

ACHTUNG! Cthulhu

HEROES OF THE SEA

"ZERO POINT" - May 1940

By **SARAH NEWTON**

Art **DIM MARTIN** Layout **MICHAŁ E. CROSS**

CALL of
CHORROR ROLEPLAYINGTHULHU



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ENTERTAINMENT

CREDITS

Written by

SARAH NEWTON

<http://sarahnewtonwriter.com/>

Artwork by

DIM MARTIN

<http://dimmartin.deviantart.com/>

Design, Layout & Cartography by

MICHAL E. CROSS

<http://mehow.nl>

Produced & Art Directed by

CHRIS BIRCH

Published by

MODIPHIUS

37A Chesson Road, London. W14 9QR

info@modiphius.com

Proofreading by

CHRIS BIRCH, DAVE BLEWER,

MICHAL CROSS & OLIVER KORPILLA

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ACHTUNG! Cthulhu

TABLE OF CONTENTS

Foreword	2
Introduction	3
Overview	3
The Dunkirk Environment	7
Encounters	10
Plot Episodes	15
Episode Plot Summary	15
Behind Enemy Lines	16
The U-Boat Base	20
Maglemosian	25
The Dive	31
Searise	36
Epilogue	39
Appendix One: Pre-generated Characters	40
Appendix Two: New Rules	43
Appendix Three: Vehicles	48
Appendix Four: Operational Briefing	52
Appendix Five: Handouts	56

...COMING OUT THE WATER
REPEAT, COMING OUT THE WATER!

Foreword by Sarah Newton

World War Two is amazing. By turns terrifying, exciting, tragic, filled with courage and desperation, the appalling spectacle of a civilisation tearing itself apart. And yet it created the world we live in today—the borders between our nations, the memories and stories our families tell one another, photographs and medals on walls. We owe our lives, directly or indirectly, to the terrible sacrifice made by an entire generation in the middle of the twentieth century.

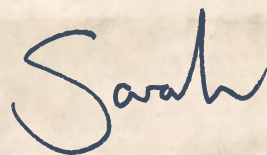
Here in Normandy we dig up bullet casings when we turn over the garden. Our chickens peck at an old wooden shell crate, whose US Army stencilling is only visible when it rains. We go for days out in a pretty seaside town where my grandfather desperately unloaded fuel in the days after D-Day, not an hour away. It's hard to believe sometimes how close it still is—scratch the surface, and the War is there, everywhere you look.

Three years ago Chris Birch and I got talking about roleplaying in World War Two. How could we do it—how could we draw on its awesome tales of heroism, tragedy, and sacrifice, without trivializing a profound and historical event? Those who know me will know I've always loved conspiracy theories—and World War Two is filled with them. Together Chris and I talked about how we could draw out the sinister pulp elements of these conspiracy tales, and use them to create action-packed roleplaying adventures worthy of the greatest war films. This adventure, and the rest of the *Zero Point* campaign for **Achtung! Cthulhu**, are the result...

Heroes of the Sea takes place during the evacuation at Dunkirk. Like many of us, I knew the broad brushstrokes of the Dunkirk story—but in researching those terrible days in May and June 1940, I've been amazed and humbled. Maybe it's a feature of war that its events are so terrible you can never imagine they could ever happen—until they do.

The evacuation of over three hundred thousand soldiers from the beaches of Dunkirk, under constant attack from land and air, by naval vessels and ragtag flotillas of "little ships" which themselves were often torpedoed and sank even as they fished soldiers from the sea, the eyewitness accounts of those who fought—on both sides—and the sheer scale of the devastation, are breathtaking. I hope in some small way I've been able to convey the magnitude of Dunkirk's events as the backdrop to this adventure.

Lovecraftian roleplaying thrives off mystery, and the dread that unimaginable inhuman powers hold sway over our cosmos, before which mere human concerns pale into insignificance. *Zero Point* brings those themes directly into World War Two, as our intrepid investigators unveil a terrible conspiracy alongside, between, and beneath its world-shattering events. During this series of linked adventures, your players will fight a secret war which threatens the future of the world itself. How they do so—and whether they succeed—may lead your campaign down some very dark and twisted avenues. Can they thwart this dreadful menace, even as humanity tears itself apart? What is the true history of that secret war? Play on... this story only you can tell...



Sarah Newton
Normandy, September 2012

Introduction - What is Achtung! Cthulhu?

Heroes of the Sea is the second scenario in the *Zero Point* campaign, an epic series of adventures for the **Achtung! Cthulhu** setting—Lovecraftian roleplaying in World War Two. **Achtung! Cthulhu** allows you to play investigators uncovering the terrible secrets of the Lovecraftian Mythos which threaten the world at a time when humankind is already poised to tear itself apart.

This version of *Heroes of the Sea* is intended for use with the **Call of Cthulhu** roleplaying game, published by Chaosium, Inc. Additional rules specific to the World War Two era can be found in the appendices, including pre-generated characters, created using the 6th edition **Call of Cthulhu** rules, to get you playing straight away. You can also create your own investigator characters using the **Call of Cthulhu** rules.

Overview

This adventure contains material for several sessions of play. It incorporates historical and geographical background; an extensive encounters section; and five complete plot episodes with maps and non-player characters. Extensive appendices provide pre-generated characters, new rules for **Call of Cthulhu** adventuring in World War Two, new vehicles, an operational briefing for the players, and a handouts section.

THE MISSION

Following the bizarre events of *Three Kings*, the first adventure in the *Zero Point* campaign, the British Secret Intelligence Service has been operating undercover in occupied Europe gathering information on unusual activities in the Third Reich. In recent weeks, a fe-

"WOTAN had uncovered a secret German operation named FALL NADEL ('Operation Needle'), and had information vital to the fate of the Allied forces."

male undercover agent, Agatha Marcham (codename WOTAN) has gone missing in northern Europe after attempting to contact Section D with critical information.

