visually similar to the wartime MP38 and MP40 submachine guns used by the German army, the MP58 was developed for the law enforcement market in West Germany. It was not adopted but became available on the civilian and private security market instead. It uses a 30-round magazine and is chambered for 9mm Luger.

Beretta Modello 12

The Modello 12 is an Italian-made submachine gun popular with security forces worldwide. It uses a central magazine – 20, 30 and 40 round versions are available – holding 9mm Luger ammunition. A vertical foregrip provides stability when firing from the hip, and there is a folding stock for longer-ranged combat.

Uzi

The Israeli-developed Uzi submachine gun uses 9mm Luger ammunition and a 25 or 32-round magazine. It is fed through the grip but usually held with the weak hand on the forearm under the barrel. Versions with a fixed stock, folding stock or no stock are available. Originally intended for use by paratroops and vehicle crews, for whom a short weapon with high firepower was ideal, the Uzi has since become a popular weapon for security and covert-operations applications.



Stetchkin

Based on the Walther PPK, the Stetchkin was developed in the Soviet Union immediately after World War Two. It is capable

of fully automatic fire and uses a 20-round magazine, but it is virtually uncontrollable. It fires the 9mm Makarov cartridge and can be converted to a carbine by the addition of a small wooden stock.

Vz61 Skorpion

The Skorpion is a very small but conventionally laid out submachine gun, with the 10 or 20 round magazine located in front of the trigger assembly. Even using a small 7.65mm calibre round, this weapon is hard to control under automatic fire. The folding wire stock helps somewhat, but this is an alarmingly random weapon intended for desperate self-defence by vehicle crews. A suppressor is available, which extends the weapon considerably.

Heckler & Koch MP5

The MP5 is a highly reliable and accurate submachine gun used by many law enforcement agencies and some militaries worldwide. It is chambered for 9mm Luger and typically fed from a 30-round magazine, though a 15-round magazine is available. A variety of barrel lengths are available, creating a weapon that can function as a carbine or one that is very concealable for a submachine gun.

Likewise, a fixed or folding stock can be used, or the weapon can be fitted with a butt cap instead of a stock. Many MP5s in use by law enforcement are not capable of fully automatic fire, but are instead pistol-calibre carbines.

Heckler & Koch VP-70

Closely resembling a Walther PPK in many ways, the VP70 can fire in semi-automatic or 3-round burst mode, the latter at a very high cyclic rate that ensures the rounds hit close together. It is the world's first pistol to have a polymer frame and comes with a plastic shoulder stock that turns it into a very small carbine.

Star Z70B

The Spanish-produced Z70B uses a tubular receiver but is otherwise fairly conventional. It was developed from an earlier model that used a 2-stage trigger rather than a selector – a short pull on the trigger gave single shots and pulling it all the way back delivered full-automatic firepower. Reversion to a more conventional set-up resulted from reliability issues; a common problem with innovative weapons.

Ingram M10

The M10, or 'Mac 10' is a blocky submachine gun fed through the grip, with a removable folding stock. Some versions can take a suppressor, making this a popular weapon for covert operations. It is fed by a 32-round magazine and can be chambered for 9mm Luger or .45ACP.



RIFLES, ASSAULT RIFLES AND LIGHT SUPPORT WEAPONS

Although rifles are unlikely to be employed in an espionage situation, they might be used for a 'louder' operation such as an assault on an installation or to assassinate a high-value

target. Rifles are often found in the hands of opposing forces, and may be put to good use by an operative in a situation that has gone very bad.

Most sniping weapons use a 'full-bore' cartridge such as 7.62x51mm NATO (.30-06 is the equivalent non-military

RIFLES AND LIGHT SUPPORT WEAPONS

Weapon	Skill	Damage	Base Range	Attacks per round	Bullets in gun	HP's resistance	Malfunction
AK-47/AKM/Type 56	Firearms (Rifle)	2D6+1	100 yards	1 (2) or Full Auto	30	10	100
FN FAL	Firearms (Rifle)	2D6 + 4	110 yards	1 (2) or Burst 3	20	10	97
M14	Firearms (Rifle)	2D6 + 4	110 yards	1 (2) or Burst 3	20	10	97
M14A1	Firearms (Rifle)	2D6 + 4	110 yards	1 (2) or Full Auto	20	10	96
M21	Firearms (Rifle)	2D6 + 4	110 yards	1 (2) or Full Auto	20	10	97
Heckler & Koch G3	Firearms (Rifle)	2D6 + 4	110 yards	1 (2) or Burst 3	20	10	97
AR-15/M16	Firearms (Rifle)	2D6	110 yards	1 (2) or Burst 3	20 or 30	10	97
M16A1	Firearms (Rifle)	2D6	110 yards	1 (2) or Full Auto	20 or 30	10	97
M40	Firearms (Rifle)	2D6+4	130 yards	1 (2)	5	10	100
Dragunov SVD	Firearms (Rifle)	2D6+1	130 yards	1 (2)	10	10	100
Mauser SP66*	Firearms (Rifle)	2D6+4	130 yards	1 (2)	3	10	100
Heckler & Koch PSG1	Firearms (Rifle)	2D6+4	130 yards	1 (2) or Burst 3	5 or 20	10	97
Heckler & Koch HK21/HK13	Firearms (Rifle)	2D6+4	110 yards	Burst	20 or 50	10	98
AK-74	Firearms (Rifle)	2D6	110 yards	2 or Burst	30	10	96
Stoner Weapon System†	Firearms (Rifle)	2D6	110 yards/130 yards	1 (2)/Burst/Full Auto	20 or 30/75, 50 or 100	10	96

* Exceptionally accurate, the SP66 grants the firer an additional bonus die if used to aim.

† Eminently customisable, the Stoner Weapon System can be quickly modified to alter its aim, its rate of fire or its capacity. Requires a Firearms (Rifle) roll to make the modification on the fly.

cartridge) which has good range and accuracy, as well as stopping power due to its combination of weight and high velocity. Military rifles in this calibre range are often termed 'battle rifles' and although some fully automatic versions have been produced, a full-bore rifle can be hard to control when used for automatic fire. As a result, many military battle rifles are semi-automatic instead. Sniping weapons may be semi-automatic or bolt-action. In the case of the latter they may have an internal magazine or a detachable one.

Assault rifles fire an intermediate cartridge, typically either a 'small-bore' round such as 5.56x45mm NATO (the civilian equivalent is .223) or a shorter, lower-powered but heavier round such as the Soviet 7.62x39mm round used in the AK-47. Assault rifles are capable of full-automatic fire and are lighter (and often shorter) than battle rifles. They trade range, penetration and accuracy at long distances for lightness and quick handling, which makes them ideal for urban combat.

Some light support weapons are based on existing rifle designs. These are not true machine guns, in that they do not have a quick-change barrel and can thus overheat in action. However, these weapons are not much heavier than a rifle and have a larger ammunition supply, making them attractive to highly mobile troops.

AK-47/AKM/Type 56

The AK-47 and its derivatives have been the standard Soviet and Warsaw Pact assault rifle for decades, and it has also been widely exported and copied. One notable version is the Chinese-made Type 56, which is more or less identical; both use the Soviet intermediate 7.62x39mm cartridge. The recoil on these weapons is heavy and they are inaccurate, especially under automatic fire, but they are robust and reliable, and can be found all over the world. Numerous modifications – some slight and some significant – have been made over the years, resulting in the AKM, which appeared in 1959.

FN FAL

The Belgian-designed FAL is a full-bore battle rifle usually fed by a 20-round detachable box magazine. It is somewhat heavy but accurate and dependable. Fully-automatic versions are in use by some armies (notably in South America) but most users favour a semi-automatic weapon.

The FAL was adopted by the British Army under the designation L1A1 and is also in use with many other forces worldwide. Variants include a 'para' version with a folding stock, and the FNC, which is a 'carbine' version chambered for 5.56x51mm. The FNC can take standard M16 magazines.

M14/M14A1/Mini-14/M21

The M14 was developed for the US Army from the M1 Garand semi-automatic rifle. It uses a 20-round magazine and is chambered for 7.62x51mm NATO ammunition. A fully automatic version designated the M14A1 was introduced, but it proved to be virtually uncontrollable under automatic fire and quickly exhausted its ammunition supply. Rather more successful was the M21 sniper rifle, which is an 'accursed' version capable of taking a suppressor and a variety of advanced sights. The Mini-14 is a 5.56x45mm (.223) version available to the civilian market worldwide and used by many US police departments.

Heckler & Koch G3

In use with a wide range of armed forces and some police agencies, the G3 is a 7.62 calibre rifle fed from a 20-round box magazine. It has been further developed into several other weapons including the 5.56mm calibre HK33A2, which is fully automatic and has a folding stock.

AR-15/M16

Developed by Armalite and sometimes referred to by this name, the AR-15 is a civilian-market version of the weapon taken into service by the US military and designated M16. The AR-15 is a semi-automatic weapon; the current M16A1 model is capable of selective fire (i.e. it can use in semi- and full-automatic modes, like most assault rifles). All versions use 5.56x45mm NATO ammunition and can take either 20 or 30 round magazines.

M40

A bolt-action sniper rifle used by the US Marine Corps, the M40 has an integral 5-round magazine. It is very similar to the Remington Model 700, a civilian weapon from which it was derived. Many 7.62mm/.30-06 calibre hunting and sniping weapons have broadly similar performance to this weapon.

Dragunov SVD

The SVD is visually similar to the AK series of assault rifles but is internally different. It is a semi-automatic marksman's rifle fed from a 10-round box magazine. It uses the same 7.62x39mm ammunition as the AK-47 and AKM rifles. Soviet doctrine includes a marksman (not a fully skilled sniper, but basically an infantryman with very good shooting skills) in each rifle platoon armed with one of these weapons, giving the platoon the ability to hit high-value targets beyond the range of typical infantry weapons.

Mauser SP66

A bolt-action sniping rifle manufactured in West Germany, the SP66 has an internal 3-round magazine and is chambered

for 7.62x51mm. It is a very accurate weapon, but also highly expensive. It is favoured by competitive shooters all around the world.

Heckler & Koch PSG1

Essentially a sniper rifle developed from the G3 rifle, the PSG1 is a high-precision weapon intended for law enforcement use. It can take either a 5-round or a 20-round detachable box magazine and is chambered for 7.62 NATO ammunition.

Heckler & Koch Support Weapons

Developed from the G3 rifle, the family of support weapons marketed by Heckler & Koch is designated by a two-number code. The first digit indicates feed mechanism (1 is for magazine feed, 2 is for belt-feed), whilst the second digit indicates calibre (1 is 7.62 NATO, 3 is 5.56 NATO). Versions chambered for 7.62x39mm (Soviet bloc ammunition) are designated by a 2 but are rare. Thus an HK21 is a belt-fed support weapon firing 7.62mm NATO; the HK13 is a magazine-fed version using 5.56mm NATO ammunition. Since these weapons are basically overgrown rifles they are light and handy compared to a true machine gun but lack sustained firepower.

AK-74

Based on the extremely successful AK-47 and visually very similar, the AK-74 becomes available in 1974 and fires a new 5.45x39mm cartridge. Recoil is significantly less than the AK-47, and accuracy is better.



The basic AK-74 assault rifle uses a 30-round magazine and is accompanied by the AKS-74, a shortened version with a folding stock. Shorter still is the AKSU-74, which is essentially a rifle-calibre submachine gun. There are also light support variants; the RPK-74 and the RPKS-74, which has a folding stock. These weapons can use the same magazines as the rifle or a larger 45-round magazine.

Stoner Weapon System

Designed by Eugene Stoner, who also developed some of the most influential assault rifles in the Western world, the Stoner Weapon System is made up of a common receiver (the part of the gun that contains the feed mechanism, trigger assembly and other critical parts) and a set of accessories that enable the weapon to be put together with a variety of barrels, stocks and so forth. This enables the user to build anything from a short-barrelled carbine through rifles (with folding or fixed stocks) to a light machine gun. Feed can be by belt or magazine, depending on the configuration of the weapon. Chambered for 5.56x445mm NATO ammunition the Stoner system was adopted by some US special forces units and other high-end users.

OTHER EQUIPMENT

Most of the equipment used by intelligence operatives is very mundane. This is in part because it is easier to carry an innocuous item through a security checkpoint than to sneak something illicit in. Some 'killing tools' are not really considered to be weapons at all.

KILLING TOOLS

A variety of items exist that are suitable for assassination, but cannot rightly be considered weaponry. Most are designed to be concealed rather than for ease of use or effectiveness against a struggling opponent.

Cyanide Capsules and Suicide Devices

'Suicide pills' were issued to operatives in World War Two, with potassium cyanide as the usual agent. These pills cause rapid death, which may well be preferable to torture or to prevent interrogation. A pill can be concealed in a false tooth, activated by biting down hard in the right place. It might be secreted elsewhere and administered by hand, but an operative might be deprived of the capsule by a search.

Cyanide capsules can be hidden in a button, the arm of a pair of glasses, or other mundane items that the operative would likely have to hand. Other agents are used too, including Saxitoxin derived from shellfish. This is normally administered using a needle concealed in an object. Many

operatives decline to carry suicide devices or discreetly dispose of them at the beginning of a mission.



DEALING WITH POISON CAPSULES

An investigator may spot that an NPC intends to commit suicide using a poison capsule by making either a Hard Spot Hidden roll to see the character preparing to bite down, or a Psychology roll to determine that they are preparing themselves to die.

Preventing an NPC from using a suicide capsule is a combat manoeuvre. If the NPC has a higher DEX than the investigator, they will act first and it will be too late to stop them.

A character biting down on a poison capsule takes 4D10 damage (halved to 2D10 if the character passes an Extreme CON roll) over the next few minutes as the poison takes effect. A successful First Aid roll might mitigate this somewhat as the investigator removes the capsule from the NPC's mouth, stops the character from swallowing, keeps their airways open, and so on. If this is successful, damage is halved.

If the investigator is attempting to use a suicide pill, they must pass a Stealth roll to conceal their actions if they are being watched too closely. Treat the effects of the pill as above.

Assassination Tools

One very basic and easy to obtain assassination tool is the sharpened bicycle spoke, which can be fitted with a handle by inserting one end into a piece of wood.

Such a device is easy to conceal in a rolled-up newspaper or magazine, and can be used to stab the target then move quickly off. The spoke is stiff and sharp but narrow, creating a wound track that can puncture a lung or other vital organ but is hard to find and treat.

Another easy-to-procure, easy-to-conceal tool is to use a pointed object to introduce a toxin into the target. Almost anything can be used for this purpose so long as the user can jab with the tip; pens, umbrellas and short metal rods are all suitable. A pellet of ricin or similarly toxic substance need only break the skin to get into the bloodstream and kill the victim.

A variant on this theme is the gas gun, which can be as simple as a hollow tube with a small compressed-gas cylinder within. Once triggered the weapon drives a pellet of toxic material into the target. A small pellet of ricin – one of the few poisons potent enough to be fatal in such small doses -- will kill the target in 3-5 days.

Concealed/Disguised Firearms

It is possible to create a weapon comprising little more than a very short tube holding a pistol cartridge and a firing pin. This can then be concealed in a variety of items, from lipstick tubes and pipe stems to pens and flashlights.

Firearms can also be concealed within a briefcase. One variant on this is the case that drops away when a catch is released, leaving the user holding the gun by what used to be the case handle. His other hand is then used to grasp the weapon's grip and begin firing.

Another version is a mechanical linkage from the case handle to the gun's trigger and a firing port in the side, allowing the carrier to pull trigger whilst holding the case. This is unlikely to be accurate, of course. The case itself is often made from a bullet-resistant material.

Glove pistols, are sometimes used for assassination work. They are sometimes also called sleeve guns as they are concealed by having long sleeves that partially cover the glove. A glove pistol is a one-shot 'pistol' consisting of a short tube with a cartridge in it, fired by pushing a slightly longer projection against the target. This fires the weapon into whoever the wielder has pushed it against.

SPECIALIST FIREARMS

Weapon	Skill	Damage	Base Range	Attacks per round	Bullets in gun	HP's resistance
Glove Pistol	Handgun or Fist % *	1D8	3 yards	1	1	6

* Use the Handgun skill for attacks carried out at range. If the gun is used as intended and pressed up against the target before being fired, the Fighting (Brawl) skill may be used if this is higher; roll against double the attacker's skill level if they take the target by surprise. Refer to the **Handling Assassination Attempts** section of **Covert Action**, pg. 137, to determine if the target is killed outright.

SURVEILLANCE AND COMMUNICATIONS EQUIPMENT

Much of an operative's work consists of obtaining information and getting it to a handler or user. Visual images can be captured by a camera, but the film (or copies of developed photographs) must then be physically removed from the target area. An operative caught carrying photographs or using a camera may be compromised. The risk is mitigated by using extremely small devices, but there is still a significant time lag between taking a photo and passing it up the chain for analysis, especially from overseas or in a highly secure area.

Concealed/Disguised Cameras

Cameras can be made very small; small enough to be disguised as a wristwatch, fountain pen, keychain, cigarette lighter, a matchbox or similar. However, it can be difficult to get good pictures without a viewfinder, and the lenses used in such cameras are such that a photograph can only be obtained from a very short distance away.

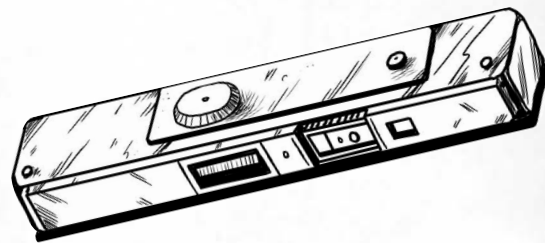
However, a camera of this sort can often be used without looking like the operative is taking pictures, helping to avoid suspicion. Film capacity tends to be small; a conventional film or a disk can typically hold 6-12 images.

One cunning device is a small camera attached to a pigeon, which automatically takes photographs as the bird flies close to the target. Obviously, the pigeon must return to a preset location for the film to be retrieved, and this method of reconnaissance can be somewhat random.

Other cameras might be concealed in the zip of a coat pocket or a handbag and activated by another concealed control. Some might have lenses hidden in lapels, with a shutter disguised as a button to aid concealment.

Larger cameras – which may be quite conventional – can be concealed in objects that would not normally attract a second glance. Examples include nesting boxes for birds, tree

stumps and furniture. For photographing documents, a simple hand-held camera is often sufficient. The Minox subminiature cameras produced in Latvia have been prized by both Eastern and Western intelligence services since World War Two. They are small enough to hide in one's hand and are of sturdy construction. While the controls are simple, there is some skill involved in using a Minox.



A more foolproof solution is to use a rollover camera, which requires no special skill to operate. These special devices are small boxes that fit within the palm of the hand. As the name suggests, they are designed to be rolled over documents, exposing a moving strip of film. The camera has an internal light source, making it entirely self contained. A single roll of film may be used to photograph up to 100 documents.

USING DISGUISED CAMERAS

Due to the difficulty in accurately aiming a camera without a viewfinder, any Art/Craft (Photography) rolls made with a disguised camera are made at a Hard difficulty roll.

A failed roll may provide a perfectly good shot of the target's shoes or left ear. If a pushed roll is failed, the target may notice the camera.

Concealed/Disguised Transmitters

One of the greatest difficulties facing an operative is how to communicate without being detected. Radios are by necessity fairly bulky and require a significant amount of power, but it is possible to build a short-range transmitter that can be concealed in the heel of a shoe or similar. This can be used by an operative to communicate, or to bug someone else. For example, shoes ordered by the target can be intercepted and modified to carry a bug. A small listening device could be placed in a pen, which is then left behind and used to listen to conversations when the operative leaves the room.

Such a transmitter requires a receiver and retransmitter nearby, as its range will be very short.

Bugs have a very limited battery life. If a suitably large hiding place can be secured, such as between the panels of a hollow door, it may be possible to plant several batteries along with a drop bug, extending the lifespan of the device by several months. Another solution is to use a solar-powered battery, though this requires a fairly large object to conceal it in; a tree stump offers a possibility, with the surface of the stump treated so as to appear to be normal but to still allow some sunlight in to keep the batteries charged.

An alternative to planting a device is adapting a speaker on a radio, television or hi-fi so that it functions as a microphone. This has the advantage of being harder to detect visually, and can produce surprisingly clear recordings. Wiretaps on telephone lines are even harder to detect, but usually require specialist skills to install.

Radio transmitters can be detected and located by suitable equipment, but unless such a sweep is carried out with any regularity, it is possible that a transmitter may be left to operate for some time. Similarly, if the operative has a personal radio, his transmissions may be detected. However, if he is on the move and does not return to the scene of his transmissions he may well evade capture even if the enemy knows there to be an illicit transmitter active in the area. Note that some installations have routine listening watches for transmissions coming from within – it can be extremely dangerous to transmit from within such a building.

One final type of concealed transmitter does nothing but send out a beacon signal. This can be used to track a vehicle or something carried in one, or to guide an attack to the target. Such transmitters can be hidden inside something innocuous but otherwise obvious, or could be disguised as a harmless object. Beacons disguised as animal droppings have been used to guide aircraft or ground forces to an area, for example, and many other cunning possibilities might be devised.

PLANTING BUGS

In most cases, planting a simple listening device like a drop bug will only call for a Tradecraft or Signals roll (whichever is highest) to find a suitable location, possibly combined with Stealth if there is a risk of being observed while doing so. Where planting the device is more complicated, requiring drilling, for example, this should be a combined Tradecraft/Signals roll. Converting the loudspeaker on a radio or television set into a listening device would be a combined Signals/Electrical Repair roll.



Bug Sweepers

While radio transmitters can operate on a wide range of frequencies, making manual detection time-consuming, the development of the first Scanlock bug sweepers in the early 1960s allowed the process to be automated, locking onto the frequency of a bug within seconds.

As a countermeasure, many modern listening devices are designed to be activated and deactivated remotely, so as not to transmit a signal unless they are in use. British intelligence develop a countermeasure in 1972: the non-linear junction detector, known informally as the "broom". This device transmits pulses of energy, activating the transistors inside listening devices, producing a detectable signal. This is still a manual process, so a listening device may remain safe so long as no one suspects it is there.

LOCATING BUGS

Locating an active bug using a Scanlock sweeper requires a Signals roll to operate the device correctly. Using a non-linear junction detector to locate an inactive bug simply requires a Spot Hidden roll.

Long-Range Listening Devices

In situations where the use of a hidden transmitter is impractical, such as eavesdropping on meetings conducted outdoors, shotgun microphones fitted with parabolic dishes offer a possible solution. A parabolic microphone may allow the listener to pick up at least fragments of a conversation up to 300 feet away. The main limitation is that effective parabolic dishes are 2-3 feet in diameter, making them obvious to anyone within line of sight. The operator will need to find a suitable hiding place, such as a nearby rooftop. Towards the end of the 1970s, laser microphones become available. These operate by shining an infrared laser beam, invisible to the naked eye, at a surface, usually a glass window, and monitoring the reflected beam for vibrations caused by sound. Laser microphones are bulky, delicate and difficult to set up, but once operational they can be left in place. A limited countermeasure is available, in the form of infrared telescopes. These modified night-vision viewers can detect the warm spot created on windows surveilled by laser microphones. The technique is far from reliable, however.

USING PARABOLIC AND LASER MICROPHONES

An investigator wishing to use a parabolic or laser microphone to eavesdrop on a conversation will need to find a suitable vantage point. This calls for a combined Stealth/Tradecraft roll. If the investigator does not have time to scope the area out properly ahead of time, the Keeper may also call for a Luck roll for there to be an accessible vantage point. Listening to or recording the conversation requires a Signals roll.

Microdot Camera

A microdot camera is a specialised piece of equipment that uses high-resolution film to create an extremely small image.

A single dot can contain multiple documents, which can then be read using a microscope. The microdot can be concealed within an innocent-seeming document or letter, under a postage stamp, in the binding of a book, etc. Microdots can include images as well as text, and are thus useful for passing photographs out of a secure area.

CREATING MICRODOTS

As well as special film and cameras, an investigator will need access to a darkroom. This may be improvised in a hotel bathroom or similar, as long as the investigator has the right equipment and chemicals. Taking and developing the film for microdots requires a combined Art/Craft (Photography) and Tradecraft roll. The Keeper may make this a Hard roll if the investigator is forced to use an improvised darkroom.

Small Object Concealment Devices

Small objects such as compasses, microfilm and the like can be concealed inside a wide range of objects. These include cufflinks, buttons and hollow coins. Larger options may include modified toiletry containers and hollowed-out batteries. The concealment device must look, sound and feel right, which includes balance and weight. Ideally, such a device is something that the operative would likely have for innocent purposes, and also something that will not arouse suspicion. However, many of the most suitable objects are now widely known to the security services and are likely to be closely examined if there is any suspicion about an individual.

Manual Masonry Drill

Sometimes called the 'belly buster', this device is designed to drill a small hole in masonry to allow a listening device to be inserted. It is hand-cranked, and kept firmly against the masonry being drilled by pressure exerted by the user's body; essentially by means of leaning on the drill with the handle against the operative's belly.

Silent Drills

Electric drills that operate silently are available for covert work, although they are often bulky devices, around the size of a vacuum cleaner. As with the masonry drill, a silent drill requires skill to use properly. It is all too easy to drill into a wall on the other side of the target and overshoot, creating a

highly visible hole. It may take a trained operator up to three hours to drill an undetectable hole.

MISCELLANEOUS DEVICES

Some items do not fall neatly into any one category. They are listed here.

Small Item Spike

This device is nothing more than a hollow metal spike that can be driven into the ground at a pre-arranged point. It can contain various small items including photographs and documents as well as very small pieces of equipment.

Tyre Spike

A tyre spike consists of four prongs set at equal angles from one another so that however it lands it rests on three arms with a fourth sticking straight up. A handful of these devices scattered on a road will quickly deflate car tyres, possibly causing a crash.

USING TYRE SPIKES

After scattering tyre spikes across a section of road, an investigator should make a Luck roll to determine whether their chosen target runs over one or more of the spikes. Anyone driving a wheeled vehicle should make a Drive Auto roll if a tyre spike ruptures one or more tyres. Failure means that they lose control of the vehicle and crash.

Letter Remover

This ingenious device has a spindle that is inserted into the gap at the top of a sealed envelope and rotated. This removes the document inside by winding it around the spindle so that it can be withdrawn through the gap. The seal on the envelope is neither broken nor disturbed.

ARMOUR

The first effective modern body armour was the 'flak jacket' designed to protect aircrew from shell fragments during World War Two. Whilst ineffective against bullets, these early flak jackets reliably stopped small fragments, especially if they were moving at a relatively low velocity. This trade-off continues into the present; it is not feasible to create personal body armour that will make the wearer invulnerable to all

weapons, but it is possible to gain a measure of protection against many threats from armour light enough to be worn as clothing. There is a continuum of threat, with small, low-velocity fragments at one end and high-velocity projectiles at the other. Handgun rounds fall somewhere in the middle. As a general rule, the more serious a threat a piece of armour is intended to counter, the thicker and bulkier it must be.

In the late 1960s, the development of new materials such as Kevlar made it possible to create personal body armour light enough to be worn in the field. Torso protectors are still routinely called 'flak jackets' due to their origins, and the term bulletproof vest is typically applied to lighter, soft body armour. This is a misnomer, of course; the vest is not bulletproof and would better be termed 'bullet resistant'.

ARMOUR

Armour	Armour Points
Military flak jacket	6
Light body armour	8
Tough leather gloves	4*
NBC suit	†

* The armour points are only deducted from damage incurred when grappling a target armed with a knife.

† The NBC suit does not protect against damage from physical attacks, its armour does reduce damage from radiation, chemical and poison sources.

Military Flak Jacket

For overt operations, older type military flak jackets such as the US M1951 jacket offer good enough protection to be worth carrying the weight. The M1951 jacket is composed of layers of ballistic nylon. It will stop a low-velocity pistol bullet such as a Russian 7.62x25mm Tokarev round, as well as small shell fragments.

While the bullet will not penetrate the wearer's body, blunt trauma injuries might still occur and the impact will still hurt. A more potent round (such as a rifle bullet) will probably penetrate the armour, but the jacket might stop such a bullet if it has already gone through some other protection, such as a light wall or a car door.

More recent military flak jackets, such as those developed during the Vietnam War, are a little less bulky and will stop a 9mm pistol round, but are effective only against a spent rifle round (one that has lost a lot of its velocity due to distance or passing through an object before hitting the jacket). Military

flak jackets are too bulky to be concealed under clothing, though one might escape notice in poor light when covered by a winter coat.

Light Body Armour

Vests made from thinner material, and offering lower levels of protection, are available on the open market. The standard level of protection is a vest that can be worn under a dress shirt, which will stop a small-calibre (e.g. 7.62x25mm) handgun round or a slash with a knife. More powerful projectiles or a determined stab with a knife will penetrate the vest. Vests of this sort are in use by some police and security personnel.

It is also possible to purchase tailored protection. The easiest way to do this is to use panels of Kevlar or a similar material sewn into the lining of a coat or jacket, or to line gloves. It is possible – though vastly more expensive – to create normal-looking clothing entirely out of Kevlar. The texture and appearance of the material may be recognised by someone who knows what to look out for, but a casual observer would probably fail to spot the fact that the wearer's suit is capable of stopping a small-calibre bullet.

Tough Leather Gloves

A simple pair of tough leather gloves is a useful item to have under many circumstances, and it is possible to obtain gloves that are discretely lined with Kevlar to give protection from sharp objects. This is primarily useful against knife slashes or when grabbing a sharp object. With such a pair of gloves it is possible to grasp a blade tightly and not be cut.



Gloves can also be backed with a thin layer of sand or extremely fine lead shot between layers of leather. Whilst a little heavy to wear, gloves of this sort enhance any blows the operative

delivers by a significant margin. Thus gloves of this sort make it possible to immobilise an opponent's knife with one hand and pummel him vigorously about the face with the other.

NBC Suit

The best defence against nuclear, biological and chemical weapons is to be somewhere else. For those who have need to enter a contaminated area, an NBC suit offers a good degree of protection provided it is properly worn and sealed. An NBC suit, known to the British armed forces as a Noddy Suit, consists of a complete coverall that is impervious to gas. The suit is bulky and hot to wear, but when combined with a respirator it enables the wearer to operate in conditions that would quickly kill unprotected personnel. Airborne chemical and biological agents can adhere to the suit, requiring decontamination before it is taken off.

An NBC suit is not a 'radiation suit' – it is not designed to protect from direct radiation. What it does is to prevent contaminated dust (fallout) from coming into contact with the wearer or being inhaled. It will not allow the wearer to enter high-radiation areas such as the inside of a contaminated reactor vessel.

Gas Mask

Full-suit protection is required when an agent can be harmful by skin contact, but for many gases and some biological agents it is sufficient to prevent inhalation. Agents should still be washed off skin and clothing should be rinsed or discarded, but if the primary threat is inhalation then a gas mask or respirator will suffice. Military style gas masks often have a drinking straw built in and are designed to a high standard, but a commercial respirator used (for example) by people working with some paints and solvents will suffice for many threats. However, respirators of this sort rarely include eye protection; some agents can irritate the eyes and some are designed specifically to do so.

TEAR GAS

Unless wearing a gas mask, an investigator must make a CON roll when operating in a location filled with tear gas. A successful roll means that all difficulty levels are increased by one; failure means that they are increased by two; and a fumble means that the investigator is unable to act until they are free from the gas's influence.



VEHICLE MODIFICATIONS

A number of companies offer modifications to vehicles, enabling them to resist attack – at least for a time. It is not possible to convert a civilian car into an armoured fighting vehicle, but some defensive measures can be quite effective.

The primary advantage of a vehicle is mobility, and all defensive modifications are aimed at enabling the vehicle to escape from the threat. If this is not possible then a determined attacker will get at the occupants somehow. However, increased survival time gives a chance for countermeasures by the target or their security detail.

The term for an apparently normal vehicle that incorporates defensive modifications is a Discreet Operations Vehicle (DOV).

It is worth noting that the best vehicular modification is the addition of a good driver. Vehicle handling is more important than its ability to take hits; the latter does little more than delay the inevitable – hopefully long enough for the driver to get the vehicle out of the danger zone.

Run-flat Tyres

Run-flat tyres are routinely used on DOVs deployed by diplomatic services and for VIP protection. A run-flat tyre will usually deflate quite slowly even if punctured by a bullet, reducing the chances of a sudden control loss. Even when flat, the tyre still grips the road and enables the vehicle to apply power and steer – if not all that well. A DOV with all four tyres shot out may still be able to drive at up to 50mph for several miles.

USING RUN-FLAT TYRES

A vehicle equipped with run-flat tyres does not have its Build reduced if they are damaged, nor will the driver have to pass a Drive Auto roll. The vehicle's MOV will drop by 4 after 106 rounds as the damaged tyres gradually deflate.

Reinforced Chassis

Mobility can also be preserved by using a reinforced chassis designed to withstand front and rear impacts. This enables a driver to smash aside roadblocks and other obstacles

without excessively damaging the vehicle. It can also be used offensively, to damage another vehicle or cause it to crash.

REINFORCED CHASSIS AND COLLISIONS

If a vehicle with a reinforced chassis is involved in a vehicular collision (see the *Call of Cthulhu* rulebook), the severity of the collision is reduced by one level for the vehicle only; a severe incident becomes a moderate incident, a moderate incident becomes a minor incident, a minor incident is ignored entirely. Any other vehicle involved in the collision incurs damage as normal.

Bullet-resistant Glass

Ordinary vehicular glass tends to be surprisingly resistant to attack. A windscreen will deflect handgun rounds most of the time, though it will eventually collapse. Bullet-resistant glass (there is no such thing as 'bulletproof' glass) will resist attack with heavier weapons, such as rifles, and for a greater number of hits. However, glass will only survive for so long; a car cannot be made into a mobile fortress.

A vehicle equipped with bullet-resistant glass increases its Armour for People value by 8.

Vehicular Armour

Vehicular armour can be inserted into the spaces in doors and other panels. There is a limit to how much weight a vehicle can carry, and performance is more important than protection, so armour tends to be light. Typically vehicle armour will stand up to a few hits – possibly more, if the angle is very oblique – but it will eventually be penetrated.

A vehicle equipped with vehicular armour increases its Armour for People value by 10 and its Build by 6.

Other Defensive Modifications

Other 'defensive' modifications include firing ports for weapons, which permit return fire without leaving the protection of the vehicle, and gas dispensers. Tear gas (see opposite) and smoke are both available, with the gas emitted through vents in the vehicle's structure. These modifications are quite rare, however.

статус оповещения

белый желтый зеленый синий красный



правая рука



более 2000 бэр является
фатальной дозой

Готовность
обратный отсчет

8.8

8.8

это старый
телевизор



левый контроль



бомбы расстояние





• INTERSECTIONS •

This chapter presents a campaign setting for *World War Cthulhu: Cold War*. The campaign can be set any time from November 1973 onwards. **Intersections** is a web of overlapping plotlines. The whole truth will not be uncovered in a single game session.

Istanbul has long been considered a city of spies. It is geographically ideal for monitoring Soviet fleet movements in the Black Sea. It is also a key route for defectors trying to flee Soviet territory. There is also another covert war being fought in Istanbul.

The campaign begins with the investigators sent to Istanbul to assess the validity of a KGB agent's desire to defect. The investigators are to check the information he offers the West to make sure it is genuine. They will be instrumental in deciding if the defection proceeds. Section 46 has other concerns. One of Europe's most infamous cults, based in Istanbul, has vanished. N wants to know how and why, fearing that a more dangerous adversary could be about to take their place.

STRUCTURE

The sections of this chapter are arranged for ease of reference during play.

- **Background:** The conflict between rival Mythos factions in the city; the recent sinking of a prototype Soviet submarine; and a rogue KGB agent's plan.

- **Non-Player Characters:** British, American, Turkish and Russian spies, their contacts, and the various Mythos cults of Istanbul.

- **Cults of Istanbul:** Their tomes, spells and artefacts.

- **Key Locations:** Each location has a description and a list of NPCs that might be encountered there.

- **Intersections Campaign:** The campaign builds upon the material in the previous sections. It offers a number of plotlines, many of which overlap.

BACKGROUND

THE CITY ON THE THRESHOLD

Istanbul has been the home to one of Europe's most powerful cults, the Brothers of the Skin, for a very long time. A widespread and influential cult, they drew their power from an Avatar of Nyarlathotep. The cult's influence went into decline during the 1920s after the Crawling Chaos shunned them. The reasons for this remain shrouded in mystery. The cult retreated back to (as was then) Constantinople. Their numbers dwindled over time and their power eroded. Last year, the remaining members of the cult were assassinated. It is suspected that another cult has risen in Istanbul and has wiped out all opposition. The speculation is correct. A small but powerful cabal of Yog-Sothoth worshippers, the True Theosophoi, has risen in Istanbul. They intend to perform the rites to reach the Ultimate Gate so they may join the ranks of the Ancient Ones and gain infinite knowledge of the cosmos.



Istanbul is the definitive city on the border, the threshold between East and West; as such it is an especially auspicious place to perform rites to Yog-Sothoth. The True Theosophoi cannot allow the city to be tainted by the presence of other gods, otherwise their petition to Yog-Sothoth will be denied. They look to the future to identify the time when their enemies will be most vulnerable and assassinate them then.

The destruction of the Brothers of the Skin has prompted another cult to appear in Istanbul, believing the city to be safer. The Disciples of the Tesseract worship Daoloth. They view the tesseract as a representation of Daoloth, being a shape that extends beyond three dimensions, as their god does. The True Theosophoi see the worship of Daoloth as a blasphemy against Yog-Sothoth, the only god who should command space and time. Fearing that the Disciples of the Tesseract have a similar goal to theirs, the True Theosophoi have tried to eradicate them. They have met with little success.

Both the Disciples of the Tesseract and the True Theosophoi can see the future. The Disciples of the Tesseract have looked further and seen impending nuclear apocalypse. They are too few to stop Armageddon, but they can survive it. They intend to create an ark in the Dreamlands, a Citadel, where they can ensure that some of humanity survives. To get people there, they intend to bring down the veil between the waking world and the Dreamlands. As Istanbul is a city on so many thresholds, the barriers between worlds are weaker there. Unbeknownst to the Disciples of the Tesseract, H intends to exploit their plan to create a permanent Gate to the Dreamlands. Both sides hide themselves from the spells used by their opponents to try to find them. They are at a stalemate until something forces them into the open.

BROTHERS OF THE SKIN

Keepers wishing to learn more about the Brothers of the Skin should consult the campaign, *Horror on the Orient Express*, published by Chaosium. *Intersections* is not meant as a sequel to that campaign, so no prior knowledge is required beyond what is presented here.

THE SINKING OF THE *SHCHUKA P3*

Thirteen miles beyond where the Bosphorus meets the Black Sea is the Bosphorus Canyon. Running north-east, approximately 22 miles wide, with many smaller canyons connecting to it, it starts at a depth of 230 feet, and descends

to 3300 feet. Sunlight does not penetrate the deep ocean and here, shrouded in darkness, is the Deep One city of Hn'lgeyt.

The Deep Ones have lived here for millennia. By manipulating criminals in Istanbul with a lust for gold, the Deep Ones are currently being supplied with low-class prostitutes to use as breeding stock to usher in a new generation of their race.

Recently, the Soviet Navy has been testing the prototype Victor III submarine in the Black Sea. The Victor II entered service in 1972 and quickly proved to be too loud, meaning it could easily be tracked. The Victor III was designed to be much quieter. A hydrodynamic pod was also attached to its vertical stern plane, housing a reelable towed passive sonar array.

A prototype, codenamed *Shchuka P3*, was testing operational efficiency at its maximum dive depth of 1300 feet when it passed over Hn'lgeyt. They detected a faint sonar trace beneath them and investigated. The Deep Ones, wary of the 350-foot-long metallic beast above them also went to investigate.

When the sonar array was reeled out, the Deep Ones feared the humans were deploying a weapon. A shoggoth was commanded to tear through the hull of the submarine as it turned to flee. *Shchuka P3* sank with all 100 crew lost. Its ruined hull came to rest a short distance from Hn'lgeyt, further up the Bosphorus Canyon.

The Soviet Navy only received a garbled distress signal. Without knowing what happened, Naval Command believed the prototype sunk after the hull failed. If it had been in shallower water, the submarine could have remained with full power for up to 12 hours, allowing time for a rescue attempt to be made. At a depth of 3300 feet, no one would have survived. In order to fix any problems with the Victor III design, the Navy needs to ascertain what caused the submarine to sink.

No Western ships were in the vicinity of *Shchuka P3* when it sank. No salvage mission was being undertaken by the West. They knew nothing of either the sinking or the submarine tests. To keep everything quiet, a search of *Shchuka P3*'s last known position is to be conducted by a Search 2 DSV, transported by a Cuban transport ship, the *Heart of Havana*, carrying machine parts to Sevastopol.

Transported by train to the Asian side of Istanbul, the DSV will be loaded aboard the *Heart of Havana* while it is docked. After examining the submarine's hull to determine the cause of the sinking, it will place high-explosive charges to destroy the wreck.



Petrov's Plan

Motivations and Preparations

Ilya Petrov is a rogue KGB agent. He believes that war with the West is inevitable. As such, it is imperative to secure a tactical advantage in the Black Sea. NATO's listening posts in Turkey make this nearly impossible.

Petrov believes that if Turkey can be manipulated into leaving NATO, the listening posts would close. A major diplomatic incident in Istanbul, with the West to blame, might enrage the Turks enough to make this happen. Petrov knows it is a long shot, but he is willing to take the risk.

Such an incident will only occur if the West believes that action is unavoidable. Petrov has been working with Vadim Kazakov, a fellow KGB agent, to stage a false defection. Kazakov will approach the West, offering information in exchange for their protection. By offering a real network of spies he has established in Istanbul (albeit one he has established just to hand them over), he will make the later claims he makes appear to be genuine too. Thus he will then provide the disinformation to spark the international incident.

Petrov has learnt of the loss of *Shchuka P3* and the planned mission to examine its wreck. This was the perfect time for his plan to begin. Kazakov was ordered to approach the West, wishing to defect. Meanwhile, Petrov anonymously informed his superiors about the defection, claiming it to be genuine. The KGB responded by sending Vladimir Tumanov, another agent, to investigate. Tumanov intends to ignore his orders to capture Kazakov, killing him if he learns that the defection is genuine. This assassination attempt will only add validity to Kazakov's claims.

Kazakov will inform the West that the cargo being loaded onto the Cuban ship is actually a nuclear warhead. The story he gives the West follows below.

Kazakov's Story

One of Kazakov's contacts, Erdoğān Badem, came to him a few weeks ago. Badem was a telephone engineer who had bugged phone lines across Istanbul. He intercepted a call to the Port of Haydarpaşa wherein an agent of the terrorist organisation, the Black Brotherhood (see **Beyond Top Secret**, pg. 115), was told to expect the warhead to be loaded onto the *Heart of Havana* on a date two days after Kazakov gives this information to the West.

Kazakov reported this to his superiors, but they were unconvinced. They had no evidence to support that the Brotherhood had acquired a warhead. They did not believe

it existed. They decided to wait for more information. If they needed to, they reasoned they could detain the ship en route before it reached Sevastopol, preventing a disaster in Soviet territory.

The next day, Badem and his wife were murdered. Badem had been tortured before being shot and a map of Turkey with Istanbul burnt out was left on his body. Kazakov believed that the Brotherhood had discovered that their plan to transport the warhead to Sevastopol had been discovered, and they now intended to detonate it in Istanbul. (For the truth about the Badems, see pg. 213).

While KGB analysts confirmed that the Black Brotherhood could consider Istanbul a target, they still did not believe Kazakov's claims. The Soviets had not lost a warhead, and there was nothing to suggest that the Brotherhood had obtained one from elsewhere. They concluded it was a hoax, at best perpetrated by the Black Brotherhood to waste the KGB's time investigating, or at worst to force a confrontation with the West by inciting the KGB to take action in a NATO country. Kazakov's report was buried.

Kazakov won't sit back and do nothing. His conscience will not accept this. As he will likely be in the city when the attack was planned, he decided to defect, hoping the West will act in time to prevent a disaster.

Desired Outcomes

Petrov hopes the West will sanction an operation to stop this "nuclear warhead" from being detonated onboard the *Heart of Havana*. A reporter for the Telegraph Agency of the Soviet Union (TASS) will be on board, ready to witness and broadcast this event to the world. Moscow will respond, outraged, stating the DSV was part of a last-ditch rescue attempt for the survivors of a submarine in distress. The Kremlin will accuse the West of trying to stop this in order to recover the submarine for themselves. This will explain why they created the nuclear warhead cover story, which has no supporting evidence.

Petrov believes the West will not allow a fellow NATO country to become the victim of a nuclear terrorist attack. After the fallout, Turkey will be angry and humiliated before the entire world. If the West acted without informing Turkey about the warhead, they will be even more enraged. Petrov believes public outcry will grow, forcing Turkey to leave NATO.

Petrov knows nothing about the Deep Ones or the Mythos, thus he cannot foresee the consequences of letting the DSV investigate the wreck. Another human incursion near Hn'lgeyt might provoke further Deep One reprisals.

The investigators, as the agents in the field, are the only ones who can resolve this situation. Will they be manipulated into causing a catastrophic international incident, or will they risk exposing the Mythos to the world if the Deep Ones attack?

KEEPER'S TIMELINE OF EVENTS

Because the date of the campaign can be set at any point after November 1973, many of the dates on the timeline are presented as relative to the start of the campaign.

1580: Değirmenci saves a copy of *The Heavens Beyond the Veils* before the Istanbul observatory of Taqi ad-Din is destroyed. She contacts Daaloth and becomes immortal.

Mid-1920s: The Brothers of the Skin go into decline, shunned by their Dark God.

1955: Petrov's death is faked as a fire in his apartment. He is stationed in Moscow.

1965: Petrov returns to Istanbul as Tahir Serhan.

20 years ago: Ekmekçi joins Bosphorus University.

5 years ago: Kazakov and Tumanov are recruited by the KGB.

4 years ago: Kazakov first meets Petrov in Istanbul.

3 years ago: Albat's father dies, leaving him his business.

2 years ago: On the verge of bankruptcy, Albat casts a spell from his father's journal and accidentally summons a Deep One from Hn'Igeyt. He makes a deal to supply them with women. He forms an alliance with Binici and Küçük.

1 year ago: Ekmekçi recruits Demirci, founding the True Theosophoi. Ekmekçi uses his influence to get Demirci a position at Bosphorus University.

The defection of a Soviet agent in Bebek goes wrong. A child is killed in the crossfire. Bennett blames herself for the death and starts having recurring nightmares of this moment. Ekmekçi persuades Aksoy not to go to the docks that night; consequently, Aksoy owes Ekmekçi his life and joins the True Theosophoi.

Ekmekçi meets Kazakov and agrees to direct anti-western extremists to strike against western military and business interests in the city. This helps to provide cover for Aksoy to enact Ekmekçi's plan to destroy the Brothers of the Skin in Istanbul. The only survivor, Özgür, steals the identity of

Macar and hides from the True Theosophoi, plotting his revenge.

Last June: Ekmekçi assaults Faure during the Istanbul Festival.

11 months ago: Following the destruction of the Brothers of the Skin, Değirmenci returns to Istanbul, buys the Antique Bookstore in the Book Bazaar and recruits Hurşit Yılmaz, founding the Disciples of the Tesseract.

Değirmenci recruits Koç. Koç falls in love Yılmaz and begins to work on the Citadel in the Dreamlands.

10 months ago: Değirmenci recruits Katırcı. He is shown the future and begins to work at the Antique Bookstore, leaving university.

8 months ago: Ekmekçi discovers the presence of the Disciples of the Tesseract. Aksoy is ordered to kill Yılmaz. The Disciples of the Tesseract go into hiding, shielding themselves from detection. Koç's work on the Citadel slows.

7 months ago: H helps Koç build the Citadel, in the guise of 'Helena'.

Ekmekçi buys Leander's Tower. He converts it into a restaurant.

6 months ago: Alcott spots Petrov in the Bazaar District.

Kazakov expands his network of contacts. He seduces Courtney (as 'Adam') and approaches Mataracı (as himself).

5 months ago: Kazakov recruits Arap and Badem (as himself).

4 months ago: Kazakov recruits Jameson (posing as 'John').

6 weeks ago: Badem accidentally kills his wife and turns to Kazakov for help. Kazakov kills Badem.

2 weeks ago: Ekmekçi foresees the arrival of the investigators. He contacts Barış.

10 days ago: Burakgazi arrives in Istanbul to find out what happened to the Brothers of the Skin. She meets Macar.

6 days ago: The *Shchuka P3* is sunk by a shoggoth.

4 days ago: Word of the sinking reaches Petrov. He decides to put his plan into action.

2 days ago: Kazakov approaches Macar about defecting.



1 day ago: Macar contacts the West about the offer.

Today: The investigators are sent to Istanbul to determine if the defection is credible.

1 day later: The investigators meet Macar to discuss Kazakov.

3 days later: Kazakov returns to Istanbul. The investigators meet him at the Pierre Loti café.

1 day before the investigators make their assessment of Kazakov: The *Heart of Havana* arrives at the Port of Haydarpaşa.

2 days after Kazakov is brought in for questioning: The DSV is loaded onto the *Heart of Havana*.

4 days after Kazakov is brought in for questioning: The DSV commences its dive on the *Shchuka P3*.

NON-PLAYER CHARACTERS

People have layers. Each non-player character is described on three levels – First Impressions, Personal Details, and Secrets & Goals. First Impressions covers appearance, role in Istanbul and other obvious traits. Personal Details 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 investigators discover these only in extremis.

THE BRITISH

Wesley Alcott, British Consul General, Age 63

Alcott was an SOE agent during World War Two. After the war, he joined the Foreign Office. Having wartime experience in Turkey led to him being stationed at the British Consulate General in Istanbul; he is now Consul General.

First Impressions: Relaxed, calm, friendly, but always professional.

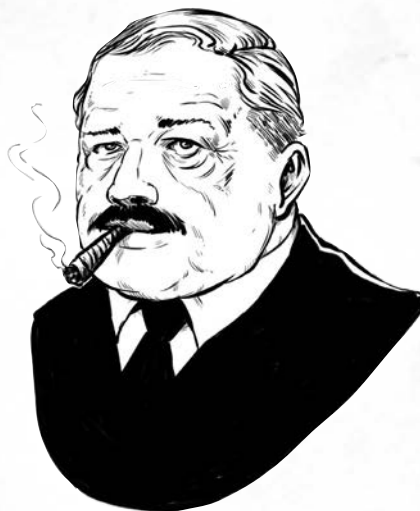
Personal Details: A perfectionist. He appears laid-back but is very hands-on in running the Consulate General. He hates loose ends and unfinished business.

Motivation: Ideology.

Secrets & Goals: During the war, he crossed paths with Ilya Petrov in Istanbul. He believed the Russian was dead, until he saw him in the Bazaar District six months ago. Since then,

he has been subtly directing the local SIS agents to conduct investigations that he hopes will lead to Petrov. He wants to bring Petrov down himself because he considers him a loose end; it has become a matter of pride.

Playing Alcott: You are supremely confident that you control everything in the Consulate General. Exude confidence but not arrogance. Try to remain friendly and calm at all times.



STR 60 CON 60 SIZ 55 INT 80
POW 65 DEX 65 APP 50 EDU 80
HP: 11 DB: 0 Build: 0 Move: 9
SAN: 65

Attacks: 1

Fighting (Brawl) 65% (32/13), damage 1D3
Firearms (Handgun) 60% (30/12), damage 1D10
Dodge 40% (20/8)

Skills: Credit Rating 75%, Intimidate 40%, Listen 40%, Psychology 55%, Spot Hidden 50%, Tradecraft 65%

Other Languages: French 60%, German 50%, Russian 50%, Turkish 60%

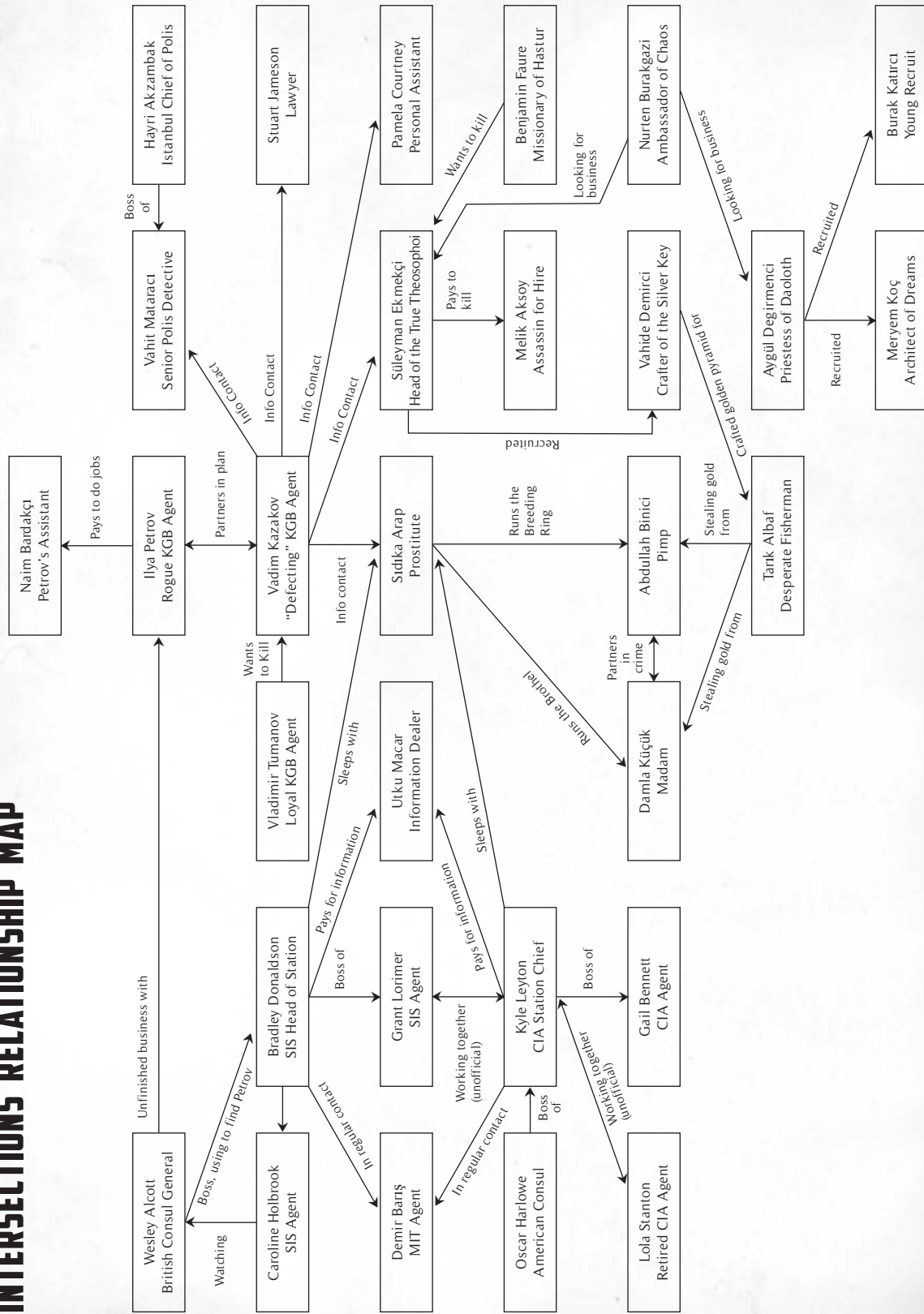
Trust: SIS 30%

Bradley Donaldson, SIS Head of Station, Age 40

Donaldson is a career spy, having joined SIS upon leaving university. He was a field operative for several years before being promoted to Head of Station. He realises he has a privileged position in Istanbul, on the front line of the Cold War. He has successfully conducted a number of defections and prides himself that the Istanbul station is run efficiently and by the book.

First Impressions: Intense, harsh stare. Hostile body language. Always on edge.

INTERSECTIONS RELATIONSHIP MAP





Personal Details: Invariably found wearing a three-piece suit, he fastidiously maintains his appearance. Donaldson is a creature of habit. He does not tolerate fools, failure or anything that could reflect badly on his own performance.

Motivation: Ideology/Ego.

Secrets & Goals: Donaldson has correctly deduced that Wesley Alcott, the Consul General, has a private agenda, but he does not know what. He suspects that Alcott might be trying to disrupt SIS by wasting their time, or diverting their attention to hide something. If this is true, Alcott is a security risk, but he has no proof to substantiate this. Donaldson sleeps with Sıdıka Arap (see pg. 183) at the Galata Bridge Brothel. He suspects that she might be an informant, so has been feeding her misleading information, hoping to trace the leak when the information surfaces again. To date, none has.

Playing Donaldson: You are in charge, no one else. Make sure people remember that. Stare them down, shout at them, whatever it takes to make them follow your orders.



STR 50 CON 55 SIZ 55 INT 85
POW 70 DEX 60 APP 55 EDU 90
HP: 11 DB: 0 Build: 0 Move: 8
SAN: 70

Attacks: 1

Fighting (Brawl) 60% (30/12), damage 1D3+DB
Firearms (Handgun) 50% (25/10), damage 1D10
Dodge 35% (17/7)

Skills: Credit Rating 50%, Listen 45%, Psychology 60%,
Spot Hidden 55%, Tradecraft 70%

Other Languages: Russian 65%, Turkish 70%

Trust: SIS 70%, CIA 30%

Grant Lorimer, SIS Agent, Age 35

Lorimer previously served in the SAS. He quickly became a member of Special Operations, but clashed with his superiors, openly calling them "underqualified bureaucrats with poor judgement". He was forced to transfer out of Special Operations or resign; he chose the latter and was transferred to Istanbul.

First Impressions: A likeable rogue. Often cheeky, but always efficient and deadly.

Personal Details: Lorimer does not hide the fact he dislikes his position. He wants to do the best he can for his country using the skills he has. Processing intelligence reports behind a desk is not proactive. He believes SIS should take a more autonomous stance on dealing with local problems rather than filing the paperwork to obtain permission first.

Motivation: Coercion/Ego.

Secrets & Goals: Lorimer has had a lot of contact with the CIA, and has built up a great deal of trust with them. He performs favours for the CIA, and vice versa, when needed. Donaldson does not approve that Lorimer has had contact with Leyton, so Lorimer keeps his dealings secret. He hopes trust with the CIA can be used to achieve a significant result in the field and allow him to transfer back into Special Operations.

Playing Lorimer: Be charming, be friendly, even cheeky. Become a cold, emotionless machine when the action starts.



STR 65 CON 65 SIZ 60 INT 75
POW 60 DEX 75 APP 50 EDU 80
HP: 12 DB +1D4 Build +1 Move: 9
SAN: 60

Attacks: 1

Fighting (Brawl) 75% (30/12), damage 1D3 + 1D4 damage bonus

Firearms (Handgun) 65% (32/13), damage 1D10

Firearms (Rifle/Shotgun) 70% (35/14), damage 2D6+4

Dodge 50% (25/10)

Skills: Listen 55%, Military Science 30%, Psychology 40%, Spot Hidden 60%, Stealth 70%, Tradecraft 50%.

Other Languages: Russian 50%, Turkish 60%.

Trust: SIS 30%, CIA 45%

Caroline Holbrook, SIS Agent, Age 30

Holbrook was recruited into SIS after graduating from Cambridge. Her father was an SIS agent and his family travelled with him as part of his cover as a trade delegate. She has lived in cities all over the world and is a gifted multi-linguist. A fluent Turkish speaker, she is one of the busiest translators in the Consulate General.



First Impressions: Quiet, distant, highly intelligent; a consummate professional.

Personal Details: Holbrook's cover is as a translator for the Consulate General. She facilitates communication between British companies looking to do business in Turkey with customers in Istanbul. She has an extensive network of contacts in businesses across Istanbul, allowing her to learn about prospective Russian deals.

Motivation: Ideology.

Secrets & Goals: Alcott has asked Holbrook to investigate Russian businesses in the city; she suspects he is trying to find a Russian spy network in the city. Donaldson has ordered her to watch Alcott to determine his ulterior motives. She

is caught in the middle and worries what will happen if Donaldson is proved right.

Playing Holbrook: You are a woman of few words, but are never rude. Be unobtrusive yet observe everything, down to the smallest detail.

STR 45 CON 55 SIZ 50 INT 90
 POW 70 DEX 60 APP 65 EDU 90
 HP: 10 DB: 0 Build: 0 Move: 8
 SAN: 70

Attacks: 1

Fighting (Brawl) 50% (25/10), damage 1D3

Firearms (Handgun) 45% (22/9), damage 1D10

Dodge 30% (15/6)

Skills: Listen 65%, Psychology 70%, Spot Hidden 60%, Tradecraft 45%.

Other Languages: Arabic 40%, Chinese 40%, French 60%, German 50%, Greek 40%, Italian 40%, Spanish 50%, Russian 70%, Turkish 75%.

Trust: SIS 50%, CIA 20%

THE AMERICANS

Oscar Harlowe, American Consul General, Age 52

The son of an influential former US senator, a number of strings were pulled to ensure Harlowe followed in his father's footsteps. After graduating from Harvard, he joined the Bureau of Security and Consular Affairs within the American State Department. He soon transferred to the American Consulate in Istanbul. Ten years later, he was Consul General. He has held the post for the past decade.





First Impressions: Loud and energetic, like a campaigning politician.

Personal Details: Harlowe strives to succeed in everything. He wants to become President. He fears that being the Consul General for so long means that this is the highest he will ever reach. It won't be if he has any say in the matter.

Motivation: Ego.

Secrets & Goals: His ambition for power drives everything he does. He needs to land a huge victory in Istanbul to attract Washington's attention. This will open doors that eventually lead to the White House. Breaking open the drug trafficking operation known as the French Connection (see pg. 91) would be that victory. He directs the local CIA agents to focus their efforts on this, while he takes all the possible credit.

Playing Harlowe: Everyone around you is a resource. Use and discard them to ensure you get what you want. You believe the ends justify the means.

STR 45 CON 50 SIZ 55 INT 80
 POW 65 DEX 55 APP 60 EDU 85
 HP: 10 DB: 0 Build: 0 Move: 8
 SAN: 65

Attacks: 1

Fighting (Brawl) 25% (12/5), damage 1D3
 Dodge 30% (15/6)

Skills: Charm 50%, Listen 35%, Persuade 50%, Psychology 60%, Spot Hidden 40%.

Other Languages: Turkish 45%.

Trust: CIA 30%

Kyle Leyton, CIA Station Chief, Age 38

Fifteen years ago, Leyton started as a Consular Agent in Istanbul. He quickly obtained a reputation in the city's foreign community as a man who knows everyone. The CIA recruited him five years later. He was a protégé of Lola Stanton's before she retired. Leyton believes the intelligence agencies need to co-operate fully in Istanbul; this will allow American interests to thrive.

First Impressions: Relaxed. Hair in disarray, scruffy, tie undone.

Personal Details: Leyton is a people person. He is always available to meet over drinks or a meal. Behind the small talk, he wants something from every conversation. He probes and enquires, trying to seize any information about activities of other agencies. He's willing to offer CIA help in small

operations in exchange for favours. For greater assistance, he wants a blank cheque of favours in return.

Motivation: Ideology.

Secrets & Goals: He believes that halting the flow of drugs from Turkey to the USA is an issue for the Turkish Polis, not the CIA. He focuses more on Soviet activity in Istanbul. He has enlisted the help of Lola Stanton to gather such information so that it does not appear he is disobeying Harlowe directly. The stress of his job has strained his marriage. Consequently, he is sleeping with Sıdıka Arap (see pg. 183) at the Galata Bridge Brothel. He pays her extra to keep their meetings a secret. He has not revealed any compromising information.

Playing Leyton: Be friendly, smile, even tell jokes. There should be no tension in your conversations.



STR 50 CON 45 SIZ 50 INT 80
 POW 60 DEX 50 APP 50 EDU 80
 HP 9 DB: 0 Build: 0 Move: 8
 MP: 12 SAN: 60

Attacks: 1

Fighting (Brawl) 45% (22/9), damage 1D3
 Firearms (Handgun) 50% (25/10), damage 1D10
 Dodge 35% (17/7)

Skills: Law 60%, Listen 50%, Psychology 60%, Spot Hidden 50%, Tradecraft 60%.

Other Languages: Russian 45%, Turkish 65%.

Trust: CIA 70%, SIS 30%

Gail Bennett, CIA Agent, Age 36

Former USAF intelligence officer stationed at Incirlik Air Base, Gail Bennett was recruited by the CIA for her regional

knowledge and exceptional skills. Fluent in Turkish, she often translates for the American Consulate. She facilitates the transport of defectors out of the city. When any wet-work is sanctioned, she is the agent selected.

First Impressions: Slender, short red hair, agile, quiet, unobtrusive.

Personal Details: Bennett originally joined the USAF, but came to dislike the lifestyle. Joining the CIA, she has rediscovered her love of the finer things in life. She buys the most expensive clothes she can afford, dines at the finest restaurants and fills her apartment with modern comforts. She enjoys a comfortable life between operations.

Motivation: Money.

Secrets & Goals: When meeting a Soviet defector last year, a gunfight occurred. A young boy was killed in the cross-fire. Bennett is tortured, believing she may have shot him. Recurring nightmares of that night have been exploited by H. She has stepped into Bennett's dreams to halt the nightmares. H talks to Bennett to ease her pain, and learn about CIA activities that could affect her own plans. Bennett only recalls fragments of these dream encounters.

Playing Bennett: Be confident, polite, rarely affectionate. If children come up in conversation, freeze and stare. Afterwards, have a shaky voice and quickly steer the conversation to another topic.



STR 70 CON 70 SIZ 55 INT 80
 POW 55 DEX 80 APP 55 EDU 85
 HP: 12 DB +1D4 Build +1 Move: 9
 SAN: 55

Attacks: 1

Fighting (Brawl) 70% (35/14), damage 1D3 + 1D4 damage bonus

Firearms (Handgun) 75% (37/15), damage 1D10

Firearms (Rifle) 80% (40/16), damage 2D6+4

Dodge 70% (35/14)

Skills: Listen 40%, Navigate 65%, Pilot 50%, Spot Hidden 60%, Stealth 40%, Tradecraft 50%.

Other Languages: Russian 50%, Turkish 70%.

Trust: CIA 60%, SIS 20%

Lola Stanton, Retired CIA Agent, Age 68

As a photojournalist for Associated Press, Stanton travelled post-war Europe, covering the start of the Cold War. The CIA noticed and recruited her. She was stationed in Istanbul, maintaining her cover with Associated Press.

Stanton gathered intelligence on Soviet interests and photographed ship movements through the Bosphorus. She often seduced Soviet naval officers to get information, in addition to her photography. Now officially retired, she remains in Istanbul as it has been her home for nearly 30 years.



First Impressions: A beautiful woman who refuses to act her age. She dresses in a manner more suited to someone half her age.

Personal Details: Stanton did not want to retire, but her age required it. She was Station Chief in all but name, recruiting and training many of the CIA agents still active in the region, including Kyle Leyton. Her record was long and impressive. She still does occasional work for Associated Press, and keeps in touch with the CIA.