The Real Heroes of World War Two

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

In *Heroes of the Sea*, the historical figures of the Dunkirk campaign are not intended to play major roles. They include: General Lord Gort, commander of the British Expeditionary Force; General Blanchard, commander of the French First Army; and many more.

We dedicate this book to the many forgotten heroes who fought and died across the world, and particularly to the "Little Ships", which saved so many lives at Dunkirk.

Agent WOTAN had been operating in northern Germany and Belgium. While travelling to British Expeditionary Force territory, she was overtaken by the sudden Blitzkrieg advance of German forces in May 1940. Contact has been lost, and the worst is feared. All that is known is that WOTAN had uncovered a secret German operation named FALL NADEL ("Operation Needle"), and had information vital to the fate of the Allied forces.

The investigators are members of Section D, an arm of the British Secret Intelligence Service. Ferried to the besieged port of Dunkirk by *H.M.S. Durant*, their mission is to make their way into the warzone of what is being called the Battle of France, contact Agent WOTAN, and take appropriate action based on the nature of FALL NADEL.

THE REAL DEAL

Agent WOTAN has happened upon a bizarre secret German operation in the Dunkirk region. Operation Needle will require all of the investigators' resourcefulness to defeat.

During the last glaciation, millennia ago, global sea levels were much lower than today. As late as 6000BC, large stretches of what is now the North Sea were dry land, populated by Stone Age hunter-gatherers of the Maglemosian culture.

The Maglemosians found their coastal lands dotted with ancient, forbidding stones, which seemed to have been shaped by no human hand—temples and carvings

The Intelligence Service in May 1940

Since *Three Kings*, the British Secret Intelligence Service has improved its intelligence efforts in Occupied Europe, and a shake-up is imminent. For now, however, the investigators are still considered members of Section D, tasked with clandestine operations in enemy territory.

United States intelligence efforts have picked up since the British and French declarations of war on Nazi Germany in 1939, but are still relatively small scale and unfocussed. Members of G-2, the US War Department's Military Intelligence Division, may work with Section D on an informal basis.

of terrifying age. The men and women who set themselves as priests of these "temples" spoke of clammy, antediluvian horrors which still dwelled in the deeps, waiting for the day the sea would rise and claim their lost lands again.

Eight thousand years ago, a catastrophic inundation swamped the low-lying northern European coasts, sweeping away all traces of Maglemosian people. In the early twentieth century, fishing trawlers began to dredge up remains of these rich forests and hunting lands from the seabed, and people became aware of the great flood

"Himmler's sorcerer is obsessed with the 'lost lands' beneath the sea, believing they hold the key to a great prehistoric power..."

which had sunk these lands. And yet, no one could guess at the awful truth of what had caused the ancient waters to rise... or that it might happen again.

A member of Heinrich Himmler's personal staff and expert in the occult, Karl Friedrich Walpurg (sometimes known as "Himmler's Sorcerer"), has become obsessed with the "lost lands" beneath the North Sea, believing they hold the secret to a great prehistoric power which can be harnessed by the Third Reich. Walpurg has been assigned command of an SS "special group"—SS Sondergruppe KFW2—which he has dispatched to the area with his trusted minion, Frau Edeltraud Wassermeister.

In darker circles, Frau Wassermeister is known as the "Fishwitch" ("die Fischenhexe"), infamous for

her uncanny affinity with the deep. Her bulbous eyes, clammy pallid skin, and foul stench force all but the hardiest to recoil. The Fishwitch has seen the secrets beneath the waters off Dunkirk in her dreams...

Walpurg and Wassermeister are united by their researches into what they believe is "astral projection". They believe they have found a way to travel in time and space, and send their "astral selves" back to the prehistory of Earth—to the ancient Maglemosian period. The duo met there, and witnessed dreadful rituals propitiating hideous "dwellers beneath the sea" at a temple which now lies beneath the waves.

Since then, Walpurg and Wassermeister have begun to realise the lands they have named "Maglemosian" are not in the deep past at all, but are in fact strange, dream-like lands, with a mysterious and often tenuous connection to the "waking world". They have established a secret outpost there—the "Black House"—and have constructed an occult "portal" to Maglemosian through which they can travel without using their "astral bodies". At the same time, they have found traces of the prehistoric Maglemosian culture—including the forbidding inhuman temple—off the Dunkirk coast, and evidence that it is still frequented by "dwellers beneath the sea".

Their plan is simple: to forge a deadly alliance with this inhuman power. Using a u-boat assigned to the Sondergruppe, they aim to retrieve a hideous statue to a ghastly marine deity from the sunken temple, and transport it to a location south of Dunkirk, where they will perform a ritual to once again cause the seas to rise. This time, the flood will claim the lives of hundreds of thousands of Allied troops on the beaches at Dunkirk as a "sacrificial offering" to the dwellers beneath the sea, sealing with blood an unholy alliance between these unknown "deep ones" and the nascent occult powerbase within the Third Reich. They have dubbed this operation FALL NADEL—"Operation NEEDLE".

Only the accidental discovery of their plan by an undercover agent of British intelligence stands in their way...