Motivation: Ego.

Secrets & Goals: Stanton has been working with Leyton to monitor Soviet activity in Istanbul. She receives information from a web of contacts in major hotels, identifying businessmen and women who might be spies.

These people are then invited to one of her regular parties at her estate in Bebek. She claims these parties are networking sessions to help introduce the guests to the wider foreign community in Istanbul. Every room is bugged, every conversation recorded. Her findings are reported to Leyton.

Playing Stanton: You accumulated a small fortune by saving over the years. You portray all the confidence of the rich and powerful, but you yearn for the excitement of espionage. Be flamboyant when in your element, and bored outside of the parties.

STR 40 CON 55 SIZ 50 INT 75
 POW 75 DEX 60 APP 60 EDU 80
 HP: 10 DB: 0 Build: 0 Move: 8
 SAN: 75

Attacks: 1

Fighting (Brawl) 40% (20/8), damage 1D3
 Firearms (Handgun) 60% (30/12), damage 1D10
 Dodge 40% (20/8)

Skills: Art/Craft (Photography) 70%, Charm 60%, Credit Rating 65%, Listen 60%, Spot Hidden 70%, Tradecraft 70%.

Other Languages: French 50%, German 60%, Russian 80%, Turkish 80% .

Trust: CIA 80%, SIS 20%

THE TURKISH

Hayri Akzambak, Istanbul Chief of Polis, Age 49

Akzambak was a detective in the Istanbul Security Police (the Emniyet Genel Müdürlüğü, more commonly EGM or "Polis") for 20 years. He is now Chief of Polis, has a spotless career, and is a respected member of the community. He is often found at public engagements and parties.

First Impressions: A strong, serious and intimidating presence in a room. He exudes power and strength.

Personal Details: He dislikes the international community's interest in Istanbul, rather than leaving the Turkish to their own affairs. Akzambak reminds them that it is his city, not the spies'. If a spy causes a disturbance, he uses the full force of the law against them. Throwing them in jail only results in them being released after foreign governments call in some favours, so he uses the Polis to make their lives difficult instead (random checks and searches, visible presence around them, and so on) and disrupt their operations.

Motivation: Ego/Ideology.

Secrets & Goals: Akzambak wants to run for Mayor of Istanbul in a couple of years. He hopes that upholding national pride by coming down hard on foreign intervention will earn him public support. He could be easily manipulated if this goal is discovered.

Playing Akzambak: Narrow your eyes and stare. Talk slowly and seriously, slightly elevating your voice. Make it clear you do not like the investigators, until they start helping you, then show some charm.

TURKISH PRONUNCIATION GUIDE

A, a = as an "a" in "mars" or "tar".
 E, e = as an "e" in "gel" or "smell".
 İ, i = as the "e" in "me".
 I, ı = as the "u" in "gust" or "must".
 O, o = as an "o" in "home".
 Ö, ö = as the "ur" sound in "curtain".
 U, u = as the "oo" sound in "glue" or "shoe".
 Ü, ü = no direct English comparison. Same as German usage. Similar to French "u" in "tu".
 C, c = as the "j" in "jam" or "joke".
 Ç, ç = as the "ch" in "choice" or "choke".
 G, g = a hard "g" as in "go" or "gone".

Ğ, ğ = a silent letter indicating the preceding vowel is lengthened.
 H, h = as per English usage. Note, there are no silent hs in Turkish.
 J, j = as the "z" in "azure".
 S, s = always as the "s" in "snake", rather than as a "z" (e.g. "tease").
 Ş, ş = as the "sh" sound in "shake" or "shroud".
 V, v = a soft "v".
 W, w = treated as "V, v" above, and only found in non-Turkish words.
 X, x = appears as "ks" in Turkish words (no use of "x" in Turkish, but sounds as the English "x").



STR 70 CON 70 SIZ 70 INT 80
 POW 60 DEX 65 APP 50 EDU 80
 HP: 14 DB +1D4 Build +1 Move: 8
 SAN: 60

Attacks: 1

Fighting (Brawl) 40% (20/8), damage 1D3 + 1D4 damage bonus

Firearms (Handgun) 40% (20/8), damage 1D10
 Dodge 40% (20/8)

Skills: Credit Rating 60%, Intimidate 65%, Law 60%, Listen 50%, Persuade 50%, Spot Hidden 60%.

Other Languages: English 40%, Russian 40%.

Trust: MIT 45%

Demir Barış, MIT Agent, Age 44

A former Army Captain, Barış joined the National Intelligence Organization (MIT) shortly after it was founded in 1965. He is the official representative of MIT to the intelligence community in Istanbul. If any agency wishes to contact the Turkish authorities, they are pointed toward Barış.

First Impressions: An average-looking man in a business suit. He could be one of a million office workers.

Personal Details: Barış is often seen at consulates across Istanbul. He makes regular appointments with both Donaldson and Leyton to keep his presence known. If he spots a new agent (such as the investigators), he will be seen following them occasionally, observing their actions. He will never interfere, only watch. His orders are to identify as many foreign intelligence agents as possible working in Istanbul, as the Turkish government wants to know how much attention is being directed there. Barış is permitted to provide the

investigators with information about Turkish nationals if they approach him; in return, he seek to uncover as much about their operation as possible. He can provide information about other agencies, but he will ask for a lot more information in return.

Motivation: Ideology.

Secrets & Goals: A few weeks ago, Süleyman Ekmekçi (see pg. 185) foresaw the investigators' arrival and, believing that they would pose a threat to his plans quickly contacted Barış. Using his *Words of Power* spell, Ekmekçi convinced Barış that he had been conducting an operation at the university to identify activists amongst the student body willing to perpetrate anti-Western attacks. Ekmekçi claimed they were being influenced by a Soviet agent, Kazakov.

Ekmekçi has been gently guiding these students in certain directions so that they fall into the hands of the MIT. This has brought a number of wins to Barış and enhanced his reputation at MIT. Barış is working with Ekmekçi to gather enough evidence on Kazakov to arrest him. He is unaware that Ekmekçi is using him to prevent the investigators from getting too close to him. Barış will not let the investigators jeopardise his chance of a career-making accomplishment.

Playing Barış: Be enigmatic, sly and slightly evasive. Respond to a question with another question, probing the investigator's intentions.



STR 55 CON 65 SIZ 55 INT 85
 POW 65 DEX 70 APP 55 EDU 85
 HP: 12 DB: 0 Build: 0 Move: 8
 SAN: 65

**Attacks:** 1

Fighting (Brawl) 55% (27/11), damage 1D3
 Firearms (Handgun) 60% (30/12), damage 1D10
 Dodge 50% (25/10)

Skills: Intimidate 35%, Law 50%, Listen 45%, Persuade 50%,
 Spot Hidden 55%, Tradecraft 60%.

Other Languages: English 65%, Russian 60%.

Trust: MIT 90%

THE RUSSIANS

Ilya Petrov, Rogue KGB Agent, Age 59

A career spy, Ilya Petrov was stationed in Istanbul during World War Two. He remained there after the war as a foreign correspondent for the Telegraph Agency of the Soviet Union (TASS). In 1955, the KGB faked his death so he could return to Moscow; his superiors wanted him to train new agents, to pass on his expertise. The official investigation ruled that an accidental gas explosion destroyed his apartment in Beyoğlu, the body found there too badly burned to be correctly identified as a homeless man. Petrov trained agents for the next ten years, all the while pushing to be returned to active service. He returned to Yeniköy (see pg. 205) as “Tahir Serhan” in 1965 where he established the Serhan Letting agency. He purchased properties and turned them into rented accommodation across Istanbul. He is rarely seen in public.



First Impressions: Many would simply dismiss him as an ‘average’ middle-aged man.

Personal Details: He wears thick plastic-rimmed glasses, has a well-trimmed beard and moustache, with silver streaks running through his hair. He is a master of tradecraft and intelligence gathering. The properties owned by Serhan

Letting are all bugged. Everything is recorded. This allowed him to obtain information Kazakov later used to build his own network, as Petrov owns the buildings they all rent.

Motivation: Ideology/Ego.

Secrets & Goals: Petrov’s plan is outlined on pg. 169.

Playing Petrov: You are the most intelligent man in the room. Everything you say and do is carefully considered, like a move in chess. Think and act with strategy in mind at all times.

STR 45 CON 70 SIZ 55 INT 90
 POW 70 DEX 65 APP 50 EDU 95
 HP: 12 DB: 0 Build: 0 Move: 8
 SAN: 70

Attacks: 1

Fighting (Brawl) 45% (22/9), damage 1D3
 Firearms (Handgun) 60% (30/12), damage 1D10
 Dodge 65% (32/13)

Skills: Disguise 80%, Drive Auto 40%, Fast Talk 70%,
 Listen 60%, Locksmith 50%, Persuade 50%, Psychology
 60%, Sleight of Hand 50%, Spot Hidden 60%, Stealth 80%,
 Tradecraft 80%.

Other Languages: Arabic 40%, English 60%, French 40%,
 German 60%, Turkish 80%.

Trust: KGB 60%

Naim Bardakçı, Petrov’s Assistant, Age 30

A lifelong Istanbul resident, Bardakçı was a handyman employed by the prior owner of a boarding house Petrov purchased. Seeing both his skills and his desire for money, Petrov employed him. Bardakçı could move freely in public without fear of any cover being broken. He maintains properties for Serhan Lettings, installs bugs to listen on the tenants and takes the recordings to “Tahir Serhan” (Petrov).

First Impressions: He wears a dirty boiler-suit, carries a tool bag and is otherwise unobtrusive and forgettable.

Personal Details: A very practical person, Bardakçı is intelligent but not sociable. He understands how machines work, but not people. He lives in comfort, but always wants more. He will not pass up any opportunity that could make him more money. Bardakçı does not care what Petrov does with the recordings, as long as he is paid.

Motivation: Money.

Secrets & Goals: Bardakçı is self-centred. An offer of more money for his services, or information, will buy him, as long

as the investigators can guarantee that they will protect him from any reprisals.

Playing Bardakçı: Act dumb. You want the investigators to lose interest and leave. You are a man of few words, preferring to deal with wiring, plumbing and buildings rather than people.



STR 70 CON 60 SIZ 65 INT 75
 POW 50 DEX 55 APP 50 EDU 70
 HP: 12 DB +1D4 Build +1 Move: 8
 SAN: 50

Attacks: 1

Fighting (Brawl) 40% (20/8), damage 1D3 + 1D4
 Dodge 30% (15/6)

Skills: Electrical Repair 70%, Listen 50%, Locksmith 70%, Mechanical Repair 80%, Operate Heavy Machine 50%, Spot Hidden 50%, Stealth 40%.

Other Languages: English 20%, French 20%, German 20%, Russian 20%.

Trust:

Vadim Kazakov, "Defecting" KGB Agent, Age 45

A former Russian Naval officer (Captain First Rank), Kazakov was recruited by the KGB five years ago for his intimate knowledge of the Black Sea. His cover is that of a Sales Representative for Odessa Marine Exports (OME), a KGB-controlled company based in Ukraine. He visits various cities around the Black Sea, bringing companies together that require marine transportation services. During negotiations, he learns about local Western business interests and reports this back to his handler, Fyodor Yakovlev.

First Impressions: Muscular, well-groomed, tidy appearance, firm handshake and confident smile.

Personal Details: Yakovlev is also ex-Navy. Kazakov and Tumanov report to him. The two agents occasionally visit Istanbul at the same time, but on different missions. While both men have established networks of contacts amongst local businesses, Kazakov has also formed a network of his own to gather information about rival intelligence agencies.

Motivation: Ideology.

Secrets & Goals: Kazakov met Ilya Petrov four years ago during an operation in Istanbul. Petrov exploited Kazakov's patriotism and convinced him that his plan to make Turkey withdrawal from NATO could give the Soviet Navy a huge advantage in the Black Sea. The operation is unsanctioned, their superiors have no knowledge of it, and Kazakov knows that he will have to sacrifice his contacts, and Vladimir Tumanov, to substantiate his cover story.

Playing Kazakov: Be as calm, cold and emotionless as possible. Stare long and hard at the investigators. Don't raise your voice, don't get upset, don't get angry.



STR 75 CON 65 SIZ 70 INT 80
 POW 55 DEX 60 APP 65 EDU 80
 HP: 13 DB +1D4 Build +1 Move: 8
 SAN: 55

Attacks: 1

Fighting (Brawl) 60% (30/12), damage 1D3+DB
 Firearms (Handgun) 70% (35/14), damage 1D10
 Dodge 50% (25/10)

Skills: Climb 40%, Disguise 40%, Drive Auto 60%, Fast Talk 60%, Intimidate 50%, Jump 40%, Listen 50%, Military Science 30%, Navigate 50%, Pilot (Boat) 70%, Spot Hidden 55%, Stealth 50%, Swim 60%, Tradecraft 60%.



Other Languages: English 75%, Turkish 80%.

Trust: KGB 55%

Vladimir Tumanov, Loyal KGB Agent, Age 48

Like Kazakov, Tumanov is ex-Soviet Navy (Captain Second Rank). Both men were recruited for the same reason, their knowledge of the Black Sea region. Tumanov also works for Odessa Marine Exports (OME) as a Sales Representative, establishing contracts between clients who require goods transported across the Black Sea. Tumanov is loyal to the Soviet Union, and an adept KGB agent. He visits Istanbul regularly.



First Impressions: Average build, weathered face, deep blue eyes, narrow eyes; a man who carries himself with the precision of military training.

Personal Details: Tumanov also reports to Yakovlev, in Odessa. He gathers intelligence about Western business interests throughout the region. He follows his orders to the letter, without any deviation. He is unaware of either Petrov's plan or his presence in Istanbul.

Motivation: Coercion.

Secrets & Goals: Tumanov has been sent by Yakovlev to investigate claims that Kazakov wishes to defect. Tumanov hates Kazakov, resenting the fact a younger man was promoted above him in the Navy. Tumanov intends to kill Kazakov if he is intending to defect. This aggression will aid Petrov's plan, adding weight to Kazakov's claims.

Playing Tumanov: Carefully consider everything you say. Pause before giving a response to questions. If you are hurried, hold up a finger and look pointedly at the investigators to be patient.

STR 60 CON 70 SIZ 55 INT 85
POW 60 DEX 55 APP 55 EDU 80
HP: 12 DB: 0 Build: 0 Move: 8
SAN: 60

Attacks: 1

Fighting (Brawl) 65% (32/13), damage 1D3+DB
Firearms (Handgun) 65% (32/13), damage 1D10
Firearms (Rifle) 70% (35/14), damage 2D6+4
Dodge 55% (27/11)

Skills: Climb 35%, Drive Auto 65%, Intimidate 55%, Jump 35%, Listen 55%, Military Science 25%, Navigate 60%, Pilot (Boat) 75%, Spot Hidden 50%, Stealth 35%, Swim 50%, Tradecraft 50%.

Other Languages: English 55%, Turkish 65%.

Trust: KGB 50%

KGB NETWORK

Pamela Courtney, Personal Assistant, Age 30

Courtney has been the personal assistant to Wesley Alcott at the British Consulate General for two years. She rents a small apartment in Beyoğlu near the Consulate General. Efficient and dedicated, she often spends long hours at her desk clearing paperwork. She does not appear to have much of a life outside of work.



First Impressions: Attractive, charming, polite and efficient.

Personal Details: Courtney does not talk about her personal life because it is very quiet. She has been dating a charming and mysterious man from the American Consulate for the last six months. She is patriotic, but she yearns for greater things. Her boyfriend is encouraging her to apply for a role in SIS, saying she could become a great field agent.

Motivation: Money.

Secrets & Goals: Courtney does not realise that her boyfriend is actually Kazakov, putting on a flawless American accent. They met at a bar one evening and he seduced her. In all their meetings, he has said he can't reveal his full name for security reasons, given he works for the US government and is based at the American Consulate. Courtney calls him "Adam" and is thrilled at the prospect of dating a member of the CIA, although he has only ever implied this. Kazakov takes her out for dinner, but makes it clear that they should keep their relationship quiet, in case either consulate gets concerned. She has been told never to contact him at work. He has encouraged her to follow her ambitions, and by trusting him, she has opened up more than she should, mentioning in pillow talk about people that Alcott has seen, his appointment schedule and other tidbits of information that come across her desk. She does not think this is wrong because of the Special Relationship between the two countries. Kazakov showers her with expensive gifts. She has become accustomed to a comfortable life with him.

Playing Courtney: You are naïve, but have good intentions. Faced with proof of what you have inadvertently done, you will crack and head down a self-destructive path to try and make amends.

STR 45 CON 55 SIZ 50 INT 80
 POW 55 DEX 60 APP 70 EDU 85
 HP: 9 DB: 0 Build: 0 Move: 8
 SAN: 55

Attacks: 1

Fighting (Brawl) 25% (12/5), damage 1D3
 Dodge 30% (15/6)

Skills: Charm 40%, Library Use 60%, Listen 40%, Persuade 50%, Spot Hidden 45%.

Other Languages: Turkish 40%.

Trust: SIS 20%

Stuart Jameson, Lawyer, Age 35

An accomplished lawyer, he is a senior member of the legal team at the American Consulate. He advises American companies looking to establish trade links in Istanbul. He is well known and well respected at the Consulate. Anyone enquiring about him will hear he is widely considered as potential successor to Oscar Harlowe.

First Impressions: Confident, polite, but with a hint of arrogance.

Personal Details: Jameson has been with the American Consulate for five years. In that time, he has risen through

the ranks. Within six months, he expects to become Vice-Consul. Within 10 years, he aims to be Consul General. He has the ambition, and is making himself as valuable to the consulate as possible.

Motivation: Ideology.

Secrets & Goals: Jameson's patriotism is equally matched by his ambition. He was approached by a man claiming to be representative of the British government four months ago. This man was Kazakov, putting on a flawless English accent. Kazakov implied he was an operative for SIS who had been instructed to make contact with Jameson as his superiors believed the two could work well together, albeit off the record. Calling himself "John", Kazakov identified instances where British and American interests had almost overlapped in Istanbul. To help the Special Relationship run smoother, "John" proposed an information exchange. The SIS would pass information about British business interests to Jameson (obtained from Courtney), and Jameson would provide the SIS with details about American dealings. They would no longer tread on each other's toes. Jameson would claim he got the information from his wide range of clients. Jameson saw it as a valuable opportunity. Like Courtney, he has strict instructions not to contact John, and believes he is being a loyal patriot by helping the Special Relationship.

Playing Jameson: You are always right, no matter when you wrong. Even in the face of conclusive proof, you will still argue that you are correct.



STR 50 CON 50 SIZ 55 INT 90
 POW 60 DEX 55 APP 60 EDU 90
 HP: 10 DB: 0 Build: 0 Move: 8
 SAN: 60

**Attacks:** 1

Fighting (Brawl) 25% (12/5), damage 1D3

Dodge 35% (17/7)

Skills: Credit Rating 50%, Charm 30%, Law 75%, Listen 50%, Persuade 60%, Spot Hidden 50%.**Other Languages:** Turkish 65%.**Trust:** CIA 20%**Vahit Mataracı, Senior Polis Detective, Age 38**

A senior detective in the Istanbul Polis Force, Mataracı is close to Akzambak. Many of his cases in recent years have been to investigate the fallout of agency operations (break-ins, shoot-outs and similar). In every instance, he has lacked sufficient evidence to charge agents, despite knowing they are responsible. He vigilantly watches, waiting for an agent to slip up.



First Impressions: Scruffy, angry and uncooperative to any foreigner.

Personal Details: Mataracı is fiercely patriotic. He feels the Turks should have control of what happens in their own country, rather than being used as a playground for spies in a conflict he believes has nothing to do with Turkey.

Motivation: Ideology.

Secrets & Goals: Mataracı was approached six months ago by Kazakov, not using an alias. He proposed that the detective should pass information to him about the actions of the intelligence agencies that came to the attention of the polis. In return, Kazakov would give Mataracı the information he obtained from Courtney and Jameson. This would allow Mataracı to keep a closer eye on British and American assets. By having a polis presence around British and American contacts, it would make them less useful as information

sources, disrupting CIA and SIS activities. Mataracı agreed and has been keeping various contacts under surveillance ever since.

Playing Mataracı: Look down at the investigators. Treat them with contempt and hostility. You want them out of your city as quickly as possible.

STR 65 CON 65 SIZ 60 INT 75

POW 55 DEX 60 APP 50 EDU 80

HP: 12 DB +1D4 Build +1 Move: 8

Sanity: 55

Attacks: 1

Fighting (Brawl) 55% (27/11), damage 1D3 + 1D4

Firearms (Handgun) 55% (27/11), damage 1D10

Dodge 45% (22/9)

Skills: Drive Auto 35%, Intimidate 60%, Law 40%, Library Use 40%, Listen 50%, Psychology 50%, Spot Hidden 60%, Stealth 35%, Track 25%.**Other Languages:** Arabic 50%, English 40%, French 20%, German 35%, Russian 40%.**Trust:** MIT 30%**Sıdıka Arap, Prostitute, Age 25**

Arap wanted to be a dancer, but could not afford the training she needed. When she found it difficult to get a job, she was thrown out of her apartment. She took the only offer she had – to work as a prostitute. Her pride and self-esteem were shattered but she did what it took to survive. Three years on, she is desperate to escape.

First Impressions: Stunningly beautiful, graceful, sensitive, with a fragile look in her eyes.

Personal Details: Arap works for Binici at the Galata Bridge Brothel. She is one of the brothel's highest earners, with many regular clients. Because she is a prized asset, Binici does not allow her to leave the building. This has spared her from the fate of the other, younger girls who are given to the Deep Ones as breeding stock. After her stash of cash was found, Arap was taken down to the basement to see a Deep One for the first time. Binici told Arap she was lucky she had not yet become its bride, because she was too valuable. Since then, she has lived in fear. She wants to escape and run far away to start a new life, but she needs money.

Motivation: Money.

Secrets & Goals: Because of the brothel's discreet location, a number of influential people come to visit, including Donaldson and Leyton. Donaldson makes a little pillow talk, hinting that he does not trust his boss (Wesley Alcott), but has

mentioned little of use. Leyton has paid her well to protect his marriage, but has not told her any secrets. She has pocketed the extra cash, which she keeps under a floorboard in her room. She takes extra money from Kazakov who comes to find out what the spies are telling her. Besides having a possible hold over Leyton, the information she collects is becoming less useful. As a result, Kazakov's visits and payments are more infrequent. She is becoming increasingly desperate for money.

Playing Arap: When Binici or Küçük are present, act seductively. When they are gone, show how terrified you really are. Talk quietly but quickly. Beg for the investigators to help you escape.

STR 55 CON 60 SIZ 50 INT 75
 POW 55 DEX 70 APP 70 EDU 75
 HP: 11 DB: 0 Build: 0 Move: 9
 SAN: 55



Attacks: 1

Fighting (Brawl) 25% (12/5), damage 1D3
 Dodge 35% (17/7)

Skills: Charm 75%, Listen 50%, Persuade 40%, Spot Hidden 50%.

Other Languages: English 30%, Russian 30%.

KAZAKOV'S NETWORK

Süleyman Ekmekçi (see THE TRUE THEOSOPHOI, pg. 185) is also a member of Kazakov's network. Former members were Erdoğan and Nesim Badem, but both are now deceased. For more information on their demise, see pg. 213.

BAR AND RESTAURANT STAFF

In this section we present a number of NPCs that can be encountered at any of the bars and restaurants in Istanbul, as the Keeper desires. These have briefer outlines than the main NPCs, as they are intended for background use. The Keeper is encouraged to elaborate on these details, or create similar additional NPCs, if required. Most people in these positions are being paid by someone to tell them what they overhear.

Asım Solak, SIS Pawn, Age 23

Asım has been working as a bartender for a couple of years. He is a people person and likes to talk with the customers, especially if they are drinking alone. The job does not pay well, but he makes extra on the side telling Grant Lorimer (see pg. 173) what he has overheard at the bar. Smile a lot when portraying Asım. Ask the investigators how their day has been; are they here for business or pleasure; how long they have been in the city; have they seen any of the sights; recommend tourist attractions like the Grand Bazaar, the Hagia Sophia and the Blue Mosque.

Lütfiye Karga, KGB Pawn, Age 26

Lütfiye has been working as a waitress for six years. She moves from job to job every few months, desiring a change of scenery. Lately, she has not been able to make enough to live off. She has agreed to tell Kazakov (see pg. 180) anything she overhears because she needs the money. Lütfiye hardly ever says a word while on duty. She takes orders, brings food, but only talks when needed. She appears to be shy in her abruptness. All the time, she listens intently.

İlknur Teke, SIS/CIA/KGB Pawn, Age 35

A waitress since she left school, she loves to hear people's stories and to make them happy. She has a handyman husband and two sons, so money is tight. She is also four months pregnant, so was not afraid to accept more money. She sells information to Grant Lorimer (see pg. 173), Gail Bennett (see pg. 175) and Vadim Kazakov (see pg. 180). Overflow with happiness and joy when you take the investigators' orders. Remind them how nice a day it is outside; how wonderful Istanbul is; how great life is; how they should definitely try the specials on the menu today, and don't forget the dessert.

Yusuf Kartal, CIA Pawn, Age 29

Yusuf has travelled across Europe over the last ten years. He loves to travel and paid his way by working in bars. He returned home to Istanbul because his mother is ill. He would do anything for her, so gives information to Gail Bennett (see pg. 175) in return for cash to buy medicine for his mother. You are a walking encyclopaedia of cocktails and alcohol. You impress customers with your mixing skills, and recommend new drinks for them to try. You get more sales for the bar as a result.



OTHER NPCs

The following example statistics can be used for any other contacts (even hired guards/thugs/cultists) as required.

	STR	CON	SIZ	INT	POW	DEX	APP	EDU	HP	DB	BUILD	MOVE
#1	50	65	55	70	75	70	55	75	12	None	0	8
#2	75	60	50	70	50	55	60	70	11	+1D4	+1	9
#3	60	70	65	65	50	50	65	75	13	+1D4	+1	7
#4	55	65	60	75	55	65	55	70	12	None	0	8

Weapons: Fighting (Brawl) 30% (15/6), damage 1D3+DB, Dodge 35% (17/7)

Skills: Listen 50%, Spot Hidden 50%.

Trust: All affiliated agencies, 10%.

CULTS OF ISTANBUL

THE TRUE THEOSOPHOI

Süleyman Ekmekçi, Head of the Cabal, Age 55

A professor at the Bosphorus University, Ekmekçi has been the head of the philosophy department for the last 20 years. He is also the founder and leader of the True Theosophoi, the cabal of Yog-Sothoth worshippers who have been systematically destroying all opposition in Istanbul.

First Impressions: An academic, trimmed greying beard and moustache, tweed jacket and leather elbow patches. Always carries an Enchanted Orb (currently holds 50 Magic Points and 20 POW) and a Gate Box (two-inch cube, mahogany, linked to a box in the rooms under Leander's Tower – see pg. 204).

Personal Details: Ekmekçi has always had a thirst for knowledge, which has only intensified with age. Intrigued by esoteric lore, he believed it was complimentary to his philosophical studies regarding the nature of the universe. He discovered a book, *Hidden Keys to the Locked Dimensions* (see pg. 187), that revealed the path to all knowledge. He used the spells within it to identify individuals who would help him walk this path. Together, they formed the True Theosophoi. He uses magic to see the future and win big in games of chance, which he then uses to fund the cabal's activities.

Motivation: Ego/Ideology.

Secrets & Goals: His goal is to join the Ancient Ones with Demirc, after passing through the Ultimate Gate. As part of his crusade to eradicate the Brothers of the Skin and the

Disciples of the Tesseract, Ekmekçi has allied himself with Kazakov. He directs extremists in the university to strike against Western military and business interests in Istanbul. Ekmekçi has no political motivation, but these attacks provide useful cover when attacking the cabal's enemies.

Playing Ekmekçi: Keep calm, blink slowly, don't be rash. You know what the investigators are going to do before they do. Nothing should be a surprise to you. It's all part of your plan.



STR 50 CON 75 SIZ 50 INT 95
 POW 100 DEX 60 APP 55 EDU 95
 HP: 12 DB: 0 Build: 0 Move: 8
 SAN: 0 MP: 20

Attacks: 1

Fighting (Brawl) 25% (12/5), damage 1D3
 Dodge 60% (30/12)

Skills: Credit Rating 80%, Cthulhu Mythos 50%, Listen 55%, Occult 90%, Spot Hidden 60%.

Other Languages: Arabic 50%, English 80%, Greek 60%, Latin 60%, Russian 60%.

Trust: KGB 15%, The True Theosophoi 80%

Spells: Call/Dismiss Yog-Sothoth, Contact Tawil at'Umr, Contact Yog-Sothoth, Create Gate, Create Gate Box, Create Limbo Gate, Create Time Gate, Divination (Yog-Sothoth Variant), Dominate, Enchant Orb, Enchant Silver Key, Fist of Yog-Sothoth, Summon/Bind Dimensional Shambler, Synchronicity, Temporal Cloak (Yog-Sothoth Variant), Words of Power, Wrath of Yog-Sothoth.

Vahide Demirci, Crafter of the Silver Key, Age 45

Demirci became a research fellow studying art at the Bosphorus University last year after Ekmekçi pulled some strings. She is a talented jeweller and metalworker and is responsible for crafting the new Silver Key the cabal will use to open the Ultimate Gate. As she and Ekmekçi both work at the same university, and both spend a lot of time together, rumours are circulating that they are a couple. There is no romance in their relationship.



First Impressions: Tall, thin, elegant, but also frail. There is a haunted look in her eyes, like she has suffered intense trauma.

Personal Details: Demirci wanted to be a jeweller. She used her savings to set up a stall in the Grand Bazaar, but while she had talent, she was no businesswoman. Pitted against countless other stalls, her business failed. Depressed and bankrupt, she tried to take her own life. Ekmekçi, guided by a vision of the future, stopped her. He demonstrated his magic, told her his plan and how she would be instrumental in achieving it. She had the skill required to make the Silver Key. Inspired, Demirci joined Ekmekçi, hoping to join the ranks of the Ancient Ones.

Motivation: Coercion/Ideology.

Secrets & Goals: She is horrified by the number of people Ekmekçi has had killed. She is scared of Aksoy because he has so much blood on his hands and may turn on her and Ekmekçi to fuel his own greed. Put under enough pressure, she is the member of the cabal who will break first and reveal everything she knows. She won't go out of her way to betray Ekmekçi, so she is not under suspicion.

Playing Demirci: You are quiet person. You often look sad. The number of deaths weighs heavy on you, despite never having pulled a trigger yourself. Look off into the distance sometimes, forgetting what the investigators are saying. You are a tortured soul.

STR 55 CON 65 SIZ 50 INT 95
 POW 95 DEX 70 APP 65 EDU 95
 HP: 11 DB: 0 Build: 0 Move: 7
 SAN: 30 MP: 19

Attacks: 1

Fighting (Brawl) 25% (12/5), damage 1D3
 Dodge 50% (25/10)

Skills: Art/Craft (Jewellery) 80%, Credit Rating 40%, Cthulhu Mythos 20%, Library Use 50%, Listen 50%, Occult 40%, Spot Hidden 70%.

Other Languages: Arabic 40%, English 40%, Latin 20%.

Trust: The True Theosophoi 50%

Spells: Contact Tawil at'Umr, Contact Yog-Sothoth, Create Gate, Create Gate Box, Create Limbo Gate, Enchant Silver Key, Divination (Yog-Sothoth Variant), Synchronicity, Temporal Cloak (Yog-Sothoth Variant).

Melik Aksoy, Assassin for Hire, Age 32

Melik Aksoy has progressed from being hired muscle to being assassin for the Turkish Mafia. A year ago, he was working with a drug cartels supplying heroine to Marseilles. Now, he takes most of his work from Ekmekçi. He has been responsible for the assassinations of many of the Brothers of the Skin, and attacks against the Disciples of the Tesseract.

First Impressions: Intimidating. A man with a rugged face, hate-filled eyes and scars from innumerable fights.

Personal Details: Ekmekçi came to Aksoy last year, an hour before a pick-up at a dock, telling him that if he went, he would die. His superiors had lied to him about the cargo. He and Ekmekçi watched from afar. They witnessed a Soviet defector being brought ashore and a gunfight followed (this is the same gunfight in which a child was shot, which haunts the dreams of Bennett). Aksoy saw all his friends killed by



the CIA. He owes Ekmekçi his life. He carries a Gate Box, identical to Ekmekçi's (two-inch cube, mahogany, linked to a box in the rooms under Leander's Tower – see pg. 205) that he can use in dire need, although he has yet to do so.

Motivation: Money.

Secrets & Goals: While Ekmekçi considers Aksoy to be a part of the cabal, Aksoy sees himself as little more than a hired gun. Aksoy has been told about Ekmekçi's grand plan, but he is driven purely by greed, not the thirst for knowledge. Ekmekçi pays him well for his services, but such payments have become infrequent due to fewer targets being identifiable. Having successfully assassinated Hurşit Yılmaz, the former seer for the Disciples of the Tesseract, the remaining cultists have shielded themselves from Ekmekçi's divinations. Aksoy's desire for money could be used to turn him on Ekmekçi; he might see this coming, however, which would make this a dangerous gambit.

Playing Aksoy: Stare long and hard at the investigators, trying not to blink. Leave long breaks between statements. Keep your sentences short and to the point.



STR 75 CON 65 SIZ 60 INT 75
 POW 50 DEX 85 APP 50 EDU 80
 HP: 12 DB +1D4 Build +1 Move: 3
 SAN: 50 MP: 10

Attacks: 1

Fighting (Brawl) 70% (35/14), damage 1D3 + 1D4
 Firearms (Handgun) 50% (25/10), damage 1D10
 Firearms (Rifle) 80% (40/16), damage 2D6+4
 Dodge 60% (30/12)

Skills: Intimidate 60%, Listen 45%, Spot Hidden 55%, Stealth 80%.

Other Languages: Arabic 30%, English 30%, Russian 30%.
 Trust: The True Theosophoi 20%

Tomes

Hidden Keys to the Locked Dimensions

Latin, Author Unknown, circa 15th Century

A 300-page quarto-sized (7.5"x10"), leather-bound book. The hand-written, illuminated text is of such a high and consistent quality it could be mistaken for being printed. It is an exceptionally valuable work. Fewer than ten copies are thought to exist.

The text reproduces the journal of an unnamed sorcerer obsessed with the acquisition of forbidden knowledge. The sorcerer claims to have obtained a copy of the *Al Azif*. From this, they learned of the Ancient Ones, beings who had passed through the Ultimate Gate, guided by Tawil at'Umr. Beyond the Ultimate Gate, in the Ultimate Abyss, the Ancient Ones had learned the truth behind all creation. Thus they transcended time, space and matter.

The book discusses Yog-Sothoth and its Avatar, Tawil at'Umr, as well as Limbo, a plane of reality outside of time and space, filled with the Nameless Mist that gave birth to Yog-Sothoth. The text states that the sorcerer intended to perform the rites to open a Gate to Limbo where they would meet their guide, Tawil at'Umr. At the edge of reality, the guide would lead the sorcerer to the Ultimate Gate.

Only certain artefacts, such as the fabled Silver Key, would open the Ultimate Gate. The sorcerer claimed to have reversed engineered the rites needed to create such a key, believing that such artefacts could not be unique. *"While there may be only one Gate, it may have many keys"*.

A note from the publisher ends the text, whereby it states that the last entry in the journal regarded the sorcerer making preparations to begin the journey. They never returned.

Sanity Loss: 1D10

Cthulhu Mythos Gain: +5/+10 percentiles

Mythos Rating: 25

Study: 5 weeks

Suggested Spells: Call the Most Ancient One (Contact Tawil at'Umr), Door to Nowhere (Create Limbo Gate), Crafting the Key (Enchant Silver Key), Look Beyond Tomorrow (Divination, Yog-Sothoth Variant), Ride on Time's Wave (Synchronicity), Hide Between the Seconds (Temporal Cloak, Yog-Sothoth Variant), Touch of the Sphere (Wrath of Yog-Sothoth).

Spells

Contact Tawil at'Umr

Cost: 5 POW; 1D6 Sanity points

Casting Time: 1D6+4 rounds

As per all *Contact Deity* spells, the chance of success is equal to half the caster's POW (after paying the cost of the spell). The spell can only successfully be cast at night, under a clear sky. An incantation is made to the stars. When the caster next sleeps, they are visited by the Avatar of Yog-Sothoth in their dreams. Tawil at'Umr only acknowledges requests to be guided to the Ultimate Gate. Tawil at'Umr informs the caster that they will meet in person the next time the caster ventures into Limbo. From there, they will meet with the Ancient Ones and conduct the rite to lead them to the Ultimate Gate. If the caster makes any other request, a Luck roll is required. A success means Tawil at'Umr departs, the request ignored. Failure means Tawil at'Umr parts its robes, revealing the horror within (SAN loss 1D20/1D100). The caster awakens at this point (usually screaming).

Create Limbo Gate

Cost: 5 POW; 1 Sanity point

Casting Time: 1 round

This spell opens a Gate to Limbo, a realm permeated by a boundless mist. Passing through the Gate in either direction costs 3 Magic Points. Entering Limbo costs an additional 0/1D4 Sanity points. The Gate remains open until the caster decides to close it, or 100 days pass, whichever comes first. The spell can only be cast upon an archway or doorway. If the caster possesses a Silver Key (see below) they receive a bonus die to their casting roll. More information on Limbo can be found on pg. 224.

Enchant Orb

Cost: 30 POW; 1D6 Sanity points

Casting Time: 7 days

This spell imbues a quartz orb with the ability to drain Magic Points and POW from humans, storing them to be later used by the caster. Casting the spell and crafting the orb requires a week's work and a human sacrifice. Once created, each use of the orb costs the user 1D3 Sanity points. When anyone except the orb's creator touches the enchanted orb, they lose 1 Magic Point, 1 POW and 1 Hit Point per round they remain in contact with it; the orb glows and accumulates 1 Magic Point and 1 POW per round they remain in contact. The person losing the Magic Points and POW is gripped with an agonising headache. The object can be held against someone until they suffer enough damage to kill them. No Magic Points or POW can

be drained from a corpse. POW drained in this way from a victim is lost permanently. Once all of a victim's Magic Points are drained, further draining results in loss of Hit Points being drained instead, with the orb storing these as Magic Points.

When Magic Points or POW from the orb are spent in casting a spell, they are spent permanently. Once the orb is empty of both Magic Points and POW, another victim must be found to recharge it.

Enchant Silver Key

Cost: 30 POW; 1D6 Sanity points

Casting Time: 7 days

Creates a key necessary to open the Ultimate Gate. Casting the spell and creating the key requires a week's work, crafting an intricate mould into which molten silver is poured. All work must be performed at night. The end result is a solid silver key, about 1 foot long, decorated with a network of cryptical arabesques. The creator is automatically attuned to the key. Anyone else trying to use the key in any way must first attune themselves to it. This requires a Hard POW roll that can be attempted once per day. If successful, the user loses 10 POW. Separate keys must be attuned separately, paying the cost in each instance. The key is activated with a successful POW roll, accompanied by making gestures in the air while holding it. It grants various benefits to the user:

- A bonus die when attempting to cast *Create Limbo Gate*.
- A bonus die to all Dreaming rolls.
- The ability to open the Ultimate Gate (if led there by Tawil at'Umr).

Divination (Yog-Sothoth Variant)

Cost: 2 Magic Points; 1D3 Sanity points

Casting Time: 1 round

This spell may only be cast at night, under a cloudless sky, at the top of a stone tower at least ten yards high. The caster stands inside a chalk circle and looks into a highly polished circular silver mirror. A POW roll is required for each casting of the spell, paying the cost regardless of success or failure. The caster receives a vision of the future in the mirror relating to a particular event that they must specify at the time of casting (such as who will next visit me, who will next try to kill me, or similar). If the caster uses knowledge of an upcoming event to attempt to change the course of the future, they receive a bonus die on all rolls that take place during the time the vision shows.

Keeper's Note: Predicting the future in any game can be problematic. Events in play can change the course of future



events beyond the Keeper's control. In the context of Intersections, this spell has allowed the True Theosophoi to assassinate their rivals when they are most vulnerable. If the investigators learn this spell, any visions they receive should be ambiguous enough to fit a multitude of potential outcomes later in the campaign.

**Synchronicity****Cost:** 10 Magic Points; 1D6 Sanity points**Casting Time:** 5 rounds

This spell grants the caster an intimate connection to the flow of time around them. They can sense when events are about to happen, almost like a Sixth Sense. The caster receives a bonus die to all actions they perform for the next hour. Outwardly, it appears the caster is the beneficiary of helpful coincidences: they arrive at a junction just as the lights go green; a taxi arrives just as they need one; they know which route is best to take to evade a pursuer, and so on. In reality, these "coincidences" occur because the caster knows they are about to happen.

Temporal Cloak (Yog-Sothoth Variant)**Cost:** 5 Magic Points; 1D3 Sanity points**Casting Time:** 1 round

This spell may only be cast at night, under a cloudless sky, at the top of a stone tower at least ten yards high. The caster stands inside a chalk circle and prays to Yog-Sothoth.

For the next 1D3 weeks, the caster will not appear in any visions granted by the Divination spell. Only the caster gains this benefit. For example, a sorcerer casts Divination, wishing to know who will be the next person to visit them. They receive a vision of the next visitor not protected by a temporal cloak. Any divination that would otherwise solely result in showing someone protected by a temporal cloak instead grants no vision.

Wrath of Yog-Sothoth**Cost:** 1 POW; 5 Magic Points**Casting Time:** Instantaneous

This deadly spell channels Yog-Sothoth's power as an attack. The caster gestures towards a single target. Any cover between the caster and the target suffers 3D10 damage per casting. When no cover remains, the target suffers the effect of being touched by Yog-Sothoth (loss of 3D10 permanent CON, see the *Call of Cthulhu* rulebook) per casting.

DISCIPLES OF THE TESSERACT**Aygül Değirmenci, Priestess of Daoloth, Age 415 (Apparent Age 30)**

Aygül Değirmenci is the reclusive owner of the Antique Bookstore in the Book Bazaar (see pg. 201). She long ago gouged out her eyes and now hides behind dark sunglasses. She performs occasional tarot readings for clients. A priestess of Daoloth, she founded the Disciples of the Tesseract after foreseeing the coming nuclear apocalypse. The cult is building a Citadel in the Dreamlands to save some of the human race from destruction.



First Impressions: Dignified, intelligent, she carries herself with confidence that demands respect.

Personal Details: Değirmenci was the daughter of an astrologer at the Istanbul observatory of Taqi ad-Din. She rescued books from there before it was destroyed in 1580. One book, *The Heavens Beyond the Veils* (see opposite), contained the rites of the astrologer priests of Daoloth. Değirmenci petitioned Daoloth to make her immortal. Daoloth did so, and lifted the veils of her perception. Exposed to true reality, only gouging out her eyes ended the torment. She now “senses” angles rather than “seeing” normally. She wandered the globe for centuries, acquiring knowledge of the Mythos.

Motivation: Ideology.

Secrets & Goals: Immortality and forbidden knowledge have driven Değirmenci completely insane. To complete her plan, Değirmenci intends to summon Daoloth to rend the barriers between the waking world and the Dreamlands. This will plunge Istanbul into madness, but the survivors will be united in devotion to Daoloth. Her greatest secret is her eyes, which constantly regenerate. Only by locking them in darkness, hidden in the shop, is she free from the suffering of unveiled sight.

Playing Değirmenci: You are completely calm and caring; a motherly figure driven to save as many in the city as possible. You love everyone as though they were your children.

STR 60 CON 80 SIZ 50 INT 100
 POW 150 DEX 55 APP 45 EDU 100
 HP: 13 DB: 0 Build: 0 Move: 9
 SAN: 0 MP: 30

Attacks: 1

Fighting (Brawl) 35% (17/7), damage 1D3
 Dodge 50% (25/10)

Skills: Credit Rating 35%, Cthulhu Mythos 65%, Dreaming 35%, Dream Lore 50%, Library Use 75%, Listen 65%, Occult 100%, Spot Hidden 60%.

Other Languages: Arabic 65%, English 70%, French 60%, Greek 80%, Latin 80%, Russian 40%.

Trust: Disciples of the Tesseract 80%

Spells: Beseech Daoloth, Call Daoloth, Cloud Memory, Contact Daoloth, Divination (Daoloth Variant), Dread Curse of Azathoth, Dust of Suleiman, Elder Sign, Pentacle of the Planes, Powder of Ibn-Ghazi, Resurrection, Temporal Cloak (Daoloth Variant), Voorish Sign, Wrack.

Burak Katırcı, Young Recruit, Age 21

Katırcı was studying history at Istanbul University when he met Değirmenci. He was looking for part-time work when

Değirmenci approached him with a job offer to work at the Antique Bookstore. After being shown the apocalypse to come, he dropped out of his course and now spends most of his time at the store, assisting Değirmenci.



First Impressions: Scruffy, hint of body odour, dirty T-shirt and spectacles; he could easily be mistaken for a student.

Personal Details: Değirmenci recruited Katırcı because his was studying ancient belief systems for predicting the future. He dreamed of unlocking the secrets of the future as well as those of the past. Since Hurşit Yılmaz, the cult’s seer, was killed by Aksoy (see pg. 186), Değirmenci has been instructing Katırcı in the spells that keep the cult hidden from the gaze of the True Theosophoi. He is completely devoted to Değirmenci’s cause but does not know her true plan.

Motivation: Ideology.

Secrets & Goals: Katırcı has some small Mythos knowledge after reading some of Değirmenci’s books (see pgs. 191-192). If the investigators come to the shop looking for esoteric knowledge, he is willing to charge them to access these books, but they are not for sale. The books never leave the store. The more Katırcı thinks the investigators might be helpful to the cult, the less he charges for access to the books, and the more he hopes they might join the Disciples of the Tesseract.

Playing Katırcı: Smile, nod a lot, be as helpful as possible. Scratch your head every so often, shuffle in your seat and don’t sit still for long.

STR 45 CON 50 SIZ 45 INT 85
 POW 75 DEX 65 APP 50 EDU 85
 HP: 9 DB: 0 Build: 0 Move: 8
 SAN: 50 MP: 15

**Attacks:** 1

Fighting (Brawl) 25% (12/5), damage 1D3

Dodge 40% (20/8)

Skills: Credit Rating 15%, Cthulhu Mythos 10%, Dreaming 20%, Dream Lore 35%, History 45%, Library Use 40%, Listen 50%, Occult 30%, Spot Hidden 50%.**Other Languages:** Arabic 20%, English 40%, Greek 20%, Latin 30%.**Trust:** Disciples of the Tesseract 25%**Spells:** Beseech Daoloth, Contact Daoloth, Divination (Daoloth Variant), Elder Sign, Pentacle of the Planes, Powder of Ibn-Ghazi, Temporal Cloak (Daoloth Variant), Voorish Sign.**Meryem Koç, Architect of Dreams, Age 39**

Koç was a Dreamer for years before she met Değirmenci and had already learned a little about the Mythos. She readily joined the Disciples of the Tesseract. A gifted Professor of Architecture, she lectures at Istanbul University and brings her designs to life in her dreams. A renowned talent in her field, she has consulted on building projects around the globe.



First Impressions: Elegant, attractive, friendly; dressed casually, many would not suspect she was an academic, or even an architect.

Personal Details: Koç has been crafting the Citadel in the Dreamlands for almost a year. It is a huge undertaking. After Hurşit Yılmaz was murdered, Koç's confidence was shaken. She and Yılmaz were romantically involved, and she was heartbroken and terrified that she might be next, so hid in her apartment for days. It was not until Değirmenci taught her the way to hide herself from divinations that she dared venture outside again. She remains paranoid that everyone outside the cult wants her dead. She regularly looks into the future, trying

to divine the face of the person who will kill her. Given the True Theosophoi also shield themselves from divinations, the investigators are most likely to fit this description.

Motivation: Ideology.

Secrets & Goals: Because of her shaken confidence, Koç's progress on the Citadel has slowed. She feared that she would not complete it in time. Sensing her distress, H appeared in Koç's dreams, calling herself "Helena", and has helped her build the Citadel at a much-accelerated rate. Now, it is nearly complete. Koç believes Helena is a fellow dreamer and a benevolent benefactor who stumbled on her creation. Helena is found in the Citadel most times Koç goes there. Koç has not told Değirmenci about Helena because she wants to take credit for the Citadel herself.

Playing Koç: Be scared of the investigators when you first meet them. You are convinced they are there to kill you. If they convince you this is not the case, relax. Explain your fear with a lie about being on edge after a mugging in the Bazaar District. Be polite, but cautious in future dealings with them.

STR 55	CON 60	SIZ 50	INT 90
POW 85	DEX 70	APP 65	EDU 95
HP: 11	DB: 0	Build: 0	Move: 9
SAN: 45	MP: 17		

Attacks: 1

Fighting (Brawl) 25% (12/5), damage 1D3

Dodge 55% (27/11)

Skills: Art/Craft: Architecture 85%, Credit Rating 60%, Cthulhu Mythos 35%, Dreaming 50%, Dream Lore 65%, Library Use 60%, Listen 55%, Occult 50%, Spot Hidden 65%.**Other Languages:** Arabic 50%, English 80%, French 50%, German 50%, Japanese 50%.**Trust:** Disciples of the Tesseract 30%**Spells:** Beseech Daoloth, Contact Daoloth, Divination (Daoloth Variant), Elder Sign, Pentacle of the Planes, Powder of Ibn-Ghazi, Temporal Cloak (Daoloth Variant), Voorish Sign.**Tomes****The Heavens Beyond the Veils***Greek, Author Unknown, circa 14th Century*

A 200-page folio-sized (10"x15"), cloth-bound book. Its handwritten pages contain densely packed text, interspersed with star-charts and complex geometrical diagrams. Twenty copies are known to exist in private collections and libraries around the world.



The text discusses various patterns in the stars beyond the recognised constellations and how these patterns can be used in communication with Daoloth, the Render of the Veils. The seers of Atlantis believed that the patterns were messages left by the gods, allowing man to make contact with the divine. They were the first human worshippers of Daoloth. The text also discusses the layers of reality that form the known universe. Daoloth rends the veils that separate these layers, allowing its priests to see the entire universe. It discusses the Dreamlands, Beyond, Limbo, the Ultimate Abyss and the intrinsic relationship between time and space.

The tome can be used to find when stellar positioning aids in casting spells relating to time, space and Daoloth. If a sorcerer rolls under the tome's Mythos Rating, they receive a bonus die when casting their subsequent spell.

Sanity Loss: 1D8

Cthulhu Mythos Gain: +4/+8 percentiles

Mythos Rating: 20

Study: 4 weeks

Suggested Spells: Rend Ignorance (Beseech Daoloth), Summon the Render (Call Daoloth), Commune with the Render (Contact Daoloth), Star of Protection (Pentacle of the Planes), Behold the Future (Divination, Daoloth Variant), Shroud of Veils (Temporal Cloak, Daoloth Variant).

Spells

Beseech Daoloth

Cost: 1D6 POW; 1D6 Sanity points

Casting Time: 5 minutes

Existing beyond the constraints of time and space grants Daoloth omniscience. Sorcerers can call upon Daoloth to answer questions, but Daoloth extracts a cumulative price for answers. The spell is a lesser form of *Contact Daoloth* and must be cast in complete darkness, within a *Pentacle of the Planes* (see opposite). The caster pays 1D6 POW and 1D6 Sanity points. They then pay Magic Points for each yes-or-no question they ask, as below. Any other type of question is ignored. The caster receives the response telepathically.

The Keeper must respond to these questions truthfully. If the question could be answered with both a yes and a no, no cost is paid. There is no limit on how many questions the caster can ask, as long as they can afford to ask them.

For the first question, the caster pays 1 Magic Point, offered to Daoloth in a drop of blood. For every subsequent question (regardless of whether the questions are asked over multiple castings), the cost cumulatively increases by 1 Magic Point.

Once the caster runs out of Magic Points, the remainder of the payment is taken as Hit Points.

Keeper's Note: This is an excellent tool to help stuck investigators find their way again, but it is also powerful. Keepers should be careful when making it available to investigators. Its increasing cost limits the number of times the spell can be cast by any one individual, however.

Call Daoloth

Cost: 1+ Magic Points per participant; 1D10 Sanity points (caster and participants)

Casting Time: 1-100 minutes

This spell summons Daoloth to appear before the caster. Any number of participants may contribute 1 Magic Point each, with those who know the spell permitted to contribute any number of Magic Points they possess. The caster loses 1D10 Sanity points whether the spell is successful or not, with participants losing 1D10 Sanity points upon a successful casting. Casting the spell in complete darkness evades any subsequent Sanity loss for seeing Daoloth (SAN loss, 1D10/1D100). Each participant and the caster must offer a drop of blood to Daoloth.

Four components are required for a successful casting: an image of Daoloth; the skull of a nightgaunt; and two black candles. A *Pentacle of the Planes* (see opposite) is not required for a successful casting, but will determine if the caster survives the experience. Without a *Pentacle of the Planes* to contain Daoloth upon its arrival, it expands at an ever-increasing rate, invariably consuming the caster in the process. If using the *Pentacle of the Planes*, the four other components are attached to its points via metal rods, with the caster occupying the fifth point. Attempting to perform the spell without the required components results in the death of the caster as Daoloth pulls them into its own dimension, never to be seen again.

Contact Daoloth

Cost: 5 POW; 1D6 Sanity points

Casting Time: 1D6+4 rounds

As per all *Contact Deity* spells, the chance of success is equal to half the caster's POW (after paying the cost of the spell). The spell can only be cast at night. The caster stands in the centre of a geometric pattern drawn on the ground in salt. The pattern resembles parts of the Metatron's Cube used in sacred geometry. Upon completing the pattern and casting the spell, wise sorcerers blindfold themselves. Moments later, the caster is teleported outside of space and time to the realm that Daoloth inhabits. The blindfold means the caster need not make the Sanity roll for seeing Daoloth (1D10/1D100 SAN loss).



Daoloth can communicate telepathically with those who contact it. The sorcerer can use this opportunity to petition Daoloth for various gifts, such as knowledge, teleportation to anywhere in the universe, travelling to other times, spells and even immortality, granting them the ability to ignore the flow of time. Such gifts invariably cost more POW. Exact costs are determined by the Keeper.

For those that ask a lot from the god (especially if such requests outweigh any devotion the caster has shown Daoloth), Daoloth also rends the veils of their perception. Seeing the true nature of the universe is beyond the capability of the human mind, costing 1/1D10 Sanity points per round that the caster can see. Only being blinded or perpetually keeping their eyes shut will spare the caster from this effect. Once contact is over, the caster is returned to their own space and time immediately after vanishing. To any onlooker, they never left.

Divination (Daoloth Variant)

Cost: 2 Magic Points; 1D3 Sanity points

Casting Time: 1 round

Mechanically, this spell functions exactly like the Yog-Sothoth Variant (see pg. 188). The method of casting is different, however. The caster stands within a chalk circle that is within a square, which is within a triangle, which is within a larger

circle upon which representations of the five Platonic solids stand. A POW roll is required for each casting of the spell, paying the cost regardless of success or failure.

Pentacle of the Planes

Cost: 10 POW; 1D6 Sanity points

Casting Time: 5 days

The *Pentacle of the Planes* is a magical tool used in summoning and containing extra-dimensional beings, such as Daoloth. It limits the space they can occupy once summoned.

The *Pentacle of the Planes* can be created from any manufactured material. Historically, pottery, glass and metal have all been used. Plastic is now the material of choice. It takes five days to create the intricate interlocking segments that form the Pentacle. Once created, the *Pentacle of the Planes* can be used in rites performed by any sorcerer, not just its creator. Upon assembling the *Pentacle of the Planes*, the user spends 1 Magic Point to activate it for use in a subsequent spell.

Temporal Cloak (Daoloth Variant)

Cost: 5 Magic Points; 1D3 Sanity points

Casting Time: 1 round

Mechanically, this spell functions almost entirely the same as the Yog-Sothoth Variant (see pg. 188). The method of casting is different, however. The caster stands upon a *Pentacle of the Planes*, in complete darkness, and offers a prayer and drop of their blood to Daoloth.

Unlike the Yog-Sothoth Variant, others subjects, in addition to the caster, can also receive the benefits of the spell. Everyone standing within the *Pentacle of the Planes* (up to a maximum of five, the caster and four others stood at the points) is shielded from appearing in divinations directed at them for the next 1D3 weeks.

DEEP ONE BREEDING RING

Tarik Albaf, Desperate Fisherman, Age 52

A life-long fisherman, Albaf is an agent for the Deep Ones of Hn'Igneyt. He arranges the transport of girls from the Galata Bridge Brothel to the Rumeli Kavađi Brothel where they are taken by the Deep Ones to be used as breeding stock. He lured Binici and Kūçük into the operation with the promise of gold. He hates himself for what he is done to save his own skin.

First Impressions: Rugged, dirty, stinks of salt water; it is hard to tell when he last had a bath.

Personal Details: Albaf inherited his father's boat but times have been hard. With increasing costs and diminishing catches, Albaf nearly closed the family business. Searching his father's possessions for anything he could sell, he found a journal (see opposite) that described rites his grandfather performed to help fishermen. Desperate, Albaf performed these rites and fish swam into his nets in their hundreds. A Deep One joined them. Albaf begged for his life as the creature advanced, saying he would do anything to avoid harm. Albaf was ordered to bring the Deep Ones women to breed with. If Albaf reneges on this deal, the Deep Ones will come for him.

Motivation: Coercion.

Secrets & Goals: Albaf has been keeping some of Abdullah Binici's and Damla Küçük's (see opposite) gold payments. He needs gold to construct the pyramid described in his father's journal that he hopes will control the Deep Ones, but fearing that Deep One gold is useless against them, Albaf is exchanging it at the Grand Bazaar for real gold. It was here that he met Vahide Demirci (see pg. 186) and she agreed to construct the pyramid. Albaf intends to command the Deep Ones to leave and never come back, securing his safety. He misunderstands the extent of its power. It will summon Deep Ones, not bind them as he wants.

Playing Albaf: Mutter and grumble under your breath, hunch your shoulders and avoid eye contact. Be gruff and irritable with the investigators.



STR 60 CON 75 SIZ 65 INT 80
 POW 45 DEX 65 APP 45 EDU 75
 HP: 14 DB +1D4 Build +1 Move: 8
 SAN: 38 MP: 9

Attacks: 1

Fighting (Brawl) 40% (20/8), damage 1D3 + 1D4
 Firearms (Handgun) 35% (17/7), damage 1D10
 Dodge 40% (20/8)

Skills: Cthulhu Mythos 5%, Listen 40%, Natural World 20%, Navigate 60%, Op Hv Machine 50%, Pilot (Boat) 65%, Spot Hidden 40%, Swim 60%.

Other Languages: Arabic 40%, English 20%, Russian 40%.

Spells: Attract Fish, Summon Deep One.

Abdullah Binici, Pimp, Age 35

Binici can be charming, but he can also be a bully. There is nothing he won't do for money. He lives by moving from one excess to the next. As far as he is concerned, the girls he sends to the Deep Ones are just a business transaction. They were living in the slums and he believes they would have died a slow death in poverty. If anything, he has done them a favour.



First Impressions: Dressed in a sharp, light-coloured suit, polished shoes, slicked-back hair and a cocky grin. The way he looks at people suggests he has only one thing on his mind.

Personal Details: Binici is atrocious, with no redeeming features. He has an impressive wardrobe, lavishly furnished apartment, all paid for with gold from the Deep Ones. The Deep One gold is sold to jewellers at the Grand Bazaar, who then sell them on as trinkets. He picks up girls from the suburbs to the south-west of the city, where migrants from Anatolia have settled. They have come to find jobs in the new factories built on the outskirts of Istanbul. In poverty, desperate for money, many accept his offer to make extra cash for their families. They are never seen again.



Motivation: Money.

Secrets & Goals: Vahit Mataracı (see pg. 183) has taken an interest in how Binici can afford the lifestyle he publicly displays. He has started to become an annoyance to Binici, who may soon take steps to remove him (hiring a hitman like Melik Aksoy to do so – see pg. 186). This could put the investigators in the firing line; if they intervene to save the detective, they will likely become the focus of Binici's anger as well.

Playing Binici: Be over the top. You love luxury. Look down on the investigators if they don't dress as well as you. Be condescending, but always with a smile.

STR 70 CON 65 SIZ 60 INT 70
 POW 55 DEX 70 APP 60 EDU 75
 HP: 12 DB +1D4 Build +1 Move: 9
 SAN: 50

Attacks: 1

Fighting (Brawl) 60% (30/12), damage 1D3 + 1D4
 Firearms (Handgun) 40% (20/8), damage 1D10
 Dodge 50% (25/10)

Skills: Charm 65%, Credit Rating 50%, Intimidate 70%, Listen 45%, Persuade 45%, Psychology 50%, Spot Hidden 50%.

Other Languages: Arabic 50%, English 60%, Greek 50%, Russian 50%.

Damla Küçük, Madam, Age 45

A former prostitute, Küçük has worked for Binici for years. She now operates the Galata Bridge Brothel on his behalf. She ensures that the prostitutes are looked after, and that they do not leave the house. She has a sharp mind for business, and a fiery temper.

First Impressions: She dresses like a prostitute 20 years her younger. Her hair and make-up are always a little out of place.

Personal Details: Tarik Albaf (see pg. 193) used to be a client of Küçük's. When Albaf needed girls, he went to her. They thought Albaf was a fetishist when he said the girls would be sleeping with the fish, but when he called the creature to the docks for her and Binici to see, they knew better. It was Küçük's negotiation that secured the payment of gold, and the agreement upon the location for the transactions.

Motivation: Money.

Secrets & Goals: Like Binici, she is driven by the Deep One gold that they receive. Unlike Binici, she has a contingency

plan in case such payments stop. Küçük has discovered a bug in Arap's room placed there by the landlord, Tahir Serhan, really Ilya Petrov (see pg. 179). She suspects that he has been gathering information to blackmail clients with, and now she intends to blackmail him in return. This dangerous course of action could lead to her meeting with a sudden 'accident'.

Playing Küçük: You have little love left for humanity. All your care about is yourself and your money. Without it, you are nothing.



STR 55 CON 75 SIZ 55 INT 75
 POW 60 DEX 75 APP 60 EDU 75
 HP: 13 DB: 0 Build: 0 Move: 8
 SAN: 55

Attacks: 1

Fighting (Brawl) 50% (25/10), damage 1D3
 Firearms (Handgun) 30% (15/6), damage 1D10
 Dodge 60% (30/12)

Skills: Charm 70%, Intimidate 40%, Listen 60%, Persuade 50%, Psychology 55%, Spot Hidden 45%.

Other Languages: Arabic 40%, English 50%, French 40%, Greek 40%, Russian 50%.

Tomes

Musa Albaf's Journal

Turkish, Musa Albaf, Late 1960s-1970s

A 250-page octavo-sized (5"x7.5"), hardcover journal with cheap, thin paper pages. The handwriting is untidy and hard to follow. No copies have been made of the journal. Musa was a fisherman who worked along the Bosphorus and the southern shore of the Black Sea. A resident of Istanbul, he

sold his catch to local fishmongers. He kept an irregular journal, documenting only the significant events in his life. This volume covers the late 1960s onwards. Musa references discussions with his grandfather (Halit Albaf), prompted by the events he writes about.



Halit was a fisherman, like Musa. He passed down tales from the seafarers of old. Their superstitions, practices and traditions are documented in the journal. The depictions of rites are very detailed, but because of Musa's advancing age, and his failing memory, certain details he recounted are wrong.

The old tales also discuss the Deep Ones. One passage details the command a sailor could have over these creatures by using an ornately crafted Golden Pyramid. The text implies the pyramid can control Deep Ones. In truth it only aids a sorcerer in summoning them. No binding spell is present.

Sanity Loss: 1D4

Cthulhu Mythos Gain: +1/+3 percentiles

Mythos Rating: 10

Study: 1 week

Suggested Spells: Harvest the Oceans (Attract Fish), Command of the Merfolk (Summon Deep One).

Spells

Attract Fish

Cost: 4 Magic Points

Casting Time: 5 minutes

This spell can only be cast upon open water (such as an ocean or large lake). Bait is mixed with the caster's blood and then thrown into the water as a chant is sung. Within the next

hour, 1D100 fish within the surrounding area gather in the baited area.

Summon Deep One

Cost: Variable Magic Points; 1D4 Sanity points

Casting Time: 5 minutes per Magic Point spent

As with other *Summoning* spells, the number of Magic Points invested in casting the spell is multiplied by 10 to establish the chance of success.

This spell summons a single Deep One to the caster. It can only be cast at night, on the shore of an ocean. An incantation and blood offering is performed and if successful, the Deep One arrives within 2D10 minutes.



Artefacts

The Golden Pyramid

The pyramid stands a little over a foot tall and a foot wide. It does not require an Enchantment spell to create, and it is not inherently magical. The four slanting faces of the pyramid are carved with glyphs and pictograms depicting Deep Ones.

When used as a tool in casting *Summon Deep One*, add a bonus die to the caster's roll. The pyramid does not provide any help in casting *Bind Deep One* or otherwise controlling them, despite what Musa wrote in his journal.



BROTHERS OF THE SKIN

Utku Macar, Information Dealer, Age 50

Macar is an independent information dealer at the heart of a vast web of contacts. He will sell anything to the highest bidder. He is respected by the Istanbul underworld. Rumours state that anyone who crosses him is not heard from again. Kazakov used Macar as an intermediary to contact the West about his defection, as a direct approach risked being noticed by the KGB.



First Impressions: Significantly overweight. Overpowering smell of aftershave surrounds him.

Personal Details: Macar is a shrewd businessman. Everything and everyone has their price. Any scrap of information could be invaluable to someone. Originally a fence, passing goods through the Grand Bazaar, he learned information was more valuable than stolen goods. He has contacts in criminal gangs across Istanbul, and is in regular contact with various intelligence agencies that pay for his services.

Motivation: Ideology.

Secrets & Goals: The real Macar is dead, killed by Kudret Özgür, the last remaining Brother of the Skin in Istanbul. Özgür has been able to hide due to consuming the likeness and memories of Macar and taking his place in the criminal underworld. Özgür is hoping that by using Macar's network of informants, he will find those responsible for the destruction of the cult. Then, Özgür will have his revenge.

Playing Macar: Everything comes at a price. You don't care about political secrets but you will gladly sell them on. If the investigators come to you looking for information about

the esoteric side of Istanbul, make it clear they have your undivided attention. They could help you get your revenge.

STR 80 CON 70 SIZ 90 INT 80
POW 75 DEX 40 APP 35 EDU 85
HP: 16 DB +1D6 Build +2 Move: 7
SAN: 0 MP: 15

Attacks: 1

Fighting (Brawl) 80% (40/16), damage 1D3+DB
Dodge 20% (10/4)

Skills: Appraise 50%, Cthulhu Mythos 20%, Fast Talk 60%, Listen 60%, Occult 70%, Psychology 70%, Spot Hidden 70%.

Other Languages: Arabic 60%, English 60%, Russian 60%.