*Needle? Could this be poison gas?
Or some kind of disease?
Contact Wehrmacht -
top priority!*

FRAU EDELTRAUD WASSERMEISTER, AGE 45, "THE FISHWITCH"

STR 08 DEX 09 INT 15 CON 11
 SIZ 15 APP 07 POW 18 EDU 13
 SAN 00 Hit Points: 13

Damage bonus: none

Skills: Anthropology 65%, Bargain 26%, Cthulhu Mythos 11%, Dreaming 35%, Dream Lore 15%, Occult 75%, Other Language (English) 30%, Own Language (German) 65%, Swim 92%

Weapons: Luger P08 pistol 35%, damage 1D10, atts 2, base range 20 yds

Spells: Bind Dreamer*, Breath of the Deep, Contact Deep One, Gate of Oneirology, Maglemosian Ritual*, Mesmerise, Nightmare, Raise Night Fog, Snare Dreamer, Wandering Soul, Wave of Oblivion, Wrack

Appearance: Wassermmeister is a big woman given to massive leather greatcoats and startling hats; her round, pallid face houses bulging eyes and a loathsome sneer. Head of SS Sondergruppe KFW2 under Karl Friedrich Walpurgen, far from being a scientist, she is a deranged occult obsessive with a messianic streak, and a believer in Atlantis, astrology, divination, demon summon-

ing, astral travel, and more. Dimly aware of the great inhuman forces in the universe, her affinity for the sea comforts her that she is part of something greater and more eternal than mere humanity. She believes it is her mission to establish worship of the true "gods" of the cosmos in the Third Reich, and will do anything for her cause—human life and suffering have no value when measured against such immense power. Naturally, Walpurgen thinks she's *great*...

**The spells "Bind Dreamer" and "Maglemosian Ritual" can be found on page 44.*

OPERATION DYNAMO

Heroes of the Sea takes place against the backdrop of Operation Dynamo, one of the biggest (if not the biggest) wartime troop evacuations in history. Following the German *Blitzkrieg* invasion of Belgium and France in May 1940, the combined forces of the British Expeditionary Force (the "BEF") and the French First Army found themselves surrounded on three sides and in danger of being driven into the sea—a potential loss of almost half a million men.

After trying unsuccessfully to break the encirclement, on the evening of Sunday, May the 26th, the British Admiralty gives the signal: "Operation DYNAMO is to

Image: Public Domain. From the 1943 US Army film "Divide and Conquer," ("Why We Fight #3"), directed by Frank Capra.



British troops escaping from Dunkirk (France, 1940)

Timeline of Operation Dynamo

10 May – Battle of France begins; Winston Churchill becomes Prime Minister of Great Britain.

14 May – Plan Yellow (“FALL GELB”): the German Wehrmacht begins its western offensive with an attack through the Ardennes forest and a strategic drive for the coast, cutting Allied supply lines—the infamous “Sickle Cut”.

20 May – German advance reaches the coast, separating the BEF, the French 1st Army, and the Belgian army from the main body of French troops.

24 May – the “Halt Order”: the Germans stop their advance on Dunkirk for 3 days and attack Arras. This gives Sondergruppe KFW2 a short window to carry out FALL NADEL. German armour is kept south of Dunkirk to attack BEF forces retreating before Army Group B. The British begin organising the evacuation of British and Allied troops from Dunkirk.

26 May – the BEF and the French 1st Army are confined in a shrinking corridor to the sea, about 60 miles long and 15-25 miles wide. Most of the British are around Lille, 40 miles from Dunkirk; the French are further south. German Army Group B is to the East; Army Group A to the West. Anthony Eden, British Secretary of State for war, tells General Lord Gort, commander of the British Expeditionary Force, to prepare to “fight back to the west”, ie. to evacuate.

27 May – the Germans launch a full-scale attack with three divisions south of Ypres. In forested and urban terrain, the Germans beat the British back, cutting telephone lines and taking advantage of poor British communications. The Allies fight back to the Dunkirk perimeter, arriving by the 30th of May.

28 May – British counterattack by 3rd Grenadier Guards battalion and 2nd North Staffordshires battalion reaches

the Kortekker River, disrupting the Germans and buying the evacuation time. This allows the investigators to push forwards to the last known position of Agent WOTAN, the village of Mesegen (page 17).

A confused battle rages along the perimeter, with Allied forces being gradually forced back.

29 May – the Belgians surrender. General Gort sends British troops to plug the gap created in Dunkirk’s semi-circular perimeter defence, including the docks at Nieuport.

30 May – the perimeter holds. Bad weather hinders airborne operations.

31 May – the Germans nearly punch through at Nieuport. Bad weather continues to hinder airborne operations. General von K  chler assumes command of German forces at Dunkirk and plans an all-out assault for the following day.

1st June – fine bright weather, perfect for airborne operations. The French hold the line while the British evacuate, despite concentrated artillery, bombing, and strafing.

2 June – the last British evacuate, and French forces slowly fall back. The fortified town of Bergues falls to the Germans.

3 June – Germans are 2 miles from Dunkirk. This night is the final night of evacuations, and the last possible night for Wassermeister’s “Searise” ritual (page 36). If successful, tens of thousands of French and BEF troops on the beaches and ships offshore will be lost, and the British capacity to continue the war seriously—perhaps irrevocably—damaged.

4 June, 10.20am – the Germans hoist the swastika over Dunkirk docks.

commence”. Over the following week, under heavy attack, British naval vessels and a ragtag flotilla of small private vessels aim to pluck hundreds of thousands of troops from the beaches near the French port of Dunkirk and ferry them to safety in England. In doing so, it is

hoped, the British army can be saved to fight another day, and prevent the British Isles from falling under the Nazi jackboot. The timeline above lists the main events of this extraordinary operation, and the key episodes of *Heroes of the Sea*.



The Dunkirk Environment

The Dunkirk area is low-lying, criss-crossed with drainage ditches, almost impassible to tanks and other heavy armour, which instead are forced to drive conspicuously along high raised roads, flanked by ditches. Throughout the adventure, the weather is poor, with torrential rain and thunderstorms hindering airborne operations, until the evening of the 1st of June, when the weather becomes fine and bright.

The area is occupied by the following groups:

The British Expeditionary Force

Commanded by General Lord Gort, over 200,000 British troops are making their way under difficult conditions to the Dunkirk bridgehead for evacuation. Losses are heavy, and at every step troops are destroying their equipment to leave behind nothing for the German forces.