Trust: CIA 20%, KGB 20%, MIT 20%, SIS 20%

Spells: Body Warping of Gorgoroth, Consume Likeness, Curse of the Putrid Husk, Flesh Ward, Melt Flesh, Wither Limb.

BROTHERS OF THE YELLOW SIGN

Benjamin Faure, Missionary of Hastur, Age 33

A Parisian stage actor, Faure is a member of the Brothers of the Yellow Sign. After reading the infamous play, *The King in Yellow*, he sees himself as a born-again missionary. His calling is to spread the word of Hastur. He travels to major European arts festivals looking for talent he can recruit. He leaves many of these recruits to spread the word of the play in their homeland. The more gifted talents join the Brothers in Paris to perform their darkest rites to Hastur.



First Impressions: His clothes indicate that he is wealthy. The Brothers have given him the resources he needs, but he is unaccustomed to wealth as his behaviour indicates.

Personal Details: During the Istanbul Festival last June, Faure came looking for new talent. Ekmekçi foresaw this and confronted him. A public altercation followed and the two came to blows outside the Fortress of Europe. Faure was nearly hospitalised before the polis intervened. Faure dared not press charges, fearing it might blow his cover.

Motivation: Ideology.

Secrets & Goals: Faure has returned to Istanbul to quietly scout for talent, hoping not to be noticed by the True Theosophoi. Faure has vowed revenge on Ekmekçi, who demanded Faure should leave “his city” where “his master was not welcome”. Faure will make deals with anyone (including the investigators) who can help him identify and locate Ekmekçi. Faure does not know the identity of his opponent yet.

Playing Faure: You are a religious fanatic, a servant of the one true god, the King that will soon claim dominion over the Earth. You were born to make others see the truth.

STR 45	CON 55	SIZ 50	INT 85
POW 70	DEX 60	APP 55	EDU 90
HP: 10	DB: 0	Build: 0	Move: 7
SAN: 0	MP: 14		

Attacks: 1

Fighting (Brawl) 40% (20/8), damage 1D3
Dodge 40% (20/8)

Skills: Art/Craft (Acting) 80%, Charm 50%, Credit Rating 60%, Cthulhu Mythos 15%, Disguise 50%, Fast Talk 60%, Listen 50%, Occult 40%, Persuade 60%, Psychology 40%, Spot Hidden 50%.

Other Languages: Arabic 40%, English 80%, German 50%, Greek 40%, Italian 60%, Latin 40%, Russian 60%, Spanish 50%, Turkish 50%.

Trust: Brothers of the Yellow Sign 40%

Spells: Call/Dismiss Hastur, Implant Fear, Song of Hastur, Summon/Bind Byakhee, Words of Power.

THE BLACK BROTHERHOOD

Nurten Burakgazi, Ambassador of Chaos, Age 30
Burakgazi was a student of politics at Ankara University. She participated in demonstrations against the American involvement in Vietnam. Demonstrations escalated into attacks on American military personnel in Turkey, leading to her recruitment into the Black Brotherhood. Embracing the worship of Nyarlathotep, she has acted as an ambassador for the Brotherhood, travelling across Europe to establish links

with other cults and terrorist organisations. She offers the services of the Brotherhood to anyone who can afford the high (and sometimes bizarre) prices that she demands.



First Impressions: Smart and professional appearance, but her eyes have a cold, dead stare that is almost unsettling when coupled with a false smile.

Personal Details: Enlightened to the Mythos, she understands that only the Great Old Ones deserve to rule the earth. Humanity is an insignificant failure, constantly bickering and self-destructive. She has devoted herself to the cause of the Brotherhood, to pave the way for the return of the Great Old Ones.

Motivation: Ideology.

Secrets & Goals: Burakgazi was sent to Istanbul to establish what happened to the Brothers of the Skin. The Black Brotherhood sought to find out what fate befell the cult dedicated to a fellow avatar of Nyarlathotep. Burakgazi made contact with Utku Macar (see pg. 197) and soon learned his side of the story. She does not seek vengeance for the Brothers of the Skin, but seeks to exploit the situation for the Black Brotherhood. She desires to make contact with the various cults at work in the city in order to offer the services of the Black Brotherhood to them to eradicate their opponents. Thus, she hopes the conflict between them will escalate out of control and plunge the city into chaos, pleasing her god.

Playing Burakgazi: You abandoned compassion a long time ago and your heart is as cold as ice. By your hand, chaos shall rule on Earth.



STR 55 CON 60 SIZ 55 INT 85
 POW 65 DEX 75 APP 70 EDU 90
 HP 11 DB: 0 Build: 0 Move: 7
 SAN: 0

Attacks: 1

Fighting (Brawl) 60% (30/12), damage 1D3
 Firearms (Handgun) 40% (20/8), damage 1D10
 Dodge 50% (25/10)

Skills: Cthulhu Mythos 25%, Demolitions 50%, Fast Talk 50%, Intimidate 70%, Listen 50%, Persuade 50%, Psychology 50%, Spot Hidden 60%, Stealth 50%, Tracecraft 40%.

Other Languages: Arabic 70%, English 50%, German 40%, Greek 35%, Italian 40%, Russian 50%, Spanish 40%.

Trust: The Black Brotherhood 50%

The majority of foreign communities are based in Beyoğlu. Since the 16th century, embassies and consulates have been established in this area. There are a mixture of both churches and mosques here. Many of Istanbul's most famous hotels are in Beyoğlu. Old-fashioned trams run along the main streets. Given the number of different communities, it is easy to find English speakers, and locals will usually make every effort to communicate. This is also the case (albeit to a lesser extent) across the rest of Istanbul. Across the Golden Horn to the south, crossed by the Atatürk Bridge (3) and the Galata Bridge (4), is Fatih. This district houses many of Istanbul's most famous landmarks. Topkapı Palace (5) sits on a high vantage point to the east. The Haghia Sophia (1) and Blue Mosque (2) are to the south-west of the Palace. To the west of the Palace is the Grand Bazaar, surrounded by a labyrinthine network of narrow streets and alleyways that are always bustling with trade.

KEY LOCATIONS

Istanbul

Istanbul is a large and diverse city. Intersections focuses mainly upon the central districts of the city, particularly Beyoğlu and Fatih, as this is where the majority of foreign visitors and agencies are based. Public transportation across the city is not particularly reliable or efficient, which in part limits how far visitors want travel beyond these areas.

Getting to Istanbul is easy. The city stands at the eastern end of what was once the prestigious Orient Express train route. On the Asian side, Haydarpaşa Station is the main rail terminus. Istanbul's airport is on the European side. Thriving ports service many sea routes. Crossing the Bosphorus is simple. Ferries run from many ports, travelling across and along the strait. Ferries run from the European side from areas around both ends of the Galata Bridge, Kabataş in Beyoğlu and Yenikapı in Fatih. Ferries from the Asian



side run from Harem in Üsküdar, and from Haydarpaşa in Kadıköy. At this time, only one bridge exists across the strait. The Bosphorus Bridge, to the north-east of Central Istanbul, opened in October 1973.

Istanbul is an expanding city. In the 1970s, one of the major forces driving expansion is a wave of new factories built on its outskirts. Migrants from Anatolia have come to work in the factories and settled in the south-west, pushing Istanbul's borders westwards.

The call to prayer is heard five times a day, every day, broadcast by loudspeakers from various minarets. Prayer times are calculated according to the times of sunrise and sunset, so they change throughout the year. For example, they are from 5am to 9.30pm in summer; whereas in November, they are from 6.30am to 5pm. The times are posted outside most mosques.

VALUE OF THE TURKISH LIRA

Over the last few decades, the value of the Turkish Lira has fallen significantly. Throughout the 1970s, the exchange rate varies significantly. Depending on when the Keeper chooses to set the campaign, consult the table below for an approximate value of the Turkish Lira against other currencies, should it become necessary.

YEAR	LIRA TO £1	LIRA TO \$1
1973	32.93	14.20
1974	33.22	13.90
1975	32.86	14.40
1976	28.40	16.10
1977	30.95	18.00
1978	44.64	24.30
1979	63.12	31.10

BEYOĞLU

British Consulate General (6)

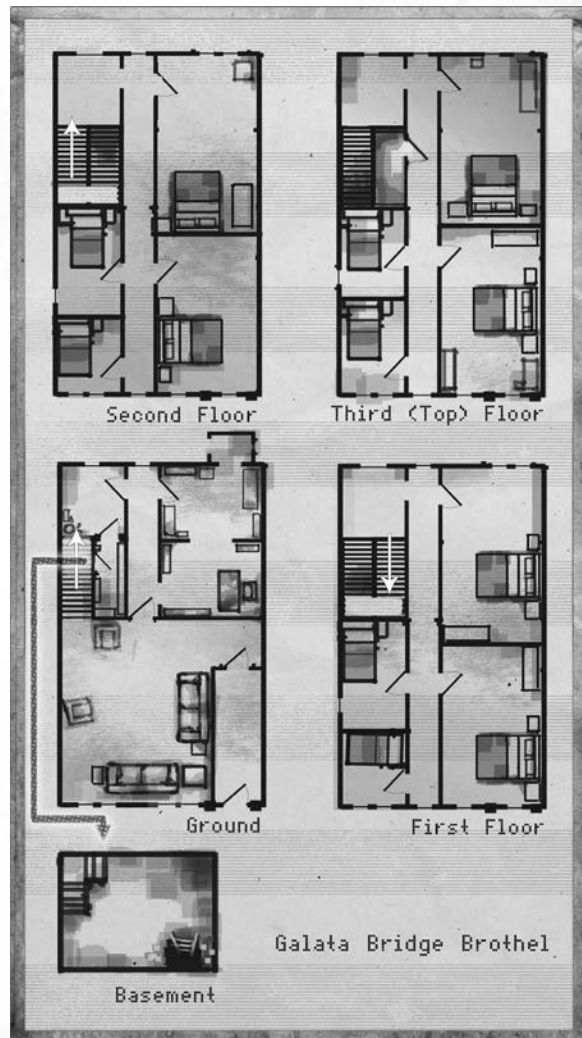
Situated on the western edge of Beyoğlu, due north from the Galata Bridge, the British Consulate is a large rectangular building bordered by small parkland with some trees. It is only a short walk down Meşrutiyet Cad from the prestigious Pera Palas Hotel (see opposite). The primary role of the various consulates in Istanbul is to promote trade between their nations and Turkey. Consulates assist companies from

their own countries to invest in Istanbul businesses, helping to establish import and export channels. They also perform administrative services for their residents in the host country, such as issuing passports and visas. While no country ever admits it, consulates also provide ideal cover for intelligence agencies operating overseas.

Encountered Here: Wesley Alcott (pg. 171), Demir Barış (pg. 178), Pamela Courtney (pg. 181), Bradley Donaldson (pg. 171), Gail Holbrook (pg. 174), Grant Lorimer (pg. 173).

Galata Bridge Brothel (7)

To the west of the northern end of the Galata Bridge are apartment buildings with fine views of the Golden Horn. One of these has been a brothel for several years, owned by Ilya Petrov (in his guise as Tahir Serhan), rented by Binici and run by Küçük. The brothel mainly caters to foreign visitors. It is also frequented by various members of the intelligence community.





The building has four floors above ground. Paying guests are welcomed in the ground floor lounge before being shown to the next two floors where the prostitutes reside. There are four rooms on each floor. Arap resides in a room on the third floor, overlooking the Golden Horn. Binici and Küçük reside on the top floor. All the rooms above ground level have been bugged by Petrov, requiring an Extreme Spot Hidden roll to locate. A door under the staircase on the ground floor leads down to the basement. Here, a ladder goes down a shaft into the ground. This leads to an underwater passage that feeds into the Golden Horn and allows Deep Ones to enter unobserved.

Encountered Here: Tarik Albal (pg. 193), Sıdıka Arap (pg. 183), Naim Bardakçı (pg. 179), Abdullah Binici (pg. 194), Bradley Donaldson (pg. 171), Damla Küçük (pg. 195), Kyle Leyton (pg. 175).

Galata Tower (8)

One of the most visible landmarks overlooking the Golden Horn, the Galata Tower is nearly 200 feet tall. It was built in the 6th century to monitor shipping, and nearly all of the city can be viewed from its top. In the 1960s, its upper floors were converted into a popular restaurant and nightclub.

The nightclub is often chosen as the site for clandestine meetings. Aksoy meets potential clients here. Binici spends most of his spare time here too, surrounded by young women partying, spreading his money around. Macar meets with many of his contacts in a private booth where he pays them for information to later sell at profit.

Encountered Here: Melik Aksoy (pg. 186), Abdullah Binici (pg. 194), Vadim Kazakov (pg. 180) with any one member of his network, Utku Macar (pg. 197).

Park Hotel (9)

A famous upper-class hotel, the Park Hotel is a popular haunt for spies. Previously, it had been frequented by Cicero and Kim Philby. It is directly across the road from the German Consulate in east Beyoğlu. The bar, which serves both guests and the general public, is considered neutral ground by the various agencies. Faure is staying here and can often be found most evenings at the bar. He is willing to strike up a conversation with anyone there in the hope it might get him closer to finding Ekmeççi.

Encountered Here: Any intelligence operative, Benjamin Faure (pg. 197), Vahit Mataracı (pg. 183).

Pera Palas Hotel (10)

One of the most famous hotels in the world, the Pera Palas Hotel opened in 1892 to accommodate passengers coming

into the city onboard the Orient Express. It has catered to many celebrities over the years. Little has changed since then, which is one of the hotel's main selling points. The room used by Agatha Christie has been preserved as it was during her stay and has become an attraction in itself. The Grand Orient Bar, which offers a splendid range of cocktails, and the patisserie both serve guests and the general public.

Burakgazi has chosen to stay here rather than at the Park Hotel as fewer members of the intelligence community gather here. However, it is the best bar closest to the British Consulate General, so SIS agents sometimes frequent the bar.

Encountered Here: Nurten Burakgazi (pg. 198), Bradley Donaldson (pg. 171), Caroline Holbrook (pg. 174), Kyle Leyton (pg. 175), Grant Lorimer (pg. 173).

FATİH

Beyazit Square and Istanbul University (11)

Beyazit Square is characterised by its abundance of both people and pigeons. Flea markets are held here most days selling a wide range of bric-a-brac and are usually very busy. Several cafés surround the square, catering to shoppers. On the eastern side of the square is the oldest surviving imperial mosque in the city, Beyazit Mosque, completed in 1506. It has a domed fountain in a central courtyard and was inspired by the design of the Hagia Sophia. On the northern side of the square is the entrance to the main campus of Istanbul University. The main building of the campus dates back to the 19th century and was previously used by the Ministry of War. The university was established in 1453 and has 17 faculties across five campuses. Historically, the university focused on the sciences but it has expanded over time to include the arts, law, and theology amongst other subjects.

Meryem Koç is often found at the university during office hours. Burak Katırcı is still friends with some of his former classmates, while Benjamin Faure occasionally stakes out the building hoping to meet any drama students or lecturers.

Encountered Here: Benjamin Faure (pg. 197), Burak Katırcı (pg. 190), Meryem Koç (pg. 191).

Book Bazaar and Antique Bookstore (12)

Originally the site of the Byzantine book and paper market, the Book Bazaar is a courtyard surrounded by book stores. It is accessible from both Beyazit Square and the Grand Bazaar. A bust of Ibrahim Müteferrika, who produced the first printed book in the Turkish language, stands in the centre of the courtyard. Unlike other bazaars where haggling

is commonplace, book prices in all the stores here are fixed, with no exception.

In one corner of the courtyard is a store simply called "Antique Bookstore." The building has three floors. The ground and first floor are crammed full of a wide range of collectible antique books. There is a large occult section on the first floor. Prices are generally mid-to-high, reflecting the quality of what is on offer. Aygül Değirmenci resides on the second floor. An Extreme Spot Hidden roll will reveal a lead-lined box hidden beneath a loose floorboard under her bed, in which she keeps her eyes (discovering this is SAN loss 0/1D3).

At the back of the first floor is a door leading to a private room where Değirmenci conducts tarot readings for customers. The walls are covered by tapestries, behind two of which are doors. One leads to a narrow staircase up to the top floor. The other leads to another private room, containing Değirmenci's various ritual components (including her *Pentacle of the Planes* and several Mythos tomes, *De Vermis Mysteriis*, *The Heavens Beyond the Veils*, *Monstres and their Kynde*, and *True Magick*). Without a light source present in this room, it is shrouded in complete darkness, making it ideal for communicating with Daoloth.

Encountered Here: Aygül Değirmenci (pg. 189), Burak Katarıcı (pg. 190), Meryem Koç (pg. 191).

Grand Bazaar (13)

A labyrinth of covered streets, the ceilings of which are covered with beautiful paintings, the Grand Bazaar is home of a huge number of shops. Rugs, souvenirs and jewellery are abundant here. Despite being well signposted, it is easy to get

lost in the huge crowds that flow through the area. Besides the main shops there are also cafés, restaurants, banks, a post office, a mosque and a polis station.

The Grand Bazaar is perfect for making dead-drops, pick ups and losing a pursuant amongst the shoppers. Tarik Albal and Abdullah Binici both come here to sell Deep One gold, while Vahide Demirci comes to look for raw materials for her own creations.

Encountered Here: Tarik Albal (pg. 193), Abdullah Binici (pg. 194), Vahide Demirci (pg. 186).

Kurukahveci Mehmet Efendi (14)

Located on the corner of a busy junction opposite the western end of the Spice Bazaar, this is one of the oldest coffee shops in Istanbul. It remains popular with locals and tourists alike. The shop is always busy with customers buying packets of coffee beans to take away or enjoying a drink in a small drinking area. Pamela Courtney comes here at weekends to enjoy the coffee and read magazines. Utku Macar meets his contacts here, and Vahit Mataracı also meets with various informants over a cup of coffee.

Encountered Here: Pamela Courtney (pg. 181), Utku Macar (pg. 197), Vahit Mataracı (pg. 183).

Turizm Polis Station (15)

The Tourist Police (Turizm Polis) is a branch of the EGM that deals with foreign visitors. Officers in the Turizm Polis speak at least one extra European language. The headquarters of the Turizm Polis is opposite the Basilica Cistern, near the Haghia Sophia. It is has three floors with a yellow-painted exterior,





making it stand out from its surroundings. Investigators who do not speak Turkish will be directed here if they require the polis. Barış has a small office inside, allowing him to observe the investigators and find out what they are getting up to in Istanbul.

Encountered Here: Hayri Akzambak (pg. 177), Demir Barış, (pg. 178) Vahit Mataracı (pg. 183).

GREATER ISTANBUL

American Consulate (16)

The American Consulate is in Sarıyer, the northernmost district of Istanbul, on the European side. The building has an almost square outline, a central courtyard and resembles a modern-day castle sitting on the top of a hill dotted with small trees. This gives it a commanding view of the area. It is not the only consulate to be so far removed from the centre of the city. The Austrian, Chinese and Polish consulates are in the nearby area too.

Encountered Here: Demir Barış (pg. 178), Gail Bennett (pg. 175), Oscar Harlowe (pg. 174), Stuart Jameson (pg. 182), Kyle Leyton (pg. 175).

Bosphorus Bridge (17)

Constructed between February 1970 and June 1973, this was the first bridge to cross the Bosphorus. Opened in October 1973, it is the fourth-longest suspension bridge in the world, connecting Ortaköy (in Europe) and Beylerbeyi (in Asia). The bridge has eight lanes – three lanes on each side for normal traffic, plus one for emergencies – and a pedestrian pavement. Pedestrians use elevators in the towers to reach the pavement and walk across. Toll booths charge traffic passing from Europe to Asia, but not vice-versa. The total height of the bridge towers is 541 feet, giving them a view over much of Istanbul. Değirmenci intends to summon Daoloth from the top of one of these towers and create the gateway to Dreamlands across the middle of the bridge.

Encountered Here: Aygül Değirmenci (pg. 189), Meryem Koç (pg. 191).

Bosphorus University (18)

The university (Boğaziçi Üniversitesi) is located in Bebek, north of Central Istanbul, on the European side. Between 1863 and 1970, the university was known as the Robert College. It was the first American higher education institution founded outside the United States and is one of the highest-ranked universities in Turkey. The language of instruction is English, rather than Turkish. Its central courses are the sciences, education and

engineering. The university maintains a low acceptance rate for applicants, despite receiving more applications than many other institutions in Turkey. Many of the campus buildings are of a 19th century Western style. The main campus is on a hill, surrounded by woodland, with a spectacular view of the surrounding area. Süleyman Ekmekçi has an office with one of the best views in the campus. Demir Barış may be found here, meeting with Ekmekçi to discuss the student activists.

Encountered Here: Demir Barış (pg. 178), Vahide Demirci (pg. 186), Süleyman Ekmekçi (pg. 185).

Golden Gate (19)

The Golden Gate is on the European side of the city, part of the Yedikule Fortress (the Fortress of the Seven Towers) that forms the southern section of the Theodosian Walls (Constantinople's 5th century city walls). The gate was a ceremonial entrance that honoured guests would pass through on their way into the city. Processions passed through in honour of the investiture of a new emperor. The gate was bricked up in either the 14th or 15th century as Byzantium's military fortunes declined. Süleyman Ekmekçi intends to open a Limbo Gate through the Golden Gate's arch, allowing him to meet Tawil at'Umr before proceeding to the Ultimate Gate (see pg. 188).

Encountered Here: Vahide Demirci (pg. 186), Süleyman Ekmekçi (pg. 185).

Haydarpaşa Station & Port of Haydarpaşa (20)

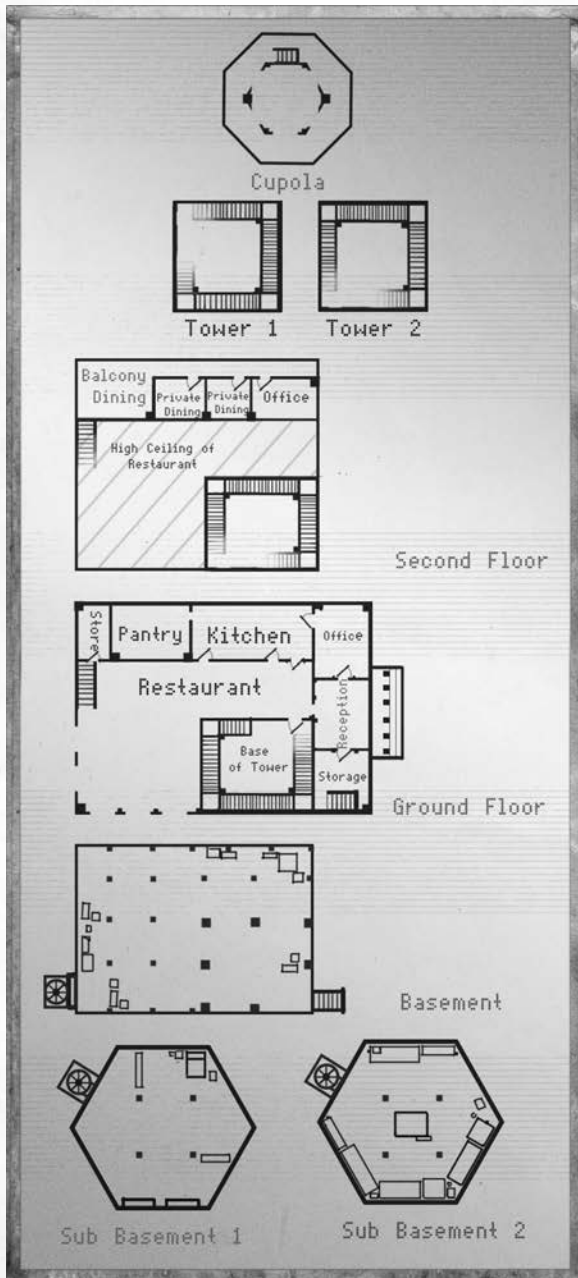
This famous railway station was completed in 1909 and is the terminus for the Baghdad and Hedjaz railways on the Asian side of Istanbul. Ferry services also run from here across the Bosphorus to the European side. The station stands on the shore of the Bosphorus, on the embankment to the south of the Port of Haydarpaşa, allowing freight trains to unload cargo directly onto nearby ships. Even though the station stands on the Asian side of the city, its architecture is neoclassical. The interior hall is characterised by grand arches and an ornamental ceiling of blue and gold panels. The neighbouring Port of Haydarpaşa (where the *Heart of Havana* is scheduled to pick up the DSV, being transported via the station) is the largest container port in the Marmara region. It is operated by Turkish State Railways. The port consists of 21 berths and two piers; each berth caters to different types of vessels, and the depth of the water varies in each accordingly (between 15 to 30 feet).

Kazakov and Tumanov often travel to Istanbul by train, arriving here. The train line is also Petrov's primary escape route, intending to initially flee to Ankara.

Encountered Here: Vadim Kazakov (pg. 180), Vladimir Tumanov (pg. 181).

Leander's Tower (21)

Also known as Maiden's Tower, this prominent landmark stands on its own small island in the Bosphorus, close to the coast of Üsküdar on the Asian side. The tower has had many uses since it was constructed in the 18th century, including a quarantine centre, a lighthouse and a maritime toll gate. Recently, Süleyman Ekmekçi used his vast winnings from casinos across Europe to buy the tower and hire a construction company to turn it into a restaurant. Its isolation is to his liking, and the tower is proving useful in various spells relating to Yog-Sothoth.



Digging into the bedrock, two sub-basement levels have been constructed below the tower for use by the True Theosophoi. Both levels are hexagonal and consist of just one room each. A narrow spiral staircase in an alcove links them to the regular basement, through a bank-vault style door. The upper level contains Ekmekçi's collection of Mythos tomes (*Cultes des Goules*, *Hidden Keys to the Locked Dimensions*, *Nameless Cults* and *the Ponape Scripture*) and his second Gate Box, allowing him to retreat here in an emergency. A small bed in one corner is used by Melik Aksoy. He has been living here for a while to keep out of sight.

The lower level is Vahide Demirci's workshop where she crafted the Silver Key, which is kept in a wall-safe here, to which only Ekmekçi and Demirci know the combination. It requires a Hard Locksmith roll to break into normally; or a Regular Demolitions roll to blow open, which is followed by a Luck Roll to see if the Silver Key is damaged in the blast.

Given the True Theosophoi's ability to see the future, any intrusion to the rooms beneath the tower will be known to them, allowing them to react accordingly.

Encountered Here: Melik Aksoy (pg. 186), Süleyman Ekmekçi (pg. 185), Vahide Demirci (pg. 186).

Pierre Loti Café (22)

Eyüp is a district to the north-west of Central Istanbul, on the west bank of the Golden Horn. At the top of a hill in Eyüp Cemetery stands the famous Pierre Loti Café. French novelist Pierre Loti frequented the café and it was subsequently named after him. It has a 19th century theme, with the waiters wearing period clothing. The café is open until midnight most nights, making it an ideal place for a quiet, late night meeting. This is Kazakov's meeting place of choice, and he meets most of his contacts here. Less frequently, he holds such meetings at the Galata Tower.

The view of the Golden Horn is impressive from here. The path up to the café is lined with ornate tombstones, mostly from the Ottoman era. A few taller gravestones are found to the right of the café that are blank. These are the graves of executioners.

Encountered Here: Vadim Kazakov (pg. 180), Vladimir Tumanov (pg. 181).

Rumeli Kavaği Brothel (23)

The fishing village of Rumeli Kavaği is the northernmost ferry stop on the European side of the Bosphorus. It is a quiet area, with picturesque sandy beaches and wooded slopes. The road heading north passes a handful of isolated estates,



each with their own private beach. One such estate has been purchased by Abdullah Binici. On the outside, it is elegant. On the inside, it shows that it has been abandoned for years due to structural problems. Binici has had the main lobby, a lounge and a reception room redecorated to make the interior appear normal, sealing all the doors that lead into other parts of the house.

The estate is not used to service clients. The unlucky girls from the Galata Bridge Brothel are brought up the Bosphorus by boat, piloted by Tarik Albaf. They dock at a private jetty and prepare the girls in the house, which makes them feel more at ease given the luxury of the rooms they see. They are then taken to greet their "clients" at the jetty, where they are taken by Deep Ones. The woodland around the estate, the hills and the distance to neighbouring residences mean their screams are never heard.

Encountered Here: Tarik Albaf (pg. 193), Abdullah Binici (pg. 194).

Serhan Letting (24)

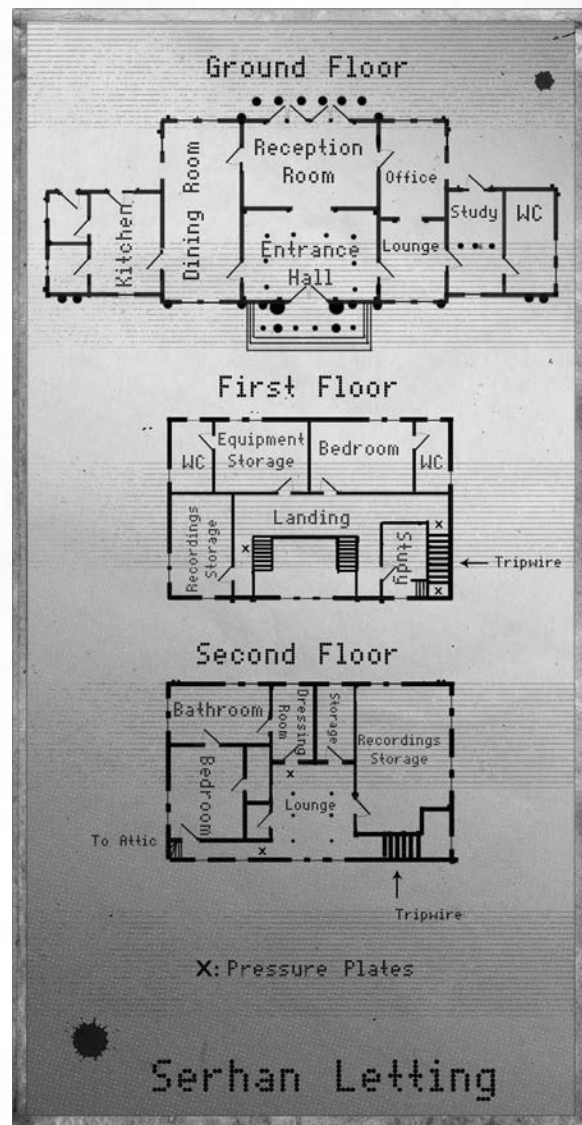
The village of Yeniköy in the Sarıyer district is mid-way up the European side of the Bosphorus strait. It is renowned for its Byzantine waterfront villas. One villa is owned by Tahir Serhan (Ilya Petrov's cover identity), who moved there in 1965. It is the registered address of his company, Serhan Letting, as well as his home. He does not socialise with his neighbours and is only seen on his way to or from the port, as he likes to travel to Central Istanbul by ferry rather than by road.

A speedboat is moored outside the villa, providing Petrov with a quick escape route. He also has a concealed hatch in the attic that leads out onto the roofs of the neighbouring villas. The ground floor of the villa is the office of Serhan Letting, which Petrov runs on his own. The upper two floors are residential, where Petrov stores his surveillance equipment, a library of tape recordings of conversations in his rented properties, and are extensively trapped. Tripwires on the staircases between each floor and pressure pads under floorboards in the corridors on both the upper floors can be noticed with a Hard Spot Hidden roll. Activating a trap sets off a fragmentation grenade hidden behind a false section of nearby wall, inflicting 4D6 damage to anyone nearby.

Petrov protects his library of recordings more so than anything else in the house, as it contains the most incriminating data. The ball-catch door has been fitted with a turning door knob, even though one is not required. A Hard Spot Hidden roll reveals a section of the wood above the handle is slightly discoloured (where Petrov pushes open the door, as he only

grabs the knob to pull it shut). If the door knob is turned more than 120 degrees, incendiary devices are detonated in the room, destroying the recordings. Anyone in the room at the time suffers 6D6 damage, while anyone opening the door suffer 2D6 damage.

Encountered Here: Ilya Petrov (pg. 179).



Stanton Mansion (25)

Bebek is north of Central Istanbul, on the European side of the Bosphorus. In the past, Ottoman aristocrats had their summer residences here. Now, it is a small, fashionable district, with cafés lining the waterfront that are renowned for their marzipan. Rising up the slopes, with a fine view of the Bosphorus are numerous residences of the wealthy. The Stanton Mansion is one such example.



The building is characterised by Art Nouveau architecture reminiscent of the nearby Egyptian Consulate. Beside its impressive driveway and fountain outside the front entrance, facing the slopes, its main feature is a long, ornate terrace that runs along the rear of the mansion, overlooking the Bosphorus. An opulent ballroom leads out onto the terrace. Guest rooms are located on the upper floor.

Black-tie parties are held at the mansion almost every week, hosted by Lola Stanton. Members of various intelligence communities are invariably present, talking to foreign businessmen new to the area (including Nurten Burakgazi and Benjamin Faure). An Extreme Spot Hidden roll reveals all the rooms have been discretely bugged.

Encountered Here: Any intelligence operative, Nurten Burakgazi (pg. 198), Benjamin Faure (pg. 197), Lola Stanton (pg. 176).

THE DREAMLANDS OF ISTANBUL

The Citadel

The Dreamlands of Istanbul are a dark reflection of the waking world. Most of the sky is perpetually dark, dotted with twinkling stars that circle overhead. There is the hint of a sunrise in the east, although at times it looks more like a vast inferno on the horizon as the sun never rises. The Bosphorus is black like a river of oil with a glassy surface, barely flowing. The city is a patchwork composition of different eras standing shoulder-to-shoulder, but everything stands deserted, in ruins. For example, a modern hotel might stand next to a medieval fort, and an Ottoman palace might stand next to a Roman villa. A dull wind blows down the empty streets, kicking up dust, sounding like a dull moan or distant sobbing.

The only sign of life in the city is in Sarayburnu, the area of Fatih where the Topkapı Palace and Gülhane Park stand in

the waking world. The Citadel now covers this entire area. It is octagonal with its exterior black stone walls rising high into the dark sky. Towers stand at each point and a deep, dry moat runs around the base of each wall. There is only one large entrance into the Citadel, through the western-facing wall. A portcullis and drawbridge cover the entrance.

The interior of the Citadel is formed by five circular towers. The four outer, smaller towers are joined to the larger, central tower that stands twice the height of the exterior walls. The smaller towers have been crafted as residential areas, with dormitories capable of holding dozens of people each in rows of bunk beds, all linked to a central atrium and a wide, helical staircase. Accommodation is basic, with blocks of toilets and communal shower rooms. It feels like a huge hostel.

The central tower is more communal, containing storerooms, kitchens and rooms for the members of the Disciples of the Tesseract. The uppermost floor is a circular temple, dedicated to Daoloth, with the god's image sculpted above the altar in black stone. Rather than having a central atrium, the central tower is a labyrinthine network of corridors and hallways that connect to the outer towers.

The open courtyard and interior rooms of the Citadel are lit by flaming torches that appear to perpetually burn. They emit no heat and the flames do not set fire to anything, but they provide ample illumination.

The only person likely to be encountered here is Meryem Koç as she works on the interior rooms of the central tower. However, exploring investigators may catch sight of another figure, disappearing around a corner, or a distantly cast shadow, always seen from afar. Koç calls her "Helena". She is really H.

Encountered Here: Meryem Koç (pg. 191).





• THE INTERSECTIONS • CAMPAIGN

This campaign brings the investigators to Istanbul to establish whether or not Kazakov is genuine about his desire to defect. If they believe he is, the investigators are under orders to arrange his extraction. Meanwhile, Section 46 is concerned about the disappearance of the Brothers of the Skin and wants the investigators to find out what is happening between the cults in Istanbul. If this uncovers a greater danger, it is to be dealt with as best they can. The team of investigators can be members of either the SIS or the CIA (although not a combination of the two). Depending on which group the investigators chose to be affiliated with, it is this agency that Kazakov (through Macar) has contacted to arrange his defection. This makes the other agency jealous, whilst still being an ally.

The initial plot that brings the investigators to Istanbul and sets the scene for the wider campaign is The Kazakov Defection. Once the scenes outlined in this section are complete, the investigators are free to move throughout Istanbul as they chose. The following sections group together encounters relating to the investigation of Kazakov's network; further espionage related complications; Mythos encounters; and possible ways the major plots could be resolved.

There are a lot of problems to juggle in the city. There is no set order in which these sections need to be run. The Keeper is encouraged to adapt to however the investigators direct their actions and react accordingly with any scene presented here, as applicable.

THE KAZAKOV DEFECTION

The Briefing

London or Washington DC

The investigators are summoned to their agency headquarters one morning by their usual superior for an unscheduled briefing. This meeting is not intended to be a scripted affair. The Keeper should present the briefing in their own words, but be sure to convey the following information:

- The agency has just received contact from their station in Istanbul about Vadim Kazakov's intention to defect.
- The investigators have been chosen to verify if his defection is genuine.
- A local information dealer known to the agency, Utku Macar, contacted the head of station/station chief (as appropriate) as an intermediary for Kazakov. If Kazakov had been seen to approach the consulate directly, it could have endangered him.
- The agency has decided that the investigators are to take control of the situation, rather than let the local operatives deal with it. This is partly because Kazakov represents a big win for the West if he is genuine, and it sends a message to Kazakov that they are taking the matter seriously by sending in agents with orders from the highest level. Also, if this is an elaborate trap, the agency



wants the local operatives free to continue their current operations without risk of being caught in the deception.

- The agency can provide some information on Kazakov. He was a Captain First Rank in the Soviet Navy before being recruited by the KGB. Until now, he was only a suspected agent. His defection has confirmed their suspicions. It is suspected he was recruited because of his knowledge of the Black Sea region, as that is where he has been stationed for the last few years.
- In addition to assessing if Kazakov genuinely wants to defect, the investigators are to try and get as much information from him as they can before securing any deal. However, they are to check the validity of the information they receive from him, to make sure he is not providing disinformation.
- If the investigators decide Kazakov is genuine, they are to arrange for him to be transported back to the West. If they decide otherwise, they are to send him back to the Soviets, and warn their counterparts in SIS/CIA (as appropriate) in case he tries to approach them.
- The investigators are booked on a flight to Istanbul this afternoon.
- A car and driver from the consulate will be waiting for them upon arrival and will take them to a meeting with the local station operatives.
- Rented accommodation has been arranged for them rather than a hotel, as they don't know how long they will be staying in Istanbul.
- By the time they have arrived, the local station will have secured a meeting with Macar to discuss the next step in making contact with Kazakov.

Shortly after the briefing, the investigators are contacted by their handler from Section 46. Again, the Keeper should convey the following information in their own words:

- N has heard the investigators are being sent to Istanbul. There are no other Section 46 agents in the area, so this mission falls to them.
- N wants to know what is happening in the city. The cult that formerly controlled Istanbul's occult underground (the Brothers of the Skin) has disappeared.
- Rumours are that another group has come to power in the city.
- The investigators are to find out what cults are active in the city; determine who was responsible for the demise of the Brothers of the Skin; what the remaining cults are doing; and to assess if any of them pose an immediate threat.
- If they do pose a threat, the investigators are to deal with it as best they can.
- Macar is known to associate with members of various

cults. The investigators are advised to approach him for any initial leads he can provide.

The investigators then have the rest of the morning and early afternoon to make any preparations they wish. They then fly out to Istanbul, first class, on schedule.

OPTIONAL ENCOUNTERS: EN ROUTE

If the Keeper wishes to introduce Mythos elements early in the campaign, the investigators could have a couple of encounters on the way to Istanbul.

- Meryem Koç (see pg. 191) has been overseas at a conference where she gave a talk on the trends of European architecture over the last five years. She is travelling back to Istanbul on the same plane as the investigators. Upon seeing them, they fit the description of the people she has foreseen as most likely to kill her. She sits in terror and glances at the investigators, pale faced, throughout the flight. On the ground, she tries her best to get away from them as quickly as possible, dropping her purse in the process. Amongst her possessions are her business cards from Istanbul University.
- In the airport, Abdullah Binici has arrived on a separate flight, having spent the weekend in Monte Carlo. He has a beautiful girl on each arm as he strides through the airport. If the investigators are giving chase to Koç, he steps out in front of one of them, colliding accidentally. He is evidently slightly drunk as he apologises in an over-the-top fashion, allowing Koç to escape. He reaches into his pocket and hands the delayed investigator a handful of crumpled Turkish Lira notes and leaves. Inadvertently hidden among the notes is a small piece of Deep One gold Binici was using as a card guard while playing poker at a casino. It is conical with delicate spiralling and can be identified with a successful Cthulhu Mythos roll. Any other roll identifies it as a curiously formed gold nugget, approx 2 oz in weight. Gold averages approx \$160 per oz throughout the mid 1970s.

Binici's identity cannot easily be determined at the airport. By making enquiries with their local station, the investigators can be pointed in the direction of the Turizm Polis who then reveal his identity, if provided with a good description.

ARRIVAL AT THE CONSULATE

A car takes the investigators from the airport to their consulate for a meeting with the head of station or station chief. The meeting gives the Keeper the chance to introduce the investigators to the other agency members stationed in Istanbul.



The investigators are informed that their cover while staying in Istanbul is that they are consular agents on standby to assist in upcoming negotiations with a confidential client, unless they have made preparations of their own. Furthermore, the head of station/station chief confirms that a meeting has been scheduled with Macar for tomorrow night, at the Galata Tower restaurant (see pg. 201), where he will inform the investigators how to make direct contact with Kazakov.

The tone should be a little tense, as the local station officers are annoyed by the investigators' intrusion. They wanted the honour of bringing in a major defector themselves, but this has been denied them by their superiors. While they have to comply with the investigators, they don't like the situation. To what degree they warm to the investigators, if they make an effort to smooth out relationships, is left to the Keeper.

The investigators are then introduced to the Consul General. Both Wesley Alcott and Oscar Harlowe make it quite clear that neither is particularly happy to have more members of the intelligence services in their consulate. However, while it is out of their control, they threaten that if the investigators cause any problems or disrupt the running of the consulate, they will be sent home.

A FRIENDLY WELCOME

After the meetings at the consulate, the investigators are driven to the accommodation secured for them in Beyoğlu. While close to the British Consulate, this is a long way from the American Consulate, but it is the district where most foreign guests reside and will help to maintain their cover. On the way, successful Spot Hidden rolls reveal a black saloon following the investigators at a discrete distance. The driver

from the consulate is not sufficiently skilled to lose the tail, and pulling over to change driver gives the tail time to park up. The investigators will be followed until they stop, at which point the tail, either Grant Lorimer or Gail Bennett (as appropriate), approaches them.

With a smile, they introduce themselves and confirm they are from their "cousin" agency. They had received word that more agents were on their way to Istanbul and wanted to give them a friendly welcome. They have not been informed as to the investigators' mission, so they are fishing for information, fearing they are being deliberately kept out of the loop.

Lorimer/Bennett invites the investigators to a meeting that evening at a local restaurant (the Keeper can choose from the Park Hotel, the Pera Palace Hotel or the Galata Tower). Investigators accepting the invitation can meet the other SIS/CIA agents in the city, and encounter any of the other NPCs listed for that location as desired (with the exception of Macar, who will be encountered later).

STAYING IN ISTANBUL

The accommodation provided for the investigators is a terraced house consisting of six apartments over three floors. This affords the investigators a degree of privacy, each having their own apartment. If more are needed, the Keeper can simply add more floors and rooms as required.

Each investigator is given a set of keys. One key opens the front door to the building, one opens the back door, and one opens their apartment. The whole building is clean and tidy, although furnished basically in various shades of brown. Each apartment has a lounge (sofa, small dining table with four chairs, a small

SERHAN LETTING BUGS

Paranoid investigators may search buildings (such as their apartment) for bugs. If they do so (and only if they state they are looking for surveillance equipment) they can make a combined Extreme Spot Hidden roll and Tradecraft roll, or a regular Signals roll if they are carrying bug sweeping equipment (permitted only if an investigator is a technical specialist and has specifically requested the equipment). Success reveals a microphone, connected to mains power, concealed in one of a number of potential places (a light socket hanging from the ceiling, a power socket in the wall, and so on). It is connected to a short-range radio transmitter.

In each case, the signal is picked up in another house owned by Serhan Lettings close by, where banks of tape recorders run constantly. They are monitored and collected by Bardakçi, who takes them to the villa in Yeniköy. Dilligent research and a Hard Library Use roll will find a list of properties registered to Serhan Lettings. Similar microphones can be found in each.

television and a radio), a bedroom (two single beds), a bathroom and a small kitchenette. A small business-card is pinned to the inside of the apartment door from Serhan Letting that states “If a repairman is needed, please call this number”. The number contacts Naim Bardakçı, who will promptly fix anything wrong in their apartment. At the Keeper’s discretion, each investigator can make a Luck roll when entering their apartment. If they fail, something in the apartment does not work (power sockets, a kitchen appliance, the television), prompting them to call Bardakçı, setting up a later encounter.

MEETING MACAR

The meeting with Utku Macar is scheduled for the second night the investigators spend in Istanbul, at the Galata Tower restaurant. Macar has the largest table reserved and is already eating there when the investigators arrive. He makes some small talk before getting down to business. He explains that Kazakov is unable to approach any official building without being spotted by someone with connections to the KGB. As such, he wants to meet at a place of his choosing, away from prying eyes. He has chosen the Pierre Loti Café and will meet the investigators there for lunch when he arrives in Istanbul in two days time.

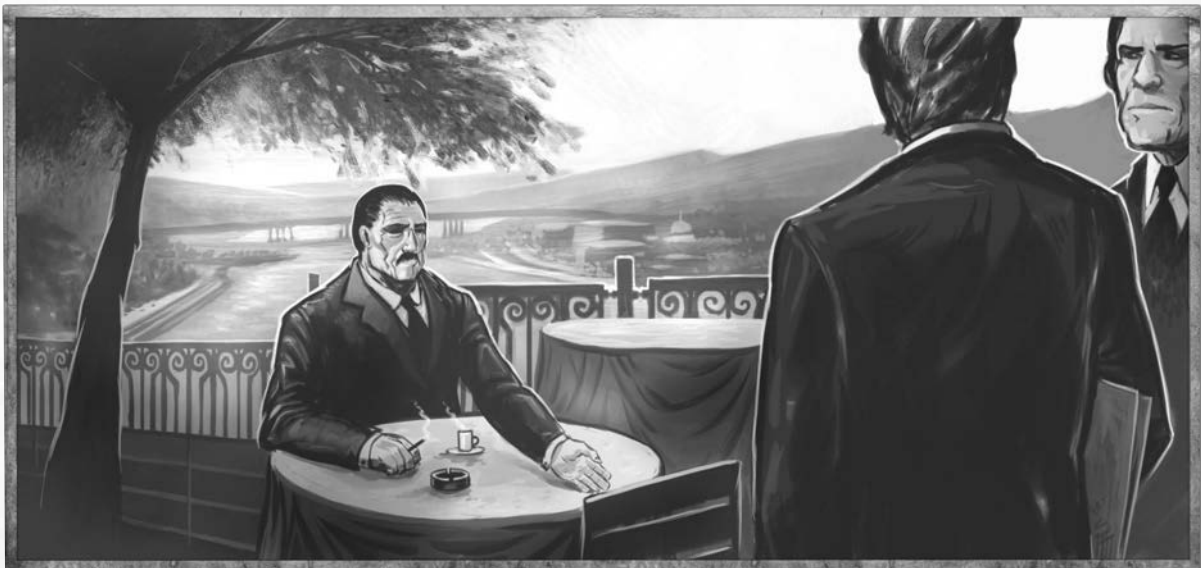
Macar informs any investigators asking about cult activity that there are several factions operating in Istanbul. One group eradicated the Brothers of the Skin, and another moved into the city soon after. This second faction (the Disciples of the Tesseract) seem harmless to Macar, little more than a group of students and academics. However, one of their number (Hurşit Yılmaz) was recently killed, in much the same way as the Brothers of the Skin. The surviving cultists have

gone to ground. Macar knows that Yılmaz used to work at Istanbul University, and recommends this as a place to visit (see **Meeting the Disciples of the Tesseract**, pg. 216). As a parting gift, Macar also informs the investigators that someone else is in the city, asking similar questions to their own about the local cults. Nurten Burakgazi is staying at the Pera Palas Hotel and can be found there most evenings. He suggests they might combine their efforts.

MEETING KAZAKOV

Vadim Kazakov arrives at the Pierre Loti Café (see pg. 204) an hour before the agreed time with the investigators. He sips the foam from his coffee as he waits. When the investigators enter, he gestures for them to join him at a table in the corner. He is confident that the café is safe, so he gets to the point quickly.

Kazakov claims he wants to defect because he no longer wants anything to do with the KGB. They won’t let him quit, so he has little choice but to defect. He hints that the KGB are prepared to let large numbers of innocents die because they won’t believe the truth, but his conscience cannot live with being a part of this. He wants to know what it will take to get the investigators to bring him in. As his opening offer, Kazakov gives the investigators the names of the people in his network (Pamela Courtney, Stuart Jameson, Vahit Mataracı, Sıdıka Arap and Süleyman Ekmekçi) and a brief overview of each one’s role. He mentions that there was a sixth contact (Badem) but he and his wife were recently murdered after uncovering the information that ultimately led to Kazakov’s decision to defect. He does not intend to reveal what this information was until the West promises his protection.





Kazakov tells the investigators that he is in Istanbul for two weeks. He is staying at a property in Yeniköy. This gives them time to make up their minds, but the clock is ticking. If they need him, they can leave a message with Macar or a waiter at the café, and word will get to him to arrange a meeting. He then leaves.

Donaldson/Leyton asks for a report from the investigators as to what happened in the meeting. If they reveal details of Kazakov's network, the investigators will be ordered to check each one, to verify if Kazakov's information is genuine. If proven true, they are to remove these people from their positions to make sure they cannot pass on any more information to the Soviets. Donaldson/Leyton is enraged if the investigators kidnap Kazakov and take him back to the consulate for interrogation. They cannot keep Kazakov, fearing word will reach the Soviets and spark a potential international incident. They are ordered to release him so that the defection is not compromised (Trust -1/-1D10).

Investigators choosing to hold Kazakov at their apartment rather than take him to the consulate (or defying orders from their superiors) find his absence is noticed by various contacts the agency has across Istanbul. The investigators are the last people seen with Kazakov, so they will be questioned by their superiors to find out the truth, then ordered to release him on the same basis as above (Trust -1/-1D10, or -1D6/-1D20 if disobeying direct orders).

USING THE PSYCHOLOGY SKILL

The investigators may call for Psychology rolls to discern if Kazakov is lying about anything he tells them. Because of his unshakeably calm and cold manner, it is difficult to read him. Keepers should set a Hard difficulty level for the roll to emphasise this. With a success, the Keeper can give a partial answer, stating that while it is hard to tell, they think he is definitely holding something back - the Keeper can make the investigator second-guess themselves by reiterating that he won't tell them what got Badem killed until he has been offered protection, so he is holding that back at least. The last thing the Keeper should do in this situation is outright state that Kazakov is lying, as this shatters any attempt at building tension, paranoia and suspense.

INVESTIGATING KAZAKOV'S NETWORK

Pamela Courtney

Getting access to Pamela Courtney during office hours is easier if the investigators are members of SIS and stationed at the British Consulate General. If they are with the CIA, they need the co-operation of SIS to see her. Explaining from the outset that she is suspected of being a Soviet spy hampers any such attempt at inter-agency cooperation. SIS do not take kindly to being told they have a spy right under their noses (Trust: SIS 0/-1D6).

The easiest way to approach Courtney is outside of work. At weekends, she frequents Kurukahveci Mehmet Efendi. One night, she dresses up lavishly to go to dinner at a restaurant in the Grand Bazaar, but she is left sat alone at a table for two for hours before dejectedly going home. Kazakov fails to show because he has given Courtney up as a sacrifice in Petrov's plan and needs no further contact with her. Cold-hearted investigators could exploit this sadness as a moment of weakness to get information out of her about her relationship with "Adam", with a Charm roll.

Courtney is easiest to approach at home. She lives in a rented apartment (owned by Serhan Letting and bugged accordingly) in Beyoğlu, within half a mile of the British Consulate General. It is lavishly furnished, thanks to "Adam's" gifts. She is cautious about letting strangers into her home, but if they provide official identification corroborating either their cover story or membership of an intelligence agency, she lets them in. She is happy to talk with them as she is being encouraged to join SIS by "Adam".

Courtney denies she has done anything wrong because of the Special Relationship. If confronted with proof, she sees the terrible error she has made. Nervously, she excuses herself from the investigator's presence to retreat to the bathroom, attempting to commit suicide with the shard of a broken mirror. If prevented from reaching the bathroom, she tries to use a broken glass in front of the investigators (SAN loss 0/1D3).

Listen rolls reveal the sound of breaking glass and a successful STR roll breaks down the locked door to the bathroom. A successful First Aid roll stabilises her, allowing her to survive the trip to the nearest hospital (the Taksim German Hospital) where she is treated (Trust: SIS 0/+1D6). Failing the First Aid roll results in her bleeding out from slit wrists and leaving the investigators with a body to dispose of (Trust: SIS -1/-1D10).

If she survives, Courtney confesses everything, her shame and betrayal being too much to bear. Donaldson takes her into custody when she is well enough.

Stuart Jameson

Getting access to Stuart Jameson is treated in the same way as trying to meet with Pamela Courtney. The CIA react in a similar fashion to being told that one of the best lawyers at the American Consulate is a spy (Trust: CIA -0/-1D6). He rents a modern apartment (owned by Serhan Letting) that is a few minutes walk from the American Consulate. He can be easily followed there most weekday evenings. He also frequents expensive local bars and restaurants.

When questioned about an information exchange, Jameson falls back on his default stance that he gets information about British business affairs by having good rapport with a great many clients. He threatens investigators forcing the issue with reprisals from Harlowe. If they are SIS agents, Harlowe lodges a formal request with Wesley Alcott to get Donaldson to call the investigators off on grounds of harassment (Trust: SIS -0/-1D6). If they are CIA, Harlowe goes directly to Leyton with the same orders (Trust: CIA -0/-1D6).

The Keeper is encouraged to indulge any creative solutions the investigators might propose to resolve this situation. One possibility is that they contact Kazakov for proof that he and Jameson have met together. Kazakov can provide photos and audio recordings of meetings (taken by Petrov) that, if shown to Harlowe, convinces him of Jameson's guilt, especially because the CIA already suspect him of being a KGB operative. Investigators favouring a more direct route (such as kidnap and torture to get him to confess) will find that Jameson cracks eventually. Harlowe is furious at such methods being used and becomes more of a problem for the agency, pushing his own agenda upon them. Leyton blames the investigators for this (Trust: CIA 1D6/1D20).

Vahit Mataracı

Vahit Mataracı can be found at the Turizm Polis Station (see pg. 202). He meets the investigators in a side office, but is unlikely to offer much help. Mataracı does not mention Kazakov by name, but makes reference to a "confidential informant" who provides him with valuable information. This prompts questions about who the investigators are and why they are interested. If Mataracı discovers the investigators are intelligence operatives, he demands they leave immediately, threatening to jail them if they do not. If they push him too far, he has the investigators thrown in a cell, but the investigators' agency call in favours to have them released a few hours later (Trust -1/-1D10).

The problem the investigators face is that Mataracı has not done anything illegal. Furthermore, Akzambak is sympathetic to his motivations, so he has the protection of his Chief of Polis. Investigators taking any direct action against Mataracı should ensure they leave no evidence of their involvement; otherwise

Akzambak launches reprisals against the agencies (Trust -1/-1D10). A possible solution is to manipulate Akzambak, using his political ambitions against him. This might be discovered with some research on Akzambak, or asking Barış to provide leverage against him. The investigators could then threaten to inform the media. It would be a dramatic blow to his public relations effort in any mayoral campaign if it came to light that he allowed one of his senior officers to be influenced by a Soviet agent. This will result in Akzambak giving Mataracı an enforced leave of absence and telling him to take some time away from Istanbul (at least, until the investigators leave town).

Sıdıka Arap

The only place the investigators are able to get a meeting with Arap is at the Galata Bridge Brothel (see pg. 200). Asking for her by name pleases Küçük as it gives her justification to charge the investigators more for the best girl in the house.

Investigators trying to persuade Arap to reveal what she knows about Kazakov will find they must help her escape the brothel and pay her the rest of the money she needs to flee the city. Nothing else will get her to talk about Kazakov. Once she's out, with her stash of money, she tells the investigators everything she knows (about her relationships with Kazakov, Donaldson and Leyton, outlined on pg. 183). Given her involvement with Donaldson and Leyton, she is reluctant to go to either the British or American Consulates, fearing that they might take action against her to protect themselves. She requests to stay at a safe house arranged by the investigators. Their apartment suffices for this, but if they want one from an agency, a Trust roll is required (0/-1D6).

Arap hides there for the next few days, waiting for the heat to die down, while she plans her way out of the city. This allows the investigators to find her later if needed. Any attempts to expedite her departure are refused. She will make her way out in her own time, when she feels it is safe to do so (she will be present in the city in case there becomes a need to hand her over to the Deep Ones, see pg. 224).

For more information about encounters at the Galata Bridge Brothel, see pg. 218.

Süleyman Ekmekçi

Süleyman Ekmekçi foresaw the investigators' arrival some time ago. Every day he casts a Divination spell to identify the most significant threats to him, and the investigators will almost certainly show up eventually in one of his visions.

He can be found in his office at the Bosphorus University with Demir Barış. Ekmekçi's goal is to get the investigators to walk away. He does not want the intelligence agencies becoming



another problem he has to deal with when he is so close to reaching the Ultimate Gate. With Barış' presence, he hopes the investigators will be dissuaded from putting pressure on him.

Barış confirms that Ekmekçi has been working with him to gather evidence against a Soviet agent influencing students at the university to conduct anti-Western attacks. They won't name Kazakov, but if the investigators do, Barış will go on the defensive. He won't allow the investigators to get in the way of his operation to arrest Kazakov. Ekmekçi will never give him enough evidence to make this happen, because the students provide cover for his operations against the Disciples of the Tesseract.

Ekmekçi is polite, stating that while he wishes he could help the investigators, he is too busy helping MIT. Barış answers any questions directed at Ekmekçi. Trying to catch Ekmekçi as he leaves the university is futile; he uses his Gate Box to reach Leander's Tower.

If Kazakov is informed that Ekmekçi has been working with the MIT against him, he is not concerned as he will soon be under the protection of the West. He cuts off any contact with Ekmekçi.

Erdoğan and Nesim Badem

Kazakov is unlikely to reveal his version of events surrounding the Badems' demise until he is brought in to defect (see pg. 221), but the investigators might look to find out more on their own. The truth about the deaths is as follows:

Nesim believed her husband, Erdoğan, was having an affair because he kept working late. He was bugging phone lines for Kazakov. Nesim followed him one night and caught him in

the act. She confronted Erdoğan, outraged that he would put the two of them in so much danger. The argument intensified and Erdoğan hit Nesim. She fell and hit her head on the edge of a table, killing her instantly. Erdoğan panicked and called Kazakov. They met at Erdoğan's apartment and he explained what happened. Erdoğan demanded asylum with the Soviet Union. Kazakov could not jeopardise the work he had done by allowing one of his network to visibly defect. Kazakov killed Erdoğan and then faked the scene to make it look like they had both been tortured and then murdered.

Researching the murders uncovers newspaper reports from a few weeks ago. The reports confirm the outline of Kazakov's story, stating a married couple were found tortured and murdered in their apartment. Digging further, with help from Akzambak (if they have leverage over him) or Barış (in exchange for any knowledge they have about the other agencies in Istanbul) obtains copies of the official report. The report makes no mention of a burned map (as in Kazakov's account) and reveals the torture wounds were inflicted post-mortem. If questioned about this, Kazakov sticks to his version of events (clarifying that he removed the map but it was submitted with his report to his superiors). He suggests that the Black Brotherhood staged the scene, but he does not know why.

ENCOUNTERING BARDAKÇI

The investigators might meet Naim Bardakçı if they call the number in their apartment. They might also see him when they visit the home of one of Kazakov's 'spies'. The players should make a Group Luck roll; if successful, Bardakçı is there, fixing some minor electrical problem. Following him will lead the investigators between various Serhan Letting properties, as he works through a list of problems that need

fixing. This lasts into the evening. Afterwards, he goes home to his small apartment in Beyoğlu. With a successful Group Luck roll, before he does so he collects tapes to deliver to Petrov the next day.

If detained, Bardakçı will tell the investigators that the properties are owned by Serhan Letting, his employer, which is why he is there to fix problems. He can be easily bribed to reveal more. He only offers information that is asked of him, rather than volunteering anything. Once bribed he reveals his role for "Tahir Serhan", and that Courtney, Jameson and Mataracı live in Serhan Letting properties (as well as the investigators). He also provides the address for Serhan Letting in Yeniköy.

MEETING TUMANOV

This encounter occurs when the investigators visit one of Kazakov's contacts, either at home or elsewhere. Vladimir Tumanov (see pg. 181) is also visiting them. He is enquiring about Kazakov's recent discussions with them, also trying to find any evidence that the defection is genuine. Tumanov lets the investigators take priority over him, telling them he will come back later. With a successful Group Luck roll he is again seen trying to approach another of Kazakov's contacts. Tumanov will try to evade capture, potentially initiating a Chase scene, and combat if he is caught.

If apprehended, Tumanov claims to be a visiting businessman and if they have a problem they should direct their concerns to the authorities. A successful Hard Intimidate or Hard Persuade roll will get him to reveal his mission, along with a string of accusations directed at Kazakov, stating that he is not to be trusted. What they do with him then is up to the investigators.

ESPIONAGE DEVELOPMENTS

ATTENTION FROM OUR COUSINS

Similar to **A Friendly Welcome** (see pg. 209), if the investigators do not provide their cousin agency (the CIA if the investigators are from SIS, or SIS if the investigators are with the CIA) with information about their actions in Istanbul, they will begin to take an active interest. Spot Hidden rolls will reveal familiar faces in the crowd, or cars following them. A Tradecraft roll will confirm that the investigators are being followed by trained professionals. Lorimer/Bennett is assigned to perform this surveillance.

Lorimer/Bennett could be used to provide much-needed backup if the investigators find themselves in a dangerous situation. Alternatively, they might interfere with a delicate operation that falls apart when they draw attention to the

investigators. In either case, the agent states that the situation could have been avoided if the investigators had come clean about their operation. The Special Relationship is there for a reason, after all.

MIT ATTENTION

If the investigators have not met Barış at the university, they will encounter him when visiting one of the consulates. He noticeably observes the investigators and waits for them to leave. Once outside, he introduces himself, provides his contact details and says that if they ever need information or help, the investigators should contact him at any hour.

Over the next few days, the investigators will spot Barış at various public places. He repeats his offer of assistance, but he never intervenes in what the investigators are doing. Tradecraft rolls reveal Barış is not actively following the investigators. He is visiting places that he knows spies frequent in Istanbul.

EYES AND EARS EVERYWHERE

If the investigators have a low Trust score with certain agencies, or if they have done too well keeping off the MIT's radar, the Keeper should recall the various Bar and Restaurant Staff (see pg. 185) paid to gather information. This works particularly well for Keepers who like to add friction and antagonism for the investigators to deal with.

Having a conversation in a public place could result in the investigators being overheard by the staff. A report about the discussion filters back to their Head of Station/Station Chief. How they react to the topic of conversation, or what plans the investigators were discussing, is left up to the Keeper. Alternatively, investigators realising that they are being observed might use these contacts to spread disinformation about their activities, learning where information flows to in Istanbul.

CONCERNS ABOUT ALCOTT

If the investigators are members of SIS, or if they have made significant inroads with the agency, Bradley Donaldson will approach them for help. Donaldson is concerned that Wesley Alcott might be a security risk. As the investigators have a degree of separation from the Consulate General, they might be able to find out more than the local agents have. Donaldson arranges a quiet meeting at the Pera Palas Hotel where he asks the investigators to find out what Alcott is hiding. He states up front he cannot be seen to support them if anything goes wrong, as the agency needs someone to remain close to Alcott if he proved a threat.



A Persuade roll made when interviewing Alcott's personal staff will reveal an incident his driver recounts six months ago. Alcott ordered him to stop the car suddenly in heavy traffic in the Bazaar District. This is when Alcott spotted Petrov. Alcott was staring out of the car window and became increasingly anxious until the driver found somewhere to pull over. By that time, Petrov had gone and Alcott ordered the driver to proceed on their route. Bringing this information to Donaldson will reveal that this moment immediately preceded Alcott's intervention in SIS matters. A Trust roll can be made to request further information from central records about Alcott's past, which include his operations in Istanbul during the war and confrontations with Ilya Petrov. A further Trust roll can be made to learn more about Petrov, and his supposed death in 1955.

If confronted with the driver's testimony, Alcott reveals that he saw Petrov and that he has been directing SIS in the hopes they will find him. He does not believe SIS would believe a report that Petrov was still active. If the investigators favour a direct approach, a loss of Trust may result from being heavy handed in such a confrontation (Trust 0/-1D6). Approaching him through regular channels yields the best results.

CONCERNS ABOUT BENNETT

If the investigators are members of the CIA, or if they have made significant inroads with the agency, Kyle Leyton approaches them for help. Oscar Harlowe has been putting increasing pressure on the CIA to break the drug smuggling operation to Marseilles, the so-called "French Connection". It has come to Leyton's attention recently that Gail Bennett has been acting oddly, and if Harlowe finds out about this, he may push for Bennett to be replaced with a more reliable agent. Leyton does not want his most competent agent reassigned, so calls the investigators for help, meeting them over dinner.

As the investigators have a degree of separation from the local agents, they should be able to see things without bias. Bennett frequents the Aşiyân Asri Cemetery, between Bebek and Rumelihisarı. It is renowned for its picturesque view of the Bosphorus. Bennett does not have any relations buried there, so the visits to one particular bench are concerning him. Photographs are provided of her sat solemnly on the bench, taken by Leyton. Investigators going to this part of the cemetery encounter Onur and Feride Kundakçı, father and mother of Timur Kundakçı, the boy shot in the botched defection last year (see pgs. 176 and 186 for more about these events). Timur's headstone is directly across from the bench, showing he died aged 12. His parents are laying flowers on the grave. Respectful investigators can learn that Timur was fishing at a dock in Bebek. He often lost track of time, and stayed too

late. He was there when a gunfight broke out. His parents did not have the money to afford a plot in the cemetery, but an anonymous donation (from Bennett) allowed them to lay their son to rest here. Subsequent information requests to Leyton or Barış reveal Bennett was present at the shooting.

Confronting Bennett, a Persuade, Psychology or Psychoanalysis roll will reveal the effect the shooting had on her. She paid for the burial and goes to the graveyard to pay her respects. A Hard success also informs the investigators of her nightmares, although they have been getting better recently. Those with knowledge of H might deduce that she is likely to have taken an interest in Istanbul.

INVITATION TO THE STANTON MANSION

Not long after the investigators arrive in Istanbul, they will receive an invitation to a party at the Stanton Mansion, delivered to their consulate. This allows the investigators to meet with any NPCs that have not yet made an appearance; such as Nurten Burakgazi and Benjamin Faure if the investigators have not followed up on Macar's tip. If Faure is present, then Ekmekçi is not. For encounters with Burakgazi and Faure, see pg. 219.