The French

The French First Army under General Blanchard has been cut off from the main French forces by the "sickle cut", and is defending the Dunkirk bridgehead. Much of its action is around Lille to the south, holding back the Germans in a furious battle, and in the western half of the Dunkirk perimeter. Later in the evacuation, from

"The Dunkirk area is low-lying, criss-crossed with drainage ditches, almost impassible to tanks and other heavy armour."

the 1st of June, the French take positions behind the Bergues-Furnes Canal as the remaining BEF troops embark. While most troops the investigators encounter are British or German, they may encounter French units away from the main French force.

The Belgians

The beleaguered Belgian army is under full attack from the Germans at the outset of the adventure, and morale is plummeting as many soldiers feel abandoned by their government. On the 28th of May, the Belgian army surrenders, leaving a 20-mile gap on the British eastern flank which General Gort struggles to fill.





Key Locations on the Dunkirk Bridgehead Map

- **Aire Canal:** During the Halt Order the German forces stop here, advancing again when the order is lifted.
- **Beaches:** 17.5 miles of sand beaches extend from Dunkirk to Nieuport. As the sea is too shallow for deep draught vessels, evacuating troops wade chest-height into the water to be ferried to larger ships by small craft.
- **Bergues:** An old fortified town 6 miles southeast of Dunkirk. The Bergues Canal leads to Dunkirk, and is the border between the BEF and French forces; the Bergues-Furnes Canal leads 14.5 miles east to Furnes. From the 23rd of May, Colonel C.M. Usher's "Usher Force" holds the town, together with French forces; on the 25th it comes under the command of General Thorne until the 2nd of June, when it falls to the Germans.
- **Bray-Dunes:** France's northernmost commune, right on the Belgian border. The beaches here are embarkation points for the evacuation.
- **Deule Canal:** Location of a BEF and Allied rearguard on the 28th of May as troops retreat to the Lys River.
- **Dunkirk:** A French port close to the Belgian border, and suddenly the only viable port from which to conduct the evacuation. It has been heavily bombed (particularly on the 24th of May), forcing evacuations to be made from the mole (the harbour breakwater) and the beaches between Dunkirk and Nieuport.
- **Dunkirk Bridgehead:** An area formed by the line of the Mardick-Bergues-Furnes-Nieuport canals. A fairly strong defensive position, although easily flooded. From the 26th of May, the bridgehead is under the command of Lieutenant-General Sir Ronald Adam.
- **Furnes:** A fortified town. The canal leads east 6.5 miles to Nieuport, and west 14.5 miles to Bergues, and forms the perimeter of the Dunkirk bridgehead.
- **Kortekeer River:** Furthest extent of the Allied counterattack of the 27-28th of May. The village of Mesegen (page 17) lies on the other side.
- **La Panne:** A port in the Dunkirk bridgehead. BEF General Lord Gort's headquarters are established here on the 28th of May.
- **Lille:** A French city and site of the Siege of Lille from the 28-31st of May, as 40,000 men of the French First Army keep seven German divisions from Dunkirk.
- **Lys River:** A river in northern France. The BEF and Allied forces fall back to the Lys by the 28th of May.
- **Mesegen:** A small Belgian village on the Kortekeer River southeast of Ypres. Unremarkable except for the fact that Agent WOTAN lies unconscious here (page 18).
- **Nieuport:** A Belgian port with boatyards and multiple locks, forming the easternmost part of the Dunkirk bridgehead. The town falls to the Germans in fierce fighting on the 28th and 29th of May. The Sondergruppe KFW2 u-boat U-3a is docked here (page 20).
- **Ostend:** A major Belgian port and headquarters of the Belgian admiralty. The Belgian government retreated here in mid-May, and surrenders to the Germans on the 28th.
- **Poperinghe:** Site of an intact bridge over the Yser canal and a bottleneck for the withdrawal to Dunkirk from fighting further south. Traffic here was bombed by the Luftwaffe for two hours on the 27th of May, destroying or immobilising vast numbers of vehicles, and again on the night of the 28-29th of May.
- **Ypres:** Belgian city and site of heavy fighting during the Great War, Ypres was rebuilt using money from German reparations. Fighting is intense here during the Allied retreat.
- **Ypres Canal:** Site of a furious battle lasting several days from the 27th of May as BEF troops plug the gap left by withdrawing Belgians. General Franklyn's augmented 5th Division opposes three German divisions. The line from Comines to Ypres is attacked by artillery, mortars, and dive-bombers, and gradually pushed back.
- **Yser River:** A river which enters the sea at Nieuport, forming the Allied line on the 29th of May.

*this looks like a
suicide mission!*

The Germans

German Army Groups A and B are attacking Dunkirk from the west and east respectively; they have excellent morale, riding the crest of their Blitzkrieg until Hitler's "Halt Order" on the 24th. They have good tank and air support, and include the SS "Adolf Hitler" motorised infantry regiment and the SS Totenkopf Division.

Civilians

The German Blitzkrieg has left many French and Belgian civilians stranded on both sides of the border. They're doing all they can to avoid the fighting, and columns of refugees are everywhere, clogging the roads and adding to the chaos. Even where civilians stay put, they are ambivalent about the troops, regardless of their country; the investigators may be surprised when they don't necessarily receive a heroes' welcome.



Encounters

The situation at Dunkirk is chaotic and rapidly changing, and investigators have a wide choice of actions. The following Encounter Table provides a way of determining the events they encounter.

Roll 1D100 on the Encounter Table every 4 hours. If it takes less than a full 4-hour encounter period to reach a destination, roll for a single encounter anyway.

MOVEMENT

Movement in the Dunkirk area, even in a vehicle, is slow—roads are narrow, and often circuitous and clogged with refugees, retreating troops, and wrecked vehicles and other materiel. Many roads are damaged and impassable.

Assume a maximum speed of 3mph on foot, or 10mph in a vehicle; these speeds may be modified by encounters. Reduce walking speed to 2mph if accompanied by walking wounded; to 1mph if bearing stretchers.



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ENCOUNTER TABLE

The table divides the Dunkirk area into five broad areas:

- **Allied Perimeter:** Within the perimeter, two themes dominate: troops retreating to the beaches; and other troops holding the perimeter to give them time to do so. Initially this means mostly BEF troops retreating while French and BEF troops hold the line, but gradually the two forces become mixed (particularly after the 1st of June) as French troops also begin to evacuate.
- **Behind Enemy Lines:** Territory that until recently was occupied by Belgian, French, or BEF troops, but has been overrun by the German "Blitzkrieg". It's chaotic, but there isn't any open fighting here.
- **Counterattack:** Attempts to push through to the Kortekker River on the 27th and 28th of May, and to hold Nieuport and push back the Germans on the 28th and 29th.
- **The Retreat:** The sometimes disorderly retreat of the Allies to the beaches, often harried by German troops, armour, and aircraft. There's confusion,

abandoning and destroying of equipment, and huge columns of retreating troops.

- **The Beaches:** The awe-inspiring sight of the Dunkirk beaches—thousands of troops, under repeated aircraft attack, queueing and wading out to sea for pickup by naval vessels and "little ships".
- **At Sea:** To be used for investigators on board ship off Dunkirk, either pursuing the U-3a submarine in **Episode Four: The Dive**, or returning to Britain in the **Epilogue**.

ENCOUNTER DETAILS

Allied CP

A temporary command post of a handful to a couple of hundred troops. A good place to gather information, treat wounds, replenish ammo, and possibly gain reinforcements.

Booby Trap

German and Allied troops leave booby traps for pursuers; usually tripwires and grenades, and occasionally

Dunkirk Encounter Table (D100)

Encounter	Allied Perimeter	Behind Enemy Lines	Counterattack	The Retreat	The Beaches	At Sea
Allied CP	01-10	—	—	01-05	01-20	—
Booby Traps	—	—	01-10	06-10	—	01-10
Civilians	11-20	01-15	11-20	11-20	—	—
Criminal Activity	21-25	16-25	21-25	21-25	—	—
German CP	—	26-35	26-35	—	—	—
German Infantry Unit	26-30	36-65	36-60	26-35	—	—
Half-Track	—	66-80	61-70	36-45	—	—
Refugee Column	31-40	81-90	71-80	46-55	—	—
Retreating Troops	41-70	—	—	56-70	21-70	—
Shore Battery	—	—	—	—	—	11-20
Submarine Attack	—	—	—	—	—	21-50
Stuka Attack	71-80	—	81-90	71-80	71-90	51-75
Tanks	—	91-00	91-00	81-85	—	—
Traffic Jam	81-90	—	—	86-90	—	—
Troops in Water	—	—	—	—	—	76-00
Vehicle Destruction	91-00	—	—	91-00	91-00	—



German General Heinz Guderian plans his next move

mines. Allow an investigator a Spot Hidden roll to detect the booby trap before triggering it. For a tripwire, all characters may roll; for a mine, only the triggering character rolls. For a tripwire, success means the wire has been found, and investigators may disarm it or step over it; for a mine, success means the character has stood on the mine, but has not yet lifted his foot—the mine **must** be disarmed if the character is to avoid wounding. A character who steps on a mine must also make a 0/1D3 SAN roll.

Disarming a Booby-Trap: A Demolitions, Locksmith, Mechanical Repair, or even Jury Rig skill roll. On a success, the trap is disarmed; on a failure, it isn't; and on a fumble, it is triggered. A booby trap does 4D6 / 4y explosive damage; characters who make successful Jump or Dodge rolls only take half damage.

Civilians

The investigators find a dwelling occupied by civilians. They may have food and supplies. Civilians are wary of intruders, and try to avoid them. To successfully interact with a civilian, make a Fast Talk, Persuade, Psychology,

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or Charisma (APP x 5) roll; success means the interaction is positive; failure means negative; and fumble means the civilian attacks.

Criminal Activity

The line between legal and illegal actions during war-time is thin and easily crossed. The investigators encounter activities breaking the rules of war, and must decide what to do. These include: summary executions of suspected disloyal civilians, fifth columnists, and prisoners of war (carried out by the SS Adolf Hitler and Totenkopf divisions, but also by Allied forces); attacks on civilians; and “appropriation” of civilian property (particularly, but not limited to, food) at gunpoint.

German CP

The investigators stumble upon a German command post! Make Spot Hidden, Hide, or Sneak rolls (as appropriate) to determine if either the investigators or the Germans are surprised. If the investigators fail, they are spotted by a guard and have 1 combat round before the alarm is raised. Roll for the size of the CP:

01-50: small CP of 1D10+10 troops.

51-00: large CP with 1D6+1 half-tracks and ten times that many troops.

Roll for the type of troops present:

01-50: regular army (*Heer*).

51-80: Waffen SS command post.

81-00: tank command post (vehicles present are tanks instead of half-tracks).

German Infantry Unit

Roll to determine the type of unit:

01-50: single squad (or *Gruppe*) of 13 men, comprising one squad leader with an MP38; an assistant squad leader (MP38); 7 riflemen (GEW98s); a machine gunner (MG34 and P08); an assistant machine gunner (P08); and 2 machine gun ammo carriers (GEW98s).

51-90: platoon (or *Zug*) of 3 squads, led by a lieutenant.

91-00: company (or *Kompanie*) of 3 platoons, led by a captain (or *Hauptmann*).

TYPICAL HEER SOLDIER

STR 13 DEX 14 INT 11 CON 15
 SIZ 13 APP 12 POW 10 EDU 11
 SAN 40 Hit Points: 14

Damage Bonus: +1D4

Skills: Artillery 30%, Climb 40%, Dodge 35%, Drive Automobile 35%, First Aid 45%, Heavy Weapons 30%, Listen 70%, Own Language (German) 55%, Throw 35%, Track 10%

Weapons: GEW 98 bolt-action Mauser rifle 50%, damage 2D6, atts 1/2, base range 150 yds

MP38 Maschinenpistole SMG 35%, damage 1D10, atts 2 / burst, base range 30 yds

MG34 machine gun 30%, damage 2D6+2, atts burst, base range 180 yds

Mauser C96 pistol 35%, damage 1D10, atts 2, base range 25 yds

Notes: These stats can be used for Heer or SS personnel, whether infantry, guards, crews of half-tracks, field guns, tanks, etc.