The Keeper should remember that the entire mansion is bugged by Stanton. Anything the investigators say there is recorded. If they start discussing issues regarding the Mythos in Istanbul, Stanton will take an interest. She does not report this back to Leyton because it does not sound like anything to do with the Soviets, but something more esoteric in nature.

Stanton swiftly reviews the recordings and contacts the investigators again to meet at the Park Hotel. She asks them about their conversation, attempting to learn the truth. She tells them that if they lie, she will report the matter to the CIA.

Stanton tells investigators who cooperate about a conversation she recorded at the mansion one night that did not make much sense to her. Süleyman Ekmekçi and Vahide Demirci had been invited to a party because of the former's suspected involvement with student activists. The two had a quiet conversation on the terrace, away from everyone, but just in range of a microphone inside. Demirci informed Ekmekçi that she had been approached to make a Golden Pyramid for a fisherman named Tarik Albaf. She showed Ekmekçi the detailed instructions and he replied that the Deep Ones were of no concern to him, so she could make the pyramid if she wished.

Stanton wants to know if the investigators understand the meaning of the conversation – she presumes the two must have been talking in code, but she does not know what "Golden

Pyramid” or “Deep One” might be code for. This provides the investigators with their first potential exposure to the True Theosophoi.



Alternatively, if the investigators are careful about what they say in the mansion, Stanton asks for a private audience. She explains she has heard through her friends at the CIA that the agents are new to Istanbul, and this is why she invited them to the party. She offers her services as an information gatherer, if they can help crack the code uncovered in the recording between Ekmekçi and Demirci, as above.

MYTHOS DEVELOPMENTS

DREAMS OF THE CITADEL

When the investigators first fall asleep in Istanbul, their presence is sensed by H. She wishes to learn what they have discovered about the Citadel and the plans of the Disciples of the Tesseract. To this end, she invades their dreams. If she learns that the investigators are getting too close for comfort, she will advance her plans and possess Meryem Koç directly (see pg. 224).

Each investigator must make a POW roll when they sleep. Investigators who are already under the influence of H (see pg. 35) incur a penalty die on this roll.

- Failure indicates that H has obtained everything she needs to know from the investigator. The investigator does not regain any Magic Points from their period of rest and they wake with only 1 Magic Point remaining (regardless of how many they had when they went to sleep). They remember nothing of their dreams that night. The Keeper should keep track of which investigators fail these rolls, ahead of the final confrontation with the Disciples of the Tesseract.
- A Regular Success indicates that the investigator withstood H's interrogation. The only thing they recall from their dream is the image of the Citadel.
- A Hard Success indicates that the investigator withstood H's interrogation, and that they remember fragments of their dream. They recall images of the Citadel, and a female voice asking questions, but they refused to answer.
- With an Extreme Success, H summoned the investigator's sleeping self to her, but their strength of will resulted in them appearing elsewhere in the Citadel. Consequently, the investigator can explore the Citadel and surrounding landscape as they please. H keeps out of sight while they are present and have free will in their dream. If multiple investigators achieve an Extreme Success, all appear together in the Dreamlands of Istanbul.

When the Keeper desires, investigators exploring the Citadel can meet with Meryem Koç (they might recognise her – and she them – from their encounter in transit. See pg. 208). Surprised, and a little scared, she demands to know how they came to the Citadel and why. When she has calmed down, she states that they should meet again in the waking world at her offices at Istanbul University. She clicks her fingers and the investigators wake up with a start.

Investigators who possess the Dreaming skill need only a Regular success when using the skill to enter the Dreamlands of Istanbul. The Citadel is visible from all across the dreaming city.

MEETING THE DISCIPLES OF THE TESSERACT

Talking to Meryem Koç

The investigators could make contact with Meryem Koç at Istanbul University after finding her business card at Atatürk Airport (see **En Route**, pg. 208), or in their dreams if they reach the Citadel (see above). Alternatively, if they follow Macar's tip about Hurşit Yılmaz working at Istanbul University, they can find out from the staff that he was a Professor of Astronomy who was shot outside his apartment near the University a few months ago. The staff mention that he spent a lot of time with Koç, leading the investigators to her office.



Investigators arriving out of the blue, following up on the dropped business card, need to make Persuade rolls to convince her that they do not intend her harm. Even after meeting them in her dreams, Koç will still be wary of them, having appeared in the Citadel uninvited.

Once convinced that the investigators mean her no harm, she questions them about why they have visited her if they are just following up on the business card. On the wall in her office hangs a painting of the Citadel she has made. For those who passed their POW rolls when sleeping in Istanbul, it will be instantly familiar. Koç is open to talking about the Citadel and its purpose, but is intrigued as to how they would know about it if they were not already Dreamers.

If the investigators genuinely do not pose a threat to her, Koç slowly comes to realise that they could become potential allies. She invites them to a meeting with Değirmenci and Katurcı at the Antique Bookstore (see pg. 201). If there is any hint that the investigators want to kill her because of her involvement with the Mythos, she will not make this offer.

Meeting the Rest of the Cult

Meeting the other members of the Disciples of the Tesseract could be a surprise to some investigators. The cult does appear neither inherently evil nor murderous. Their goal certainly appears benevolent. The investigators might become allies of the cult, in which case they can benefit from some of the cult's spells, such as *Temporal Cloak* or *Beseech Daoloth* (which they are willing to teach, if only to defray the high cost it exerts on the caster).

How the relationship develops between the cult and the investigators is left to the Keeper, drawing upon motivations and goals in the NPCs' descriptions as well as the demands of their game. Some may enjoy playing up their benevolent goals, to make H's intervention and Daoloth's summoning more shocking later.

Siding with the Cult

If the investigators earn the trust of the cult, Değirmenci will request their help to find out who killed Yilmaz and who still means them harm. They suspect that those responsible have divination abilities similar to their own, so hiding from their castings would be safer for the investigators. Those protected from divinations can then look for anyone who is surprised by their presence in a later encounter, as such people might prove to be a suspect. This is a good way to catch out Ekmekçi in a later encounter (such as at a party at the Stanton Mansion), as he won't have foreseen their presence. It is also a good way to gain access unseen to the sub-basements below Leander's Tower (see pg. 204).

MEETING THE TRUE THEOSOPHOI

Talking to Süleyman Ekmekçi

Even if the investigators have already met Süleyman Ekmekçi through their investigation of Kazakov's network, the only hint they should have about his esoteric leanings is through the recording of him and Vahide Demirci at the Stanton Mansion.

Ekmekçi can be contacted at the Bosphorus University. He makes time to speak to the investigators, initially thinking that they want to talk to him about Kazakov. If asked about the pyramid, he wants to know how they came to hear about it, but otherwise confirms what he said in the conversation (that Demirci was approached by Albaf, and so on – refer back to pg. 215).

A Persuade roll convinces him to inform the investigators about the nature of Deep Ones. He claims he discovered mention of them during research into the occult and the supernatural that complement his philosophical teachings. He is very open-minded, but admits to never having seen one. He concludes that Albaf must believe they exist, otherwise he would not have gone to such effort as to request the pyramid to be crafted.

Playing to Ekmekçi's ego, with a Persuade or Charm roll, gets him to reveal that he is well versed in the Mythos. He does not admit to worshipping any deity until he is convinced that the investigators are not aligned with a rival cult. If they convince him of this, he speaks hypothetically about his intentions, stating that there are so many mysteries left unanswered in the cosmos. "If one had the power, wouldn't one seek to learn the truth that lies at the centre of all mysteries?" he states. He concludes by stating that one day he desires to know all there is to know, and issues a veiled threat that anyone would be ill-advised to get in his way.

Talking to Vahide Demirci

Confronting Vahide Demirci at Bosphorus University yields more concrete facts about the True Theosophoi. Successful use of a relevant interpersonal skill (Charm, Fast Talk, Persuade or Intimidate) will make Demirci reveal that she believed Ekmekçi when he said no one would ever find out what they were doing, because they were cloaked from enemy divinations. Now that the investigators have found her and are asking questions, she knows he was wrong. She asks the investigators to protect her. If they agree, she will explain more.

Demirci reveals Ekmekçi's plan to join the Ancient Ones. She has successfully crafted a Silver Key using the rites outlined in *Hidden Keys to the Locked Dimensions* (see pg. 187) but knows Ekmekçi does not dare use it to contact Tawil at'Umr until he is sure there are rivals of Yog-Sothoth remaining in



Istanbul, lest the Avatar is angered with him. She also fears that the god's wrath may overflow and affect the rest of Istanbul, but she does not know to what extent. She knows that the Brothers of the Skin were terrible people, but she believes other murders (such as that of Yılmaz) could have been avoided. She also worries that Melik Aksoy could turn against them. She wants to join the Ancient Ones, so intends to steal *Hidden Keys to the Locked Dimensions* and the Silver Key from Leander's Tower so that one day she might be able to finish what Ekmekçi started.

Demirci can be used to draw out Aksoy should the investigators decide to kill him. She can be a potent ally for the investigators, but the moment it becomes obvious that she has abandoned the cabal by stealing *Hidden Keys to the Locked Dimensions* and the Silver Key, Ekmekçi is forced to advance his plans (see pg. 223).

Siding with the Cult

There is the chance the investigators might side with the cabal, believing that their goal is not a threat to Istanbul. Trying to convince the True Theosophoi that the Disciples of the Tesseract are not attempting to join the ranks of the Ancient Ones will do nothing to prevent Ekmekçi from wanting to eradicate them. Letting cultists devoted to Daoloth remain in the city when they summon Tawil at'Umr will be an insult to Yog-Sothoth. Ekmekçi encourages the investigators to destroy the cult so that there will be no chance of the summoning going wrong.

ATTEMPTED ASSASSINATION

If Vahit Mataracı is encountered outside the Turizm Polis Station, a shot rings out from a nearby rooftop and he is hit in the shoulder, losing half his remaining Hit Points.

Abdullah Binici has hired Melik Aksoy to assassinate Mataracı. If Mataracı is not helped to get behind cover, Aksoy fires again, killing his target. The investigators will only have a clear shot at Aksoy from that same rooftop; he has chosen the roof of the tallest building in the area to fire from, so no one can fire down on him.

When the investigators get to the top of the building, they find nothing but a few discarded shell casings. Aksoy has used his Gate Box to take him to Leander's Tower. There is no way that Aksoy could have got off the roof without passing the investigators; they should be left with the impression that the supernatural is at work. Fingerprints on the shell casings can be taken back to the consulate and checked against Turkish records, if a deal can be made with either Barış or Akzambak. This will identify Aksoy as the shooter, although his current location is unknown.

If Mataracı survives, he is taken to hospital where he spends the following days recovering.

VISITING THE GALATA BRIDGE BROTHEL

The investigators might find themselves going to the Galata Bridge Brothel for a number of reasons. The likeliest lead is to go to talk with Sıdıka Arap (see opposite), but there are other options too.

Following Donaldson/Leyton

Investigators who have taken an interest in Bradley Donaldson or Kyle Leyton could follow either individual with a successful Stealth roll. Failure results in the investigators being noticed, and their target returns to their consulate. If they were following their Head of Station/Station Chief, the investigators





are summoned to a meeting the next day, where they are asked to account for their actions (Trust -1/-1D10).

A successful Stealth roll allows the investigators to follow Donaldson or Leyton to the Galata Bridge Brothel, where they spend time with Arap in her first floor room. Investigators who enter are shown by Küçük to the lounge on the ground floor. Here, a number of girls (some barely of legal age) flirt with customers, attempting to be selected for the evening.

Talk of the Rumeli Kavađi Brothel

Talking with the girls, either in the lounge or their rooms upstairs, reveals that many of them are from migrant worker families new to Istanbul. They all have aspirations to impress Binici, because if they do well, they will be transferred to the Rumeli Kavađi Brothel. There, they believe they will live like princesses, with the richest and most generous clients. Enquiring investigators soon learn that none of the girls have ever returned from Rumeli Kavađi, but why would they when they are living the dream there?

If the investigators later look into the matter, they will find no evidence of a brothel in Rumeli Kavađi. Searching the area reveals a number of isolated estates, some of which are deserted. One of these was recently purchased by Binici. Investigators loitering in the ground floor hallway for any length of time hear the sound of male voices from the room behind the lounge. This where a handful of guards, paid by Binici to make sure no one causes any trouble, spend their time chatting and playing cards. There are 1D3+1 guards present. The Keeper can use the **Other NPCs** statistics on pg. 185 to represent these guards. Each is armed with a small calibre pistol (1D8 damage) with a Firearms (Handgun) skill of 35%. They intervene if any disturbance in the building causes too much noise.

The Deep One

Investigators who talk with Küçük for long are interrupted by a bell ringing in the hallway. She excuses herself, showing the investigators into the lounge before heading down to the basement, where she has been called by a visiting Deep One. Investigators returning to the hallway may make a Listen roll. Success means the investigators hear Küçük talking with something downstairs, in Turkish, their voices carrying up through the partially open door under the stairs. Küçük informs the Deep One that the next shipment of girls will be going to the mansion in the next few days. The Deep One responds, stating that an extra shipment will be needed soon after to help calm the troubled inhabitants, following the recent human incursion into their territory (this could be the first hint the investigators have about the Shchuka P3). The Deep One's voice cannot be mistaken for human, despite the fact it is speaking in Turkish.

A Stealth roll allows the investigators to sneak down to the basement and observe the conversation. Failure results in the investigator being spotted by the Deep One, which promptly flees. If engaged in combat, the Deep One's response is to flee to the safety of the ocean if it is outnumbered; otherwise it will attempt to kill the intruders.

Talking with Arap

Pressuring Arap to reveal why she desperately wants to get out of the brothel requires an interpersonal roll (Charm, Fast Talk, Persuade or Intimidate). She then describes the horror she has seen in the basement. Searching the basement after this coincides with the time that Küçük is meeting with the Deep One. The easiest way to rescue Arap is to set a fire and evacuate the building, using Stealth to disappear into the crowd. Küçük, with the help of the guards, tries to gather the girls outside, but there is plenty of confusion to hide in. Several of the girls from the brothel also use this opportunity to make their escape.

MEETING BURAKGAZI AND FAURE

Nurten Burakgazi can be met frequenting the patisserie at the Pera Palas Hotel (see pg. 201), sampling the array of cakes, or grazing from the buffet at one of Stanton's parties (see pg. 215). In either case, she has struck up conversation with Benjamin Faure, trying to learn what the Brothers of the Yellow Sign want in Istanbul. Like the investigators, Faure was directed towards Burakgazi by Utku Macar as a potential ally after a chance meeting at the Park Hotel (see pg. 201). Faure is also keen to talk with the investigators. He claims to be a private investigator looking for a missing person, but only has a rough description to work on. An INT roll will identify Süleyman Ekmekçi from this description, if the investigators have met Ekmekçi. Faure gives them his number at the Park Hotel if they learn anything else.

If Burakgazi's motivations for wanting to learn about the cults in Istanbul are questioned, she turns the question back on the investigators. If pressed for an answer, she states that a friend of hers at Ankara University (Dilara Tiryaki) studying philosophy and the occult came to Istanbul to research the Brothers of the Skin after hearing rumours about them. Nothing has been heard from her in a couple of months and Burakgazi is worried. Burakgazi admits that it is dangerous looking into the business of cults, but she needs to know if her friend is safe. She implores the investigators for their help and gives them her contact number at the Pera Palas Hotel if they should identify any members of local cults.

If the investigators research Dilara Tiryaki with their agencies, they may make a Trust roll to obtain a report of a bombing from

three years ago in the Gaza Strip. Tiryaki was photographed in the act and identified by MIT. She was initially suspected to be working for the PLO but it was later revealed she was part of the Black Brotherhood. Her actions sparked a wave of counter-terrorism actions across the region, resulting in further deaths. Tiryaki was killed in Ankara as part of an MIT anti-terrorist operation last year.

Given Kazakov's claims about the involvement of the Black Brotherhood, this report might prompt the investigators to confront Burakgazi for answers. If exposed, Burakgazi admits the deception and states that she is seeking those responsible for the deaths of the Brothers of the Skin. She claims this is because the two organisations were related and concerns have been raised as to whether the group responsible might come for the Black Brotherhood next. Psychology rolls confirm she is holding something back with this explanation; she is also insane.

Threatening to Kill Burakgazi

If the investigators indicate they are willing to kill Burakgazi, she states that the Black Brotherhood will launch a wave of reprisals on Istanbul that will never be forgotten. By keeping her alive, the investigators will save many innocent lives and keep the Brotherhood's attention directed solely at those responsible for the deaths of the Brothers of the Skin.

This claim is a bluff. The Black Brotherhood would have no target for any reprisals, not knowing who was responsible for Burakgazi's death. She is also a relatively small cog in a much wider machine. Someone could easily replace her.

However, if the Keeper wishes to make it a real threat, this needs to be carefully considered. Terrorism can be a tricky subject to handle in games. The Keeper needs to establish to what extent the fallout from these attacks would impact the campaign. Reaction from the Turkish authorities could vary from a heightened polis presence to a military curfew, depending on the number and severity of attacks. This will impact the investigator's ability to move around Istanbul and will draw much more severe attention from the authorities if a situation escalates publicly.

Options for potential reprisals include: indiscriminate public shootings at tourist attractions; assassination of key local figures (such as the Chief of Polis); bombing of key buildings (including tourist attractions, consulates, polis stations). As part of these reprisals, several of the named NPCs could be killed. Bombing the investigator's consulate could kill most of their agency colleagues, leaving them to juggle local operations as well as their own mission. Keepers wishing to provide a silver lining to the situation could use the attacks to remove NPCs

that represent barriers to the investigators. The investigators could be ordered by their agency to deal with this problem as a matter of urgency as well as finding the time to resolve the Kazakov defection. How this plays out could be the springboard for a whole new campaign pitting the investigators against the Black Brotherhood.

Lastly, investigators that know these attacks have come about because they killed Burakgazi make a Sanity roll as the deaths of innocents weighs heavy on their conscience (SAN loss, 1D3/1D10).

The Black Brotherhood as Allies

The services of the Black Brotherhood are available to investigators who befriend Burakgazi. She also offers such services to further dissuade the investigators from killing her, if needed. If they were to find themselves in need of support when a course of action is not sanctioned by their agency, the investigators could call upon the Burakgazi to provide aid. There is always a cost to pay for the Brotherhood's assistance, and the investigators might get more than they asked for.

For the first request, the Brotherhood demand the head of Macar (if he is still alive). Burakgazi explains he is the last remaining member of the Brothers of the Skin in Istanbul. The Crawling Chaos turned his back on the cult decades ago and they no longer have a place in this world.

Desperate investigators may make this payment. When the Brotherhood acts, unless the investigators have made their requirements precise and exact, it is of a much greater extent than needed. For example, if the investigators want Binici assassinated, the Brotherhood blow up the entire Galata Bridge Brothel when he is inside, rather than just shooting him. The more death and destruction, the more Nyarlathotep is pleased.

For further requests to the Brotherhood, the Keeper is encouraged to be creative when deciding upon costs they demand. It should never be something simple for the investigators to accomplish. This may be anything from the acquisition of a rare, occult item from somewhere in Istanbul, to the assassination of a Consul General or Head of Station/Station Chief.

Burakgazi is reluctant to launch any attacks upon the True Theosophoi or the Disciples of the Tesseract because the Brotherhood could still exploit the conflict between the two cults. Instead, Burakgazi would take any details about where the cults can be found and then go to make contact in person with them to offer services directly. For results of this, see **Escalating the Occult Conflict** (pg. 223).



THE ATTENTION OF UTKU MACAR

Utku Macar contacts (with increasing frequency) investigators who have shown an interest in the cults of Istanbul, wanting to know what they have discovered. He will show up at their apartment, having obtained the address from one of his many contacts.

Lying to Macar, either by misleading him or denying they have found out anything, requires a Fast Talk roll opposed by Macar's Psychology skill. If Macar succeeds, his patience runs out. He tries to force the information out of the investigators, using all the skills and spells at his disposal to do so (see pg. 197), believing his chance for revenge is finally at hand.

Macar appreciates investigators who tell him the truth from the outset, but he cannot allow them to live. They might inform the cults about his interest in them, or that he is coming for them. He attempts to destroy them.

Macar arrives at the apartment with his Flesh Ward spell active. The difficulty of this scene can be varied by controlling the number of extra Hit Points the Flesh Ward spell grants him.

CONCLUDING THE CAMPAIGN

KAZAKOV

After verifying claims about his network of contacts, Donaldson/Leyton asks the investigators to present their findings about Kazakov. If they believe the defection is genuine, they are instructed to arrange for Kazakov to be brought to the consulate while a plane is readied to take him out of the country. If there are any doubts about the defection, Donaldson/Leyton want to know what information Kazakov received that prompted him to defect in the first place. The investigators are then ordered to bring him in for questioning.

Either way, a meeting with Kazakov is arranged at the Pierre Loti Café. Tumanov will ambush the investigators when arrive at the cafe, if he is still active. He has been following Kazakov and sees the pick-up as proof that the defection is genuine.

Once brought back to the consulate, either voluntarily or after a lengthy interrogation, Kazakov will tell the investigators that the Black Brotherhood's nuclear warhead will be loaded onto the Heart of Havana in two days' time, before being detonated in the middle of the Bosphorus to maximise damage on both sides of Istanbul.

An Extreme Psychology roll will reveal that Kazakov is lying. If Burakgazi is an ally, she will confirm that the Brotherhood does not have any such plans. Confronted with this seed of

doubt, an Extreme Intimidation roll can break Kazakov into revealing the truth. Fearing what Petrov will do if he discovers his plan has failed, Kazakov will seek to genuinely defect for his own safety.

Investigators who have learned about the Deep One presence in Istanbul can make an INT roll to identify them as a possible reason behind the sinking of *Shchuka P3*. If the DSV is allowed to dive on the wreck site, reprisals could escalate.

CONFRONTING PETROV

The investigators can obtain Ilya Petrov's address in Yeniköy either by bribing Bardakçı or interrogating Kazakov. Alternatively, the investigators may find themselves looking into Serhan Letting, and simply head to the offices for a meeting. The office has been closed since the day before the investigators arrived in Istanbul.



With a successful Group Luck roll, Petrov is in a room on the first floor, listening to one of his many recent recordings, when the investigators attempt to break in. Failure means he is out collecting recordings from a nearby property, returning that evening. (See pg. 205 for more about Petrov's house, and the traps he's set within.)

The investigators may attempt to break in using a combined Stealth and Locksmith or Tradecraft roll, opposed by Petrov's

Listen skill, if he is inside. If the investigators fail, Petrov hears the break-in attempt and immediately flees. If the investigators come in from the roof (via the adjoining rooftops or the trapdoor), he flees out the front door to the moored speedboat. If they come through from the ground level, he flees via the hatch in the roof, then across adjoining rooftops. A Listen roll once inside detects his departure and initiates a Chase scene (assuming the investigators avoid the traps on the staircase and upper-floor corridors), with Petrov heading for Haydarpaşa Station. Failing the Listen roll means he escapes unnoticed, as the investigators search the building.

If the investigators succeed, Petrov is unaware of the investigators' entrance. Stealth rolls are required, opposed by Petrov's Listen skill, if the investigators start making a lot of noise once inside. Success indicates he tries to flee, as above.

If Petrov gets five locations ahead of the investigators in the Chase, he evades them and disappears from Istanbul completely. Petrov might then become a recurring antagonist in future scenarios. If the investigators catch him, he represents a huge win for Western intelligence – and for Wesley Alcott personally. The information he can supply them with (directly and from his archive of recordings) might also form the basis for future scenarios.

THE HEART OF HAVANA

The ship is moored in the Port of Haydarpaşa (see pg. 203). The gangway to the main deck is always manned by one unarmed guard (use the **Other NPCs** statistics on pg. 185). The Russian TASS reporter, Isidora Markovic, keeps to her interior cabin so she is not observed. The Cuban Captain, Fermín Travieso, remains either on the bridge or in his cabin.

To prevent Petrov's plan from succeeding, the investigators must stop the ship from leaving the port so that the DSV does not dive on the wreck, or otherwise disable the DSV. If sabotage is attempted, and discovered, it risks springing the trap as well.

Using the Black Brotherhood to destroy the ship gives the intelligence agencies plausible deniability in the whole situation. The cost for their services is Kazakov's head, as he lied about the Brotherhood's involvement. The Brotherhood will destroy the ship once the DSV has been loaded onboard by crashing a cargo plane destined for Istanbul International Airport. The explosion kills hundreds in the port (SAN loss, 1D3/1D10).

Storming the ship with forces provided by their own nation (requiring a Trust roll, -1/-1D10), or the Turkish authorities (requiring a Hard Persuade roll against Barış) will spring Petrov's

trap. A distress call is put out on the radio and Markovic is on hand to face any reporters that promptly descend on the scene. The incident spirals out of control as outlined in **Petrov's Plan** (see pg. 190).

The Keeper can decide how far the fallout extends, as it could significantly shift the balance of power in the region for a long time to come. It might also provide the background for future campaigns as the investigators try to repair the damage. The mission's very public failure will have a major impact on the Trust the investigators have with their own agency (-1D10/-1D100).

Investigators who let the ship sail without intervention will need to act quickly to contact the Deep Ones of Hn'lgeyt (see pg. 225). If the DSV dives on the wreck, it will be attacked once again, potentially forcing a larger reprisal from the Soviet Union.

The extent of the fallout is up to the Keeper. Potential options include: the Soviet Navy successfully destroy Hn'lgeyt, but the Deep Ones flee south, becoming a more dangerous threat to Istanbul; or, the Soviet Union blames the west for the loss of the DSV and the region comes close to the brink of war.

FAURE

The investigators may (understandably) shy away from allying themselves with the Black Brotherhood. A bargain might instead be struck with Faure to help confront Ekmekçi. This assumes that the investigators do not kill him if they learn of his affiliation. He is not interested in dealing with anyone else on behalf of the investigators, just the man who assaulted him. Faure is suspicious of investigators who simply offer up the identity of his attacker without asking for anything in return (such as agreeing to kill Ekmekçi once he has been identified). He questions them about their motives before he acts on their information. If they admit that Ekmekçi is a threat to them, Faure gains leverage over the investigators. He will use this to negotiate a payment for removing Ekmekçi. He demands a favour from them, which they cannot refuse if they want his help, to be called on in the future. This gives the Keeper a blank cheque to hold over the investigators, which could prove the springboard for a future scenario.

There is a catch to using Faure to kill Ekmekçi. Faure will only act against Ekmekçi when Aldebaran is in the night sky (roughly between October and March). At any other time of the year, his spells have little to no effect. If the campaign is set between April and September, the investigators cannot count on Faure for support any time soon. He intends to return to Istanbul when the time is right and take his revenge.



Faure's preferred method of attacking Ekmekçi is to cast *Song of Hastur*. If the Keeper prefers, he will summon a Byakhee instead. Faure should not instantly kill Ekmekçi; the investigators will still need to be involved in any attack on the True Theosophoi.

ESCALATING THE OCCULT CONFLICT

Burakgazi can only successfully escalate the conflict between the True Theosophoi and the Disciples of the Tesseract if she is put in touch with both groups by the investigators. Doing so will be a huge mistake. While the Disciples of the Tesseract do not desire her services, Ekmekçi has no issue with paying the Black Brotherhood the remainder of his earthly fortune to destroy his rival cult.

Ekmekçi engineers a plan with Burakgazi to force the Disciples of the Tesseract back to the Antique Bookstore. The Black Brotherhood sends in a team of gun meant to kill Meryem Koç while she is giving a lecture at Istanbul University. In the resulting chaos, people flee the area (including the nearby Book Bazaar). Aksoy then attacks the Antique Bookstore, hoping to kill Değirmenci and Katırcı.

This attack should coincide with the investigators visiting the Bookstore. Once Aksoy succeeds, or it becomes apparent opposition is too great, he will use his Gate Box to leave. A Hard DEX roll made before the end of the round that Aksoy vanishes in will allow investigators to pass through the Gate to Leander's Tower (see below).

Following this attack, Burakgazi leaves Istanbul. Her work is done. If the investigators do not put her in touch with both cults, she remains in Istanbul and might be used as a future antagonist in another scenario.

THE FINAL CONFRONTATION WITH THE TRUE THEOSOPHOI

The final confrontation with the True Theosophoi will likely occur at Leander's Tower (see pg. 204) or the Golden Gate (see pg. 203).

Leander's Tower

If the investigators look into Ekmekçi, a successful Library Use roll uncovers a newspaper article from a few months ago about the purchase of Leander's Tower, and the announcement of the restaurant opening there later that year. Ekmekçi is named as the buyer. The article states he bought the tower using the winnings from a big win in the casinos of Monte Carlo. Ferries to the island can be chartered from Üsküdar. If the

investigators are not protected by a *Temporal Cloak*, their visit will be foreseen by Ekmekçi, who spends the majority of his time under the tower with Demirci. He summons and binds a Dimensional Shambler in the first sub-basement level and orders it to attack the investigators as they enter. He waits with Demirci in the second sub-basement level.

Investigators following Aksoy through his Gate before it closes find Ekmekçi present in the room. Aksoy keeps the investigator busy, giving Ekmekçi time to summon and bind the Dimensional Shambler if he has not already made preparations (as above).

If the Dimensional Shambler is defeated, Ekmekçi will panic. He rushes to the top of the tower, where he attempts to call Yog-Sothoth, gesturing for the necessary sacrifice to come indiscriminately from Istanbul. His hope is that the investigators will be driven insane by the arrival of his god, allowing him to kill them in their helpless, insane state.

As the spell requires a cloudless sky, the investigators should make a Group Luck roll to determine if the conditions are perfect for casting. Otherwise, when they reach Ekmekçi, he will fall back on casting *Wrath of Yog-Sothoth* to destroy the investigators.

The Golden Gate

The final confrontation instead takes place at the Golden Gate if: the Disciples of the Tesseract have been destroyed; the investigators trick them into believing this is the case; or if Ekmekçi learns that Demirci has betrayed him by stealing *Hidden Keys to the Locked Dimensions* and the Silver Key.

Ekmekçi goes to the Golden Gate to summon Tawil at'Umr once any of these criteria are realised. In the last case, he does so because he hopes that he can convince the Avatar to accept him, even without the Silver Key.

The investigators might have access to *Hidden Keys to the Locked Dimensions* if they ally themselves with the True Theosophoi, or if Demirci has stolen it after siding with the investigators. An initial reading of *Hidden Keys to the Locked Dimensions* suggests that Tawil at'Umr, when summoned, will be angered by Daoloth's continued influence in the city. This might be used against Ekmekçi, allowing the investigators to convince him that his enemies have been removed, sabotaging his summoning.

The investigators should arrive at the Golden Gate as Ekmekçi opens the Limbo Gate. Tawil at'Umr steps out of the mist. Should all of the Disciples of the Tesseract have been killed and Ekmekçi be in possession of the Silver Key, the Avatar accepts



Ekmekçi's request and leads him (along with Demirci if she is still loyal to him) into the mist towards the Ultimate Gate. They are never seen again.

If any members of the Disciples of the Tesseract still live, or Ekmekçi does not have the Silver Key, the Avatar is angered and opens its robes for all to see (SAN loss, 1D20/1D100). Ekmekçi screams and is disintegrated. The Avatar returns to Limbo, taking everyone present with it. Investigators finding themselves in Limbo require an Extreme Navigate roll to find the Gate back to Earth. The Gate can be closed by knocking one of the arch stones out of position.

Lost investigators stumble for hours, eventually finding symbols made of light floating in the air. These are Gates to other times and places. These might be a lost investigator's only way out of Limbo, but only the Keeper knows where they are destined.

THE FINAL CONFRONTATION WITH THE DISCIPLES OF THE TESSERACT

The Disciples of the Tesseract attempt to summon Daoloth when they learn that the True Theosophoi have been destroyed. There is no longer a threat to them and the way is clear to open a Gate to the Dreamlands. They proceed to the Bosphorus Bridge, as detailed below, either with or without the help of the investigators. Those assisting the cult may realise only too late what an error they have made. In this case, H intervenes to ensure that the investigators do not prevent the summoning.

If the investigators intend to move against the Disciples of the Tesseract and H has successfully invaded their dreams to learn this, H will possess Koç and go to the Antique Bookstore. She steals the box containing Değirmenci's eyes so the investigators cannot use them against her. H informs Değirmenci that she has foreseen the investigators' attack.

Forced to advance their plan, the cult travels to the Bosphorus Bridge with their ritual equipment. They ascend one of its towers and attempt to summon Daoloth so that the god can open a Gate to the Dreamlands. Değirmenci intends to disrupt the *Pentacle of the Planes* during the casting so that Daoloth expands to a tremendous size and is seen across Istanbul, driving thousands mad. Once the Gate is formed, H intends to exert her power to ensure it remains permanently open.

For investigators unaware of the details of the cult's plan, a car chase through Istanbul to the Bridge provides an action-packed finale. For those who head straight to the bridge,

a confrontation at the top of the tower could prove just as dramatic.

If the cult is outnumbered, Bennett is also possessed by H. Each investigator who failed their POW rolls when sleeping to resist H entering their dreams (see pg. 216) will be targeted by H once during the combat. Affected investigators must make a POW roll if they try to attack Koç. Failure means they lose their action that turn as they freeze, seeing H stood where Koç stood instead. Attacks directed at the frozen investigators later that round receive a bonus die. Success means the investigator resists H's control.

The easiest way to achieve victory over the cult is to expose Değirmenci's eyes to the light, plunging her into unending torment. This will prevent Değirmenci from summoning Daoloth, ending any partially cast spell. At this point, H ceases possession of Koç and Bennett. Both are fully aware of what was happening to them, but powerless to stop it.