TYPICAL HEER OFFICER

STR 11 DEX 12 INT 15 CON 17
 SIZ 12 APP 12 POW 13 EDU 14
 SAN 55 Hit Points: 15

Damage Bonus: none

Skills: Climb 30%, Command 40%, Dodge 54%, Drive Automobile 30%, First Aid 65%, Listen 40%, Own Language (German) 70%, Strategy 45%, Throw 55%

Weapons: Luger PO8 pistol 60%, damage 1D10, atts 2, base range 20 yds

Half-track

The investigators encounter a single Sd.Kfz.11 half-track with full complement of 8 troops. See page 50.

Refugee Column

Endless lines of fleeing refugees clog the roads, shocked, bewildered, and clinging to treasured possessions. Investigators travelling by vehicle lose any movement for this encounter period unless they get out and walk. Remaining with the column for the rest of the encounter period runs a 50% chance of a Stuka attack (see below).

Retreating Troops

Allied troops (probably BEF), retreating to the Dunkirk bridgehead. Roll for the type of group encountered.

01-50: squad of 8 privates, 1 squad leader (a sergeant), and 1 assistant squad leader (a corporal).

51-90: platoon of 3-4 squads, commanded by a lieutenant.

91-00: company of 3-4 platoons, commanded by a captain.

There is a 50% chance the troops are retreating in good order, with commanding officers with clear orders; otherwise they are in poor order, shambolic and disorganised. In the latter case, investigators may use the Command skill to take command of a unit whose CO they outrank.

TYPICAL BEF SOLDIER

STR 12 DEX 14 INT 11 CON 14
 SIZ 12 APP 12 POW 12 EDU 10
 SAN 50 Hit Points: 13

Damage Bonus: none

Skills: Artillery 35%, Dodge 35%, Drive Automobile 35%, First Aid 40%, Heavy Weapons 30%, Jury Rig 50%, Listen 50%, Own Language (English) 50%, Scrounge 50%, Spot Hidden 45%, Throw 60%

Weapons: Lee Enfield .303 bolt-action rifle 40%, damage 2D6+4, atts 1/2, base range 110 yds

Bayonet 35%, damage 1D6+1, atts 1

.45 Thompson Submachine gun 30%, damage 1D10+2, atts 1 / burst, base range 20 yds

BREN .303 light machine gun 30%, damage 2D6+3, atts burst, base range 150 yds

Webley .455 pistol 30%, damage 1D10+2, atts 1, base range 25 yds

Shore Battery

The investigators' vessel strays close to the coast and is attacked by German shore batteries. Treat this as an attack by a heavy calibre gun; the first round, there is a 10% chance of it striking close by, doing 1-20D6 damage. Each combat round, make a Pilot skill roll: success halves the chance (round down); failure doubles it. Once the chance reaches 1%, the investigators have escaped the attack.



Stuka Attack

Much of the weather during the Dunkirk evacuation is unsuitable for flying, and mercifully the embarkations are spared the full brunt of Luftwaffe attacks. Nevertheless, Stuka dive bombers make lethal surprise attacks—particularly on the beaches where dense concentrations of troops make missions horribly easy. See page 50 for Stuka statistics.

Submarine Attack

The investigators' vessel is attacked by submarine—see "Submarine Combat" on page 51.

Tanks

An encounter with 1D3 German tanks. At this stage in the war the German armies are not yet highly mechanised; in fact, the Germans have less tanks than the Allies. Most German tanks are obsolescent light Mark

Commandeering a Tank!

There's a vast amount of materiel lying around Dunkirk. Although most is sabotaged and non-functional, investigators may find themselves in possession (albeit temporary) of a working tank. Driving a tank requires the Operate Heavy Machine skill; Keepers may allow *Difficult Drive* rolls if the manoeuvre isn't too complex. Investigators may use a tank's machine guns with the Machine Gun skill; the Artillery skill (page 43) is required to operate a tank's cannon.

I and Mark IIIs, augmented by several hundred Czech light tanks. Statistics can be found in **Appendix Three: Vehicles** (page 48).

Troops in Water

Embarking on a vessel isn't the end of a soldier's travails at Dunkirk: a long sea voyage awaits, with attacks from ships, submarines, shore batteries, and even dive bombers. Many soldiers find themselves back in the water rapidly as their rescue craft are sunk. Here, the investigators encounter Allied troops, either already in the water, or on a sinking vessel. Can their own vessel accommodate any more passengers? Use the "Retreating Troops" section to determine the number of troops encountered, with the proviso that they're in the water or on a rapidly sinking ship!

Traffic Jam

Destroyed bridges and the sheer number of retreating troops and fleeing refugees mean traffic jams are everywhere, as roads become clogged and impassable. Assume this encounter period is wasted for movement purposes, as the investigators search for a way round; additionally, roll for another encounter in the traffic jam—they're a favourite target for Stuka attacks!

Vehicle Destruction

Retreating BEF troops are under orders to leave all equipment behind, and render anything that may be of use to the pursuing Germans inoperable. Huge fields of wrecked equipment are everywhere—burning cars, broken guns, sabotaged tanks. Jury Rig or Scrounge skill rolls (page 44) made here are *Easy*, particularly to salvage vehicles. There's also a 25% chance of booby traps, and a further 25% chance each of encountering looting civilians or German troops.

Plot Episodes

The following episodes and scenes detail locations, characters, and events the investigators may encounter as they pursue Agent WOTAN's disappearance. Not all episodes and scenes need to be played, and not necessarily in the order presented. As the players forge their own path through the investigation, use this information as a baseline to create a unique and exciting plot.