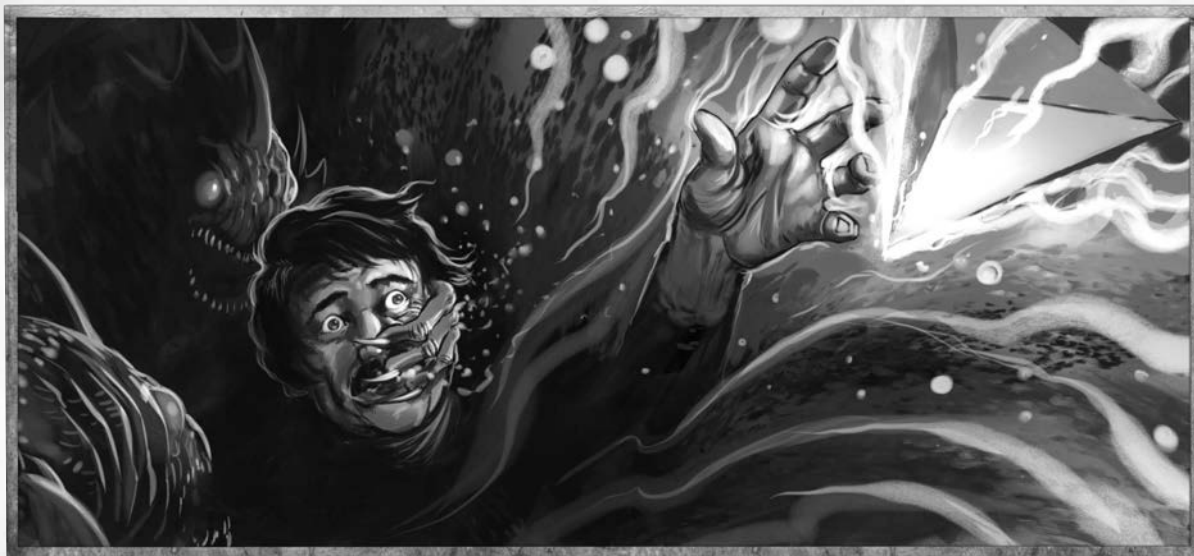
If Daoloth is successfully summoned and allowed to expand beyond the *Pentacle of Planes*, the consequences will be disastrous. People in the surrounding districts are driven insane. Widespread rioting ensues, the masses run in terror as panic spreads. A permanent Gate to the Dreamlands now sits in the middle of the Bosphorus. Those who have been driven mad find themselves drawn through the Gate, towards the Citadel, where they are welcomed and enlightened to the ways of their new god. Closing the Gate is likely to be a pressing mission for a future campaign.

BREAKING UP THE DEEP ONE BREEDING RING

How this plotline resolves is partly dependant on what happens at the Galata Bridge Brothel during any attempt to rescue Arap.

The investigators might learn about Tarik Albaf from Stanton's recorded conversation, or asking gold sellers at the Grand Bazaar or fishermen near the Galata Bridge. He can be confronted at the nearby docks and questioned. The threat of polis action is enough to get him to talk, and he will explain the events that brought him to this point.

Furthermore, he explains that the Deep Ones have demanded more women be brought to them recently, following what they called an "attack" on their city (the *Shchuka P3*). Albaf concludes that they must have been talking about a submarine. While he has heard nothing about it in the news, he knows that Soviet submarines sometimes perform exercises in the Black Sea.



If Arap's rescue turned violent, Binici and Küçük will attempt to flee to the Rumeli Kavaği brothel (if not dead or detained). Albat joins them with the Golden Pyramid hidden on his boat. They have brought a handful of girls with them who are drugged into unconsciousness in one of the renovated rooms, intending to hand them over to the Deep Ones. They represent only half of what was promised to their masters as several others escaped the brothel during the conflict.

If the investigators confront them at this point, Binici and Küçük will panic. They are worried about what will happen to them because they have failed to hold up their end of the bargain. Albat declares he has a solution: the Golden Pyramid. If allowed to summon the Deep Ones, the creatures are angered that Albat dared to try and control them, dragging him down into the watery depths to an unpleasant end.

If Arap was rescued rather more subtly, Binici and Küçük transport the full shipment of girls to Rumeli Kavaği. In this instance, Albat intends to use the Golden Pyramid when the Deep Ones appear to take the girls, with the same end result as above.

If the investigators confront them at this point instead, Binici and Küçük will beg them not to interfere, for everyone's safety. The Deep Ones are about to arrive. They do not take kindly to more unannounced human presence.

In the aftermath, the investigators might obtain *Musa Albat's Journal* (see pg. 193) from Albat's possessions on his boat. By using the instructions within to summon a Deep One, the investigators might still be able to prevent disaster regarding the *Shchuka P3*.

SHCHUKA P3

Successfully preventing the DSV from diving on the wreck of *Shchuka P3* only serves to delay a later confrontation with the Deep Ones of Hn'lgeyt. However, it does buy the investigators time to address the root of the problem. By making contact with the Deep Ones at the Galata Bridge Brothel or the Rumeli Kavaği Brothel, they may be able to open negotiations to stop a future confrontation.

The Deep Ones are no fools. They understand all too well the threat the human races poses. With a compelling argument, the investigators can convince the Deep Ones without the need of any roll. However, the Deep Ones demand final reparations to be made: they want Arap. They have seen Arap at the Galata Bridge Brothel and have desired her for some time.

If the investigators hand her over, the Deep Ones will not attack any dive made on the wreck of *Shchuka P3*, and will hide from any such action.

An Extreme Persuade roll can be made to convince the Deep Ones to take another victim instead. An Extreme Fast Talk roll can be made to lie to them, stating she has already fled the city or is dead. If she truly is dead, then they will demand another victim in her place, requiring an Extreme Persuade roll to dissuade them.

Arap may well still be hiding in one of the investigators' apartments, not yet having fled Istanbul. Handing her over to the Deep Ones requires a SAN roll, her terrified screams haunting the investigators as she is dragged into the water (1D2/1D8).



OTHER BARGAINS

Keepers who feel that this ending is too dark for their group might allow the investigators to negotiate other compensation instead. The Deep Ones could ask for a blood sacrifice to seal the deal.

If Albat or any other member of the breeding ring is still alive, they will be the preferred choice; otherwise, any human sacrifice will be sufficient. The investigators will be forced to perform the act, slitting the victim's throat and allowing their blood to flow into the Bosphorus (SAN loss, 1D2/1D8).

If they are unable to convince the Deep Ones that a blood sacrifice is not needed to seal the deal, the investigators will be faced with a terrible choice: who must die to prevent disaster?

Sometimes, terrible things must be done to avoid even worse horrors from occurring. The investigators will have to decide for themselves whether the ends truly justify the means.

TRUST AND SANITY REWARDS

- Dealing with all of Kazakov's network of contacts (with the exception of Ekmekçi): +1D10 Trust (own agency). If the investigators came into conflict with an affiliated agency: +1D10 Trust (affiliated agency).

- Uncovering the deception behind Kazakov's defection: +1D10 Trust (own agency)
- Capturing Petrov: +1D20 Trust (own agency)
- Killing Macar: +1D6 Sanity points
- Stopping Daoloth from being summoned: +1D10 Sanity points
- Preventing Yog-Sothoth from manifesting: +1D10 Sanity points
- Preventing the DSV from diving on the wreck of *Shchuka P3*, or otherwise negotiating successfully with the Deep Ones: +1D8 Sanity points

For Trust rewards, if the criterion was only partially achieved, half the reward (round down).

CONTINUING THE CAMPAIGN

Successfully convincing the Deep Ones not to attack any mission sent to investigate the wreck of *Shchuka P3* concludes the *Intersections* campaign.

Throughout the scenes presented, there are a number of potential loose ends that could be used to generate further scenarios in Istanbul.

- If Petrov escapes, what other plans might he have to realise his goal in the Black Sea region?
- If the Black Brotherhood kill friendly agents, the investigators may find themselves stationed in Istanbul until replacements could be found.
- If Burakgazi is still at large, the Black Brotherhood could become the main antagonist as their attention is drawn to the power vacuum in Istanbul.
- If Faure has cut a deal with the investigators, who knows what the Brothers of the Yellow Sign may ask of them?



статус оповещения

белый желтый зеленый синий красный



правая рука



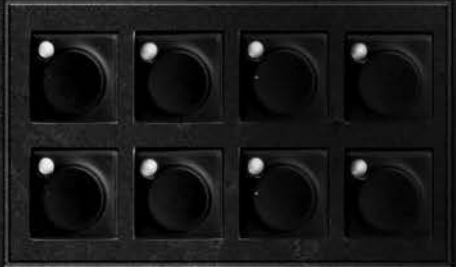
Готовность
обратный отсчет



левый контроль



бомбы расстояние



это старый
телевизор



более 2000 бар является
фатальной дозой

• APPENDICES •

FORTEAN EVENTS DURING THE 1970S

A collection of strange events to inspire Keepers. According to our sources, all of these are true...

THE MOON, AN ANCIENT ALIEN SPACECRAFT

In July 1970, a strange theory about the nature of the Moon is published in the Soviet magazine *Sputnik*. The article, entitled “*Is the moon a creation of alien intelligence?*” was written by two Russian scientists, Alexander Scherbakov and Michael Vasin. They theorise that the Moon had been crafted by alien design to become a giant spaceship. What began as a planetoid was hollowed out, the cavernous interior then used to house the drive mechanism that would allow the Moon to be piloted through space. Some time later the Moon finally ended its journey in orbit around the Earth.

In 1975, Don Wilson publishes *Our Mysterious Spaceship Moon*, which supports the same theory, but from a different stance. Wilson argues that there is evidence in ancient history that described how the Moon had arrived in orbit around the Earth. He mentions the Greek term “Proscleue”, meaning “before the moon”, and the Tibetan stories of Gondwana, a lost continent with a civilisation that flourished before there was a Moon in the sky. Precedent for Wilson’s claims were made in *The Calendar of Tiahuanaco* by H.S. Bellamy and P. Allan in 1956. Their research claimed that symbols found in Kalasasaya, near Tiahuanaco, Bolivia, indicated that the Moon appeared in orbit above the Earth somewhere between 11,500 and 13,000 years ago.

On 13th March 1972, a strange incident occurs on the Moon that supports these theories. A large meteorite collides with the lunar surface with a force comparable to the explosion of 200 tons of TNT, sending shock waves deep into the Moon. However, scientists fail to record any sign of shock waves reverberating back from the Moon’s core. One rationale that the scientists propose is that the Moon has a thick outer shell, but an otherwise light (or perhaps hollow) interior. If this is true, what might space explorers find inside the hollow Moon?

SOMETHING IN THE SEA

In August 1970, strange barking sounds are heard by Graham Sampson off the coast of Devon while diving at 80ft. More worrying perhaps are the reports from the Salcombe Shark

Angling Society claiming to have seen substantially built shark hooks severed, which the members state is something that not even the strongest shark could do. Later, in 1975, Mrs Scott and Mr Riley witness a “hideous, hump-backed creature [with] stumpy horns and bristles down the back of its long neck” in Falmouth, Cornwall. The couple claim the beast was chewing on a conger eel.

Could this have been Morgawr, the sea monster said to reside in Falmouth Bay? The creature’s first sighting dates back to 1876, and it has been encountered periodically since then. There is no explanation for the increased number of sightings that persist throughout the 1970s. Described as an aquatic dinosaur (akin to the Loch Ness Monster), scores of witnesses provide details like those described by Mrs Scott and Mr Riley, as well as greyish-blue skin that appears mottled and sagging and an eerily disquieting mode of movement that leaves no wake in the water. Its size is estimated at between five and seven metres in length. The creature is photographed on several occasions, though few details can be discerned. Like “Nessie”, Morgawr becomes a minor pop-culture sensation. Its likeness appears in a variety of media, and it proves especially popular with children.

LOOK TO THE SKIES

Throughout the 1970s Britain ‘enjoys’ a series of unexplained aerial incidents, otherwise known as UFO sightings. In fact, so much otherworldly activity is reported that a discussion concerning UFOs takes place in a General Meeting of the United Nations in 1977. In 1979, the House of Lords devotes three hours to the subject – during a national rail strike, no less.

Here are just a few of the many sightings:

- **8th September 1970:** United States Air Force pilot William Schaffner dies when his BAC Lightning collides with an object over the North Sea.
- **16th October 1973:** Gabriella Versacci claims she is abducted by an alien vessel, taken on board and strapped down on an examination table. The incident happens near Langford Budville in Somerset.
- **23rd January 1974:** A UFO is seen to crash into Berwyn Mountain in Wales, apparently at the same time as an earthquake.
- **9th November 1979:** Forestry worker Bob Taylor is accosted by a UFO in a clearing in Livingston, Scotland. He claims to have been dragged along the ground.



STRANGE SUICIDES IN OREGON

In the early 1970s, suicide rates in the small US town of Medford, Oregon rapidly and inexplicably rise above the regional and national averages. Scientists at the local university discover that the town is being bombarded with ultra-low frequency radio waves (ULFs) from the vicinity of a nearby US military base. These waves are documented to negatively affect human cognitive activity and health. When confronted with the scientists' findings, the base's commander denies their existence, then disavows any involvement, blaming the Russians. The radio waves cease the next day. Days later, the scientists are visited by agents claiming to work for the CIA, offering threats should the research and findings be publicised.

MOMO, THE MISSOURI MONSTER

On 11th July 1972 a monstrous creature is sighted by children playing in their backyard in the town of Louisiana, Missouri. They describe the creature as humanoid, somewhere between six and seven feet tall, covered in long black hair that obscured its face. It did not appear to have much of a neck, and smelled terrible. The creature appeared to be carrying a dog carcass.



Multiple sightings follow over the next few days, each describing the same hairy monster or sets of three-toed footprints. An armed mob sets out to confront the creature when they hear

cries from a nearby hill. However, panic breaks out and the mob disperses. A more organised search party is arranged by local law enforcement, with a 20-man team scouring the surrounding area. They find nothing. Some believe this is due to the search being conducted during the day, when all sightings had taken place at night. The graves of two dogs are found dug up the next day, their bones scattered. Nearby tracks show footprints more than 10 inches long and 5 inches wide.

After 21st July, the media and tourists arrive, hoping to catch sight of the beast. The media label the creature "Momo", as a contraction of "Missouri Monster". Despite the increased presence in the town, the last indication of Momo comes a few days later, with a set of footprints that inexplicably begin in the middle of a garden, and then end abruptly.

The Momo sightings bear some resemblance to reports of the so-called "Skunk Ape" across Florida, North Carolina and Arkansas throughout the 1960s and 1970s.

CATTLE MUTILATION IN THE UNITED STATES

Though incidents have been reported in the US as early as 1967, unexplained cattle mutilation rose dramatically during the 1970s, with cases reported in at least 15 states, and yet more likely unreported. Livestock affected exhibit the following characteristics: young (4-5 year-old) specimens, the lack of blood in the surrounding area, inexplicably precise surgical quality wounds, missing organs and tissue, and avoidance by scavengers. Anomalies are frequently discovered during post-mortem examinations. Explanations include natural causes, cult activity, clandestine government experimentation, psychotic behaviour and UFOs, but nothing is proven.

URI GELLER

In the early 1970s, Israeli psychic Uri Geller achieves global recognition, demonstrating abilities he claims to be paranormal in nature, granted by extraterrestrials. Over the course of his career, he alternates between repeating this claim and denying it. His apparent abilities include dowsing, psychokinesis, precognition, clairaudience and mind-reading.

Geller works with authorities periodically as a psychic detective, to mixed results. He becomes wealthy, attracting attention from debunkers, critics, and professional magicians, who claim his abilities are mere stage magic and that he is a hoax and a fraud. Despite these criticisms, Geller maintains worldwide celebrity and continues to maintain his claim of paranormal abilities, though dissembling as to their source.

THE BETZ MYSTERY SPHERE

On the 26th of May 1974, while inspecting damage from an unexplainable brush fire on their property near Jacksonville, Florida, members of the Betz family discover an extraordinary metal sphere. Surprisingly heavy (22 lbs), the seamless ball is approximately 8" in diameter, its only distinguishing mark a small triangular glyph stamped into its surface. The sphere exhibits unusual properties, including vibrating at barely audible frequencies in response to external sounds, and erratic, gravity- and physics-defying movement. Bizarrely, its activity is seemingly influenced by the weather. Scientists at the Jacksonville US Naval Station analyse the sphere, but are unable to determine anything other than that it is made of steel and that two spherical objects inside it possess at least four non-concentric magnetic poles. A later, non-military examination reveals that the sphere absorbs radio frequencies and that at least one element in the alloy is unidentifiable. Furthermore, the inner spheres are estimated to have an atomic number in excess of 140, greater than any other substance on Earth. The sphere is presumably still in the possession of the Betz family.

THE "Wow!" SIGNAL

On August 15th, 1977, 37-year old Jerry Ehman, a volunteer researcher at the Big Ear radio observatory at Ohio State University, is looking at narrowband radio signal data when he notices a strong, 72-second signal arriving from M55, a globular cluster in the Sagittarius constellation. The signal had been collected as part of the SETI project – the Search for Extraterrestrial Intelligence – a collective name for many scientific activities seeking out intelligent life out in the stars by looking for signatures of its technology. Ehman's signal is an alphanumerical sequence, "6EQUJ5", which is detected at 10.16 pm Eastern Standard Time. He wrote "Wow!" in the margin next to the sequence, as the data seems to suggest a radio transmission originating from outside the Solar System. Attempts to relocate the signal have failed so far. Was the signal sent from an alien intelligence? If so, what was it trying to say? And, who was the message meant for? Humanity or a far older race?

THE UNKNOWN TRANSMISSION

At 5.10pm on November 26th, 1977 the audio of the Independent Television News (ITN) in the UK is interrupted by an unknown transmission. The interruption lasts six minutes and a voice is heard claiming to be from Vrillon, a representative of an "Intergalactic Association". The message, accompanied by deep buzzing sounds, overrides the network's UHF signal, stating that, "All your weapons of evil must be removed" and "You have but a short time to learn to live together in peace."

While later claimed to be a hoax devised by someone with a radio transmitter (positioned close to the broadcast signal in the wilds of Hampshire), no clear resolution as to the identity of the person or why they did it has ever been provided.

FREDERICK VALENTICH'S DISAPPEARANCE

On 21st October, 1978, flying saucer enthusiast Frederick Valentich is on a training flight in a light aircraft over the Bass Strait, Australia. Melbourne air traffic control receives a radio transmission from Valentich at 7.06pm, stating that another aircraft has appeared, travelling at high speed about 1000 feet above him (at 4500 feet). Valentich cannot identify the aircraft, but states it has four prominent landing lights. As the aircraft circles Valentich, his engine begins to experience problems. Valentich makes a last transmission stating "it isn't an aircraft" before a series of metallic scraping sounds interrupts him. A search is carried out over 1000 square miles, but ceased on 25th October 1978. The Department of Transport is unable to determine the cause of the incident, presuming it resulted in a fatal crash. Some suspect that Valentich crafted the whole incident as a hoax and landed his aircraft near Cape Otway. Melbourne Police are contacted by several sources about an unscheduled aircraft landing there at the time of disappearance. Others suggest Valentich became disorientated after flying upside down and crashed, or that perhaps he committed suicide. UFOlogists suspect that Valentich was abducted by aliens.

GLOSSARY

Agent: A spy, usually a foreign national, not officially employed by an intelligence service.

Analyst: An intelligence officer who turns raw information into useful intelligence product.

Asset: See Agent.

Birdwatcher: Colloquial term for a spy.

Black Bag Jobs: Intelligence-gathering operations that require illegal breaking-and-entering.

Case Officer: An intelligence officer who recruits and manages agents.

Centre, the: KGB headquarters, in Moscow; sometimes used colloquially to refer to the senior staff of the KGB.

Century House: SIS headquarters, on Westminster Bridge Road; sometimes used colloquially to refer to the senior staff of SIS.



Cobbler/Shoemaker: A specialist in producing forged identity documents

COMINT: Communication Intelligence; the branch of Signals Intelligence (SIGINT) devoted to capturing communications between people.

Counter-Intelligence/Counter-Espionage: The branch of intelligence work involving the detection or thwarting of foreign intelligence officers.

Cousins: American intelligence, especially the CIA.

Covert Operation: A secret operation, usually illegal, that is designed to be deniable. Actions may include assassination, sabotage, coups d'etat and the spread of disinformation.

Cut-Out: An intermediary who passes information between intelligence officers and/or agents.

Dead Drop: An agreed secret location where an intelligence officer or agent may leave information or items to be retrieved by another officer or agent.

Double Agent: An intelligence officer or agent who secretly shares the agency's secrets with another agency.

ELINT: Electronic Intelligence; the gathering of intelligence through electronic means.

En Clair: The unencoded transmission of information.

Five Eyes: The anglophone intelligence network made up of the UK, the USA, Canada, Australia and New Zealand.

GCHQ: Government Communications Headquarters.

Handler: See Case Officer.

Head of Station: The intelligence officer in charge of a station (see below). The Americans call this role Station Chief, and the Soviets use the term Resident.

HUMINT: Human Intelligence; intelligence gathered from human sources, such as informants, or gathered directly by agents.

Honey Trap: A man or woman who seduces a target to facilitate blackmail as a prelude to the target being recruited as an unwilling agent.

Intelligence Officer: An employee of an intelligence agency, involved in some aspect of espionage.

Langley: Location of CIA headquarters in Virginia, sometimes used colloquially to refer to the senior staff of the CIA.

Legend: A false identity used by an officer or agent, usually supported by documentation.

Mole: A double agent in long-term deep cover within an intelligence agency.

RADINT: Intelligence gathered by Radar.

Security Service: the UK's domestic intelligence service, colloquially known as MI5.

SIGINT: Signals Intelligence; intelligence gathering by means of intercepting signals.

SIS: Secret Intelligence Service, the UK's foreign intelligence service, colloquially known as MI6.

Sleeper Agent: An agent, usually a mole, who stays undercover for an extended period, waiting to be activated.

Spook: Colloquial term for a spy.

Stay-Behind: An agent or network left behind by an intelligence agency when a country is taken over by another power. These agents may form the basis of an insurgency.

Station: An office or location from which intelligence officers operate. These are often located in an embassy or consulate.

TECHINT: Intelligence on the military equipment and weapons used by a foreign power.

Tradecraft: The skills and techniques of espionage.

Triple Agent: An apparent double agent who is in fact spying for the agency they appear to be spying on, or who is spying for a third party.

Walk-In: An individual who volunteers to spy on their government or agency. The name comes from the practice of such individuals walking into embassies or consulates to sell secrets.

Whitehall: A street in London home to a number of civil service offices; often used colloquially to refer to the British civil service.

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Zubok, Vladislav, *A Failed Empire: The Soviet Union in the Cold War, from Stalin to Gorbachev* (Chapel Hill: University of North Carolina Press, 2007)

RECOMMENDED READING

Graham Greene, *Our Man in Havana* (1958), *The Human Factor* (1978)

John Le Carré, *The Spy Who Came in from the Cold* (1963), *The Looking Glass War* (1965), *Tinker Tailor Soldier Spy* (1974), *The Honourable Schoolboy* (1977), *Smiley's People* (1979), *A Perfect Spy* (1986)

Robert Littell, *The Company* (2002)

RECOMMENDED VIEWING

Films

The various film adaptations of the novels listed above.

The Ipcress File (1965)

Three Days of the Condor (1975)

Raid on Entebbe (1976)

The Falcon and the Snowman (1985)

Munich (2005)

The Lives of Others (2006)

The Baader Meinhof Complex (2008)

Television

Callan (1967-72)

The Sandbaggers (1978-80)

Tinker, Tailor, Soldier, Spy (1979)

Smiley's People (1982)

Mr Palfrey of Westminster (1984-85)

Rubicon (2010)

The Americans (2013-)

The Assets (2014)

Deutschland 83 (2015)

USING EARLIER EDITIONS OF CALL OF CTHULHU

The game mechanics in *World War Cthulhu: Cold War* are based on those from the 7th edition of *Call of Cthulhu*. 7th edition is designed to be back-compatible, and the contents of this book can be used with earlier editions with minimal conversion. In practice, this is simple enough for most Keepers to perform on the fly. The following notes explain what is required.

ATTRIBUTES

Attributes (STR, CON, SIZ, etc.) in 7th edition are expressed as percentages. When using 7th edition stat blocks with earlier editions, simply divide attributes by five. Where the text calls for a roll against an attribute, roll against the attribute X 5 instead.

Additionally, ignore the Build attribute, and change MOV to the default value of 8.

SKILLS

Ignore any references to half and fifth skill values.

There are some changes to specific skills:

Art/Craft

In 7th edition, Photography is a specialisation of Art/Craft. There is no mechanical difference to its use, so simply ignore the reference to Art/Craft in the name of the skill.

Interpersonal Skills

Call of Cthulhu 7th edition introduces two new interpersonal skills, Charm and Intimidate, and removes the Bargain skill. Reallocate any skill points from Charm or Intimidate to Bargain, Fast Talk or Persuade.

Fighting

Combat skills have been simplified to single skill, named Fighting. This skill has specialisations for brawling, which covers unarmed combat, fighting with knives or use of improvised weapons, and weapons which require skill and training, such as swords.

Choose a single hand-to-hand combat skill and set it at the same level as Fighting (Brawl), and set the Knife skill and all other unarmed combat skills to half this value. If the default level in any of these skills is higher, use that instead. For other specialisations, such as Fighting (Swords), set the level of the equivalent skill (Sword, in this example) to the same value.



Firearms

Most firearms skills are unaltered in 7th edition, apart from the names: these are now written in the form Firearms (Handguns), for example. The only exception is that rifles and shotguns are now covered by the same skill, called Firearms (Rifle/Shotgun). To convert this to earlier editions, reallocate the skill points to either Rifle or Shotgun, or split them between the two skills as required.

Science

Biology, Chemistry, Geology, Pharmacy and Physics are listed as specialisations of Science in 7th edition. There is no mechanical difference to their use, so simply ignore the reference to Science in their names.

Stealth

The new Stealth skill combines the Hide and Sneak skills from previous editions. To convert this to earlier editions, reallocate the skill points to either Hide or Sneak, or split them between the two skills as required.

REGULAR HARD EXTREME ROLLS

7th edition uses difficulty levels for certain skill rolls. When a Hard skill roll is called for, this means that the target is half of the investigator's level in that skill, and Extreme rolls have a target of one-fifth of the skill level. Either use these targets or call for shifts of -20% or -40% on skill rolls to replace Hard and Extreme rolls respectively.

OPPOSED ROLLS

When the text calls for an opposed attribute roll, you may substitute use of the resistance table if appropriate. Otherwise, simply ask the player to make a normal skill roll.

BONUS PENALTY DICE

Bonus and Penalty dice provide modifiers on opposed rolls. Each bonus die corresponds roughly to a shift of +15% on the roll and each Penalty to -15%. When the text calls for Bonus or Penalty dice, use these modifiers instead.

COMBINED ROLLS

A combined roll occurs when an investigator must use two or more skills to complete a task, such as Sneak and Locksmith to pick a lock without alerting nearby guards. Instead of rolling against each skill individually, the investigator may make a single roll against the skill in which he or she has the lowest rating.

We recommend using this technique even when playing with earlier editions, as calling for multiple skill rolls greatly increases the chances of failure.

PUSHED ROLLS

Pushed rolls provide a mechanism for investigators to re-attempt a failed skill check by placing themselves in risky situations. Simply ignore all references to pushed rolls when using earlier editions.

FIGHTING MANOEUVRES

Fighting manoeuvres provide a single mechanic for resolving grappling, disarmament and other attempts to place an opponent at a disadvantage. When you encounter references to such manoeuvres, substitute the appropriate spot rule from earlier editions.



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 John Badder
 John Davies
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WORLD WAR CTHULHU COLD WAR

INVESTIGATOR

NAME _____

PLAYER _____ PERSONALITY _____

OCCUPATION _____

SPECIALISM _____

AGE _____ SEX _____

NATIONALITY _____ AGENCY _____

CHARACTERISTICS

STR	<input type="text"/>	DEX	<input type="text"/>	INT	<input type="text"/>	IDEA	<input type="text"/>
CON	<input type="text"/>	APP	<input type="text"/>	POW	<input type="text"/>		<input type="text"/>
SIZ	<input type="text"/>	EDU	<input type="text"/>	MOVE	<input type="text"/>	RATE	<input type="text"/>

HIT POINTS

Dying	0	1	2
Unconscious	3	4	5
	6	7	8
	9	10	
	11	12	13
	14	15	
	16	17	18
	19	20	

MAX HP	TEMP. INSANE	START
MAJOR WOUND	INDEF. INSANE	MAX

SANITY

Insane	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14
	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29
	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44
	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59
	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74
	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89
	90	91	92	93	94	95	96	97	98	99					

LUCK

Out of Luck	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45
	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60
	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75
	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90
	91	92	93	94	95	96	97	98	99						

MAGIC POINTS

MAX MP	0	1	2	3	4
	5	6	7	8	9
	10	11	12	13	14
	15	16	17	18	19
	20	21	22	23	24

INVESTIGATOR SKILLS

<input type="checkbox"/> Accounting (10%)		
<input type="checkbox"/> Anthropology (01%)		
<input type="checkbox"/> Appraise (05%)		
<input type="checkbox"/> Archaeology (01%)		
<input type="checkbox"/> Art/Craft (05%)		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/> Art/Craft (Forgery) (05%)		
<input type="checkbox"/> Artillery (01%)		
<input type="checkbox"/> Charm (15%)		
<input type="checkbox"/> Climb (20%)		
<input type="checkbox"/> Command (05%)		
<input type="checkbox"/> Credit Rating (00%)		
<input type="checkbox"/> Cryptography (00%)		
<input type="checkbox"/> Cthulhu Mythos (00%)		
<input type="checkbox"/> Demolitions (00%)		
<input type="checkbox"/> Disguise (05%)		
<input type="checkbox"/> Dodge (Half DEX)		
<input type="checkbox"/> Drive Auto (20%)		
<input type="checkbox"/> Electrical Repair (10%)		
<input type="checkbox"/> Electronics (01%)		
<input type="checkbox"/> Fast Talk (05%)		
<input type="checkbox"/> Fighting (Brawl) (25%)		
<input type="checkbox"/>		
<input type="checkbox"/> Firearms (Handgun) (20%)		
<input type="checkbox"/> Firearms (Rifle/Shotgun) (25%)		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/> First Aid (30%)		
<input type="checkbox"/> History (20%)		
<input type="checkbox"/> Intimidate (15%)		
<input type="checkbox"/> Jump (20%)		
<input type="checkbox"/> Language (Other) (01%)		
<input type="checkbox"/>		
<input type="checkbox"/> Language (Own) (EDU)		
<input type="checkbox"/> Law (05%)		
<input type="checkbox"/> Library Use (20%)		
<input type="checkbox"/> Listen (20%)		
<input type="checkbox"/> Locksmith (01%)		
<input type="checkbox"/>		
<input type="checkbox"/> Mechanical Repair (10%)		
<input type="checkbox"/> Medicine (01%)		
<input type="checkbox"/> Military Science (00%)		
<input type="checkbox"/> Natural World (10%)		
<input type="checkbox"/> Navigate (10%)		
<input type="checkbox"/> Occult (05%)		
<input type="checkbox"/> Operate Heavy Machinery (01%)		
<input type="checkbox"/> Organisation Knowledge (01%)		
<input type="checkbox"/>		
<input type="checkbox"/>		
<input type="checkbox"/> Persuade (10%)		
<input type="checkbox"/> Pilot (01%)		
<input type="checkbox"/>		
<input type="checkbox"/> Psychoanalysis (01%)		
<input type="checkbox"/> Psychology (10%)		
<input type="checkbox"/> Ride (05%)		
<input type="checkbox"/> Science (01%)		
<input type="checkbox"/>		
<input type="checkbox"/> Signals (01%)		
<input type="checkbox"/> Sleight of Hand (10%)		
<input type="checkbox"/> Spot Hidden (25%)		
<input type="checkbox"/> Stealth (20%)		
<input type="checkbox"/> Survival (10%)		
<input type="checkbox"/>		
<input type="checkbox"/> Swim (20%)		
<input type="checkbox"/> Throw (20%)		
<input type="checkbox"/> Track (10%)		
<input type="checkbox"/> Tradecraft (01%)		

WEAPONS

Weapon	Regular	Hard	Extreme	Damage	Range	Attacks	Ammo	Malf
Unarmed				1d3+db	-	1	-	-

COMBAT

DAMAGE BONUS

BUILD

DODGE

BACKSTORY

PERSONAL DESCRIPTION _____

TRAITS _____

WHY ARE YOU A SPY? _____

INJURIES AND SCARS _____

SIGNIFICANT PEOPLE _____

PHOBIAS AND MANIAS _____

MEANINGFUL LOCATIONS _____

ARCANE TOMES, SPELLS AND ARTEFACTS _____

TREASURED POSSESSIONS _____

ENCOUNTERS WITH STRANGE ENTITIES _____

GEAR AND POSSESSIONS

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

SPENDING LEVEL _____

STANDARD OF LIVING _____

CASH £ / P

ASSETS _____

1 POUND (£) = 100 PENCE (P)

CASH AND ASSETS

TRUST

AGENCY	%
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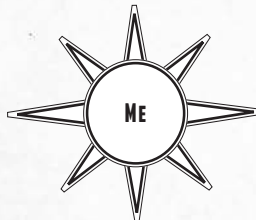
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Character: _____
Player: _____

Character: _____
Player: _____

Character: _____
Player: _____

Character: _____
Player: _____



Character: _____
Player: _____

Character: _____
Player: _____

Character: _____
Player: _____

Character: _____
Player: _____

FELLOW INVESTIGATORS