Two threads contribute to the plot of *Heroes of the Sea*. First, the Dunkirk evacuation in late May and early June 1940 provides a dangerous and changing backdrop; second, the characters investigate the mystery of Agent WOTAN's disappearance and the nefarious conspiracy behind it. The investigators' actions are influenced by the evacuation; and, in turn, their decisions may affect the outcome of the evacuation itself.

EPISODE PLOT SUMMARY

This section summarises the key goals and events of the five episodes of *Heroes of the Sea*. Player decisions will likely change these episodes dramatically!

Episode One: Behind Enemy Lines

The investigators set out to rescue British agent Agatha Marcham, AKA WOTAN, lost behind enemy lines. They find her unconscious body, and a coded letter filled with tantalising clues of a submarine archaeological dig and her mysterious fate.

Episode Two: The U-Boat

Following clues in WOTAN's letter, the investigators find a Nazi u-boat in the besieged town of Nieuport. There they discover a special SS "Sondergruppe" group, and mention of a mysterious place named

"They find WOTAN's unconscious body, and a coded letter filled with tantalising clues of a submarine archaeological dig..."

Maglemosian—an embryonic Nazi Dreamlands outpost! From there, they may enter Maglemosian, or proceed to the Sondergruppe's attempt to retrieve a prehistoric artefact called the "Sea Statue" from the seabed off Dunkirk.

Pulp or not?

Heroes of the Sea can be played as a gritty, nail-biting adventure. However, as befits **Call of Cthulhu** gaming in the theatre of World War Two, many scenes can easily lead to violent confrontations; the nature of the Dunkirk environment means investigators will be in almost constant danger, and the risk of death through military encounters is very real. Despite this, combat is never a requirement, and players used to stealthy, intrigue-heavy, investigative styles of play should be able to navigate a satisfying plot thread through the options which follow. The key encounter areas in this adventure are not active battlefields, and in many cases can be dealt with using persuasion, intimidation, or other forms of social interaction. Active battlefields themselves can be circumvented, and retreats made before advancing troops. When crossing combat zones is necessary, allow investigators to use Hide, Sneak, and Strategy skills to minimise their exposure; even where characters do come under fire, remember that the investigators' goal is not to kill the opposition, but to survive, get out of the

fight, and continue with the mission. Allow them to take advantage of cover, dodging, and the noble art of running away.

Having said that, it's also possible to play the adventure in a more gung-ho, pulpy style, where investigators are larger-than-life heroes with a far greater chance of surviving combat-heavy scenes. Here are a couple of simple tweaks to the **Call of Cthulhu** rules to support a more cinematic style of play.

- **Enhanced Hit Points:** instead of averaging CON + SIZ, calculate Hit Points as the *total* of these two characteristics.
- **Mooks and Cannon Fodder:** reduce Hit Points of lesser NPCs such as cultists and henchmen to *half* the average of CON + SIZ. For an even pulpier feel, assume that in mass encounters involving large numbers of enemy combatants, any cannon fodder fall dead or unconscious as soon as they take a single wound.

Episode Three: Maglemosian

The investigators enter a dark and mysterious realm the Nazis have named “Maglemosian”, a shadow of the Dunkirk area; they may believe they have somehow travelled to the distant past. There they may find Agent WOTAN, and discover the Fishwitch—the leader of the Sondergruppe—and a nefarious deep one alliance.

Episode Four: The Dive

As the German u-boat dives to retrieve the Sea Statue from the seabed off Dunkirk, the investigators may be on land, at sea, or even on the u-boat. They discover the Sondergruppe’s ultimate, dreadful goal, and possibly disrupt the undersea expedition.

Episode Five: Searise

Following the raising of the Sea Statue, the sea begins to behave strangely, and the Sondergruppe travels to the *Les Sept Pecheurs* stone circle near the Dunkirk bridgehead to perform an ancient ritual. If they succeed, the sea rises to claim the Allied forces on the beaches as a sacrifice to the deep ones!

Alternate Beginning: Agents of the Abwehr

The local station of the *Abwehr*, or German intelligence service, has got wind of bizarre activities by the SS SonderGruppe KFW2. There is little love lost between the *Abwehr* and the SS and, wary that the SS operations may jeopardise FALL GELB, the *Abwehr* dispatches agents (the investigators) to the Dunkirk area to investigate rumours of secret SS submarine activity off the coast.

In this case, the investigators are the German counterparts of Section D, whose mission is to find out what Sondergruppe KFW2 is up to, and ensure it doesn’t interfere with the success of the Wehrmacht’s western campaign. Admiral Wilhelm Canaris, head of the *Abwehr*, was himself anti-Nazi, and indeed a member of the German Resistance, in contact on occasion with the British Intelligence Services and helping convince Hitler not to invade Spain and Switzerland during the war. This danger-fraught stance can be a fruitful source of confusion and dramatic conflict for *Abwehr* characters.

EPISODE ONE: BEHIND ENEMY LINES

A Section D undercover agent, Agatha Marcham (code-name WOTAN) has gone missing behind enemy lines, with vital information on enemy activities relating to Operation Dynamo. In this episode, the investigators arrive at Dunkirk and attempt to track her to her last known position.

Scene One: The Counterattack

It is the 27th of May, 1940. In Belgium and northern France, Allied forces are falling back everywhere under pressure from the overwhelming German advance. South of the city of Ypres, a furious battle rages between the heavily-reinforced British Expeditionary Force 5th Division and three German divisions. Caught by the speed of the Allied withdrawal, British intelligence agent WOTAN is trapped behind enemy lines beyond the Ypres front, and the investigators must make contact.

THE BEF ZONE

The investigators land at a heavily-bombed and barely functioning Dunkirk under constant Stuka attack, and make their way through twenty miles of chaos to the Ypres front. The chaos of war is everywhere; abandoned vehicles, burnt-out and useless materiel; hollow-eyed civilians.

Alternate Beginning: The Archaeological Report

The investigators are academics working inside Nazi Germany, researching the archaeology and geology of the northern European coast. They have become aware of SS interest in the Maglemosian culture, and the discovery of a mysterious archaeological site. However, a colleague who was digging into the SS activities has been found dead—an apparent suicide—and the investigators suspect they’re next! Their only hope is to get to the bottom of what the SS are doing off the Belgian coast. What have they found?

In this case, the investigators are in a non-military role, and may even find their way into Maglemosian (page 25) first, only then realising they must travel into a war zone to rid themselves of the Fishwitch’s nefarious attentions!

Keeping Track of Time

The real-world history of Dunkirk follows a time frame which is probably too restrictive for a roleplaying game. Although we reference specific dates in this adventure, we recommend you allow your game's events to be the deciding factor in what happens when. Where necessary, subordinate the timing of retreats, battles, and other events of the background Dunkirk evacuation to the dramatic requirements of tension and excitement.

Use this scene to familiarise the investigators with the environment, playing it out in as much detail as you want. Roll up to 3 encounters on the "Allied Perimeter" column of the Encounter Table on page 11.

CROSSING ENEMY LINES

The investigators arrive at the scene of heavy fighting on the Ypres front, and meet Captain Robert Jackson, company commander of the 3rd Grenadier Guards. The players must decide how they're going to cross the enemy lines; they may try to take command of one of Captain Jackson's units, or simply head off themselves and try to get to the village of Mesegen unscathed. Crossing enemy lines requires passing through an active battlefield: see "Skirmishes and Combat Encounters" in **Appendix Two: New Rules** (page 43). Once across, it requires one encounter period to reach Mesegen: roll on the "Behind Enemy Lines" column (page 11).

Scene Two: Mesegen

Agent WOTAN last communicated from a secret radio in the Belgian village of Mesegen—now Nazi territory. The BEF counterattack was expected to reach her, but was pushed back. The village is behind the main battle lines, which can be heard three miles to the west.

While the village isn't a combat zone, it certainly isn't safe. German soldiers are within half a mile, and patrols pass through the village regularly; there may also be German sympathisers among the villagers. For every 4 hours, roll on the "Behind Enemy Lines" column of the Encounter Table (page 11).

TALKING TO THE LOCALS

Agent WOTAN lies unconscious in the De Smet family house (see **Scene Three: The Sleeper** below), who want her presence to remain secret—none of the



Locations in Mesegen

- 1. Materiel Fields:** West of the Kortekeer River, across the ruined bridge, lies a large field of wrecked Allied equipment, vehicles, etc. See "Vehicle Destruction" on page 14 for the items that may be found here.
- 2. Broken Bridge:** The bridge has been blown, leaving a 20-foot gap across the Kortekeer River. Swimming this requires a combined Swim + Sneak roll to avoid being spotted, either by the townsfolk (including the German informer) or any German patrols the Keeper determines are in the area.
- 3. Burnt-out Houses:** These shells of houses provide 1D10 points of cover and various degrees of concealment.
- 4. Church:** Miraculously untouched, the church tower allows Easy Spot Hidden and Strategy rolls to survey the village and surroundings.
- 5. Broken Tank:** A battle-damaged British A11 "Matilda" tank (page 49), which is repairable with the right parts (perhaps scrounged from the Materiel Fields, area 1).
- 6. The De Smet House:** Agent WOTAN lies unconscious here. See **Scene Three: The Sleeper**.

villagers know they've been sheltering a British agent, and they fear informers and summary execution by the German army.

Investigators talking to locals or conducting a house-to-house search must make Sneak rolls, *Easy* if done under cover of darkness. Failure means the village becomes aware of their presence; this has two consequences:

1. A German sympathiser leaves to inform the Germans. This requires a Spot Hidden roll to notice if the investigators have posted guards; *Difficult* if they haven't. If spotted, the informer attempts to flee: he is unarmed. If he succeeds, a squad of German soldiers in a half-track (page 50) arrives in 30 minutes and starts a house-to-house search.
2. The De Smets attract the investigators' attention. If the informer has fled, they do this openly—there's no time to lose. Otherwise a Spot Hidden roll is required. Once contact has been made, proceed to **Scene Three: The Sleeper**.

Success on the Sneak roll means the village is not aware of the investigators' presence. The first time they talk to the locals, roll 1D100: on a 01-10 they meet the De Smets straight away; on 11-20 they meet the informer; otherwise they meet a frightened villager who can offer no help. Each subsequent occasion they talk to a local, the chances to meet the De Smets or the informer increase by +10% (so on the second roll, 01-20: the De Smets, 21-40: the informer, and so on).

Handout #1

—my source tells me the Nazis have a new submarine super weapon, possibly involving detonations on the sea floor... A special SS group under the direct control of WALPURGEN is transporting it to Nieuport for something called FALL NADEL, or Operation NEEDLE. I have detected neither Ahnenerbe nor Abwehr; yet WALPURGEN's involvement means this is no normal science. What are they up to? What is Operation Needle?

THE INFORMER

The informer pretends to be a normal villager, and claims to know nothing. A successful Psychology roll detects he's hiding something, but not what. If he escapes the investigators' attention, he attempts to alert the Germans.

Scene Three: The Sleeper

Maarten and Ophelie De Smet, a Belgian family, have been harbouring Agent WOTAN since she sought refuge here. Wounded and fleeing, she hid in the attic, writing a letter and complaining of weird nightmares.

"Agent WOTAN is in a mess — hidden in the dank attic, filthy and starving to death."

Several days ago she lost consciousness, and has been in a coma since. The family have forced a little water between her lips, but fear she hasn't long to live.

Agent WOTAN is in a terrible mess—hidden in the dank attic, filthy and starving to death. Investigators seeing her must make a SAN roll or lose 1D3 Sanity points.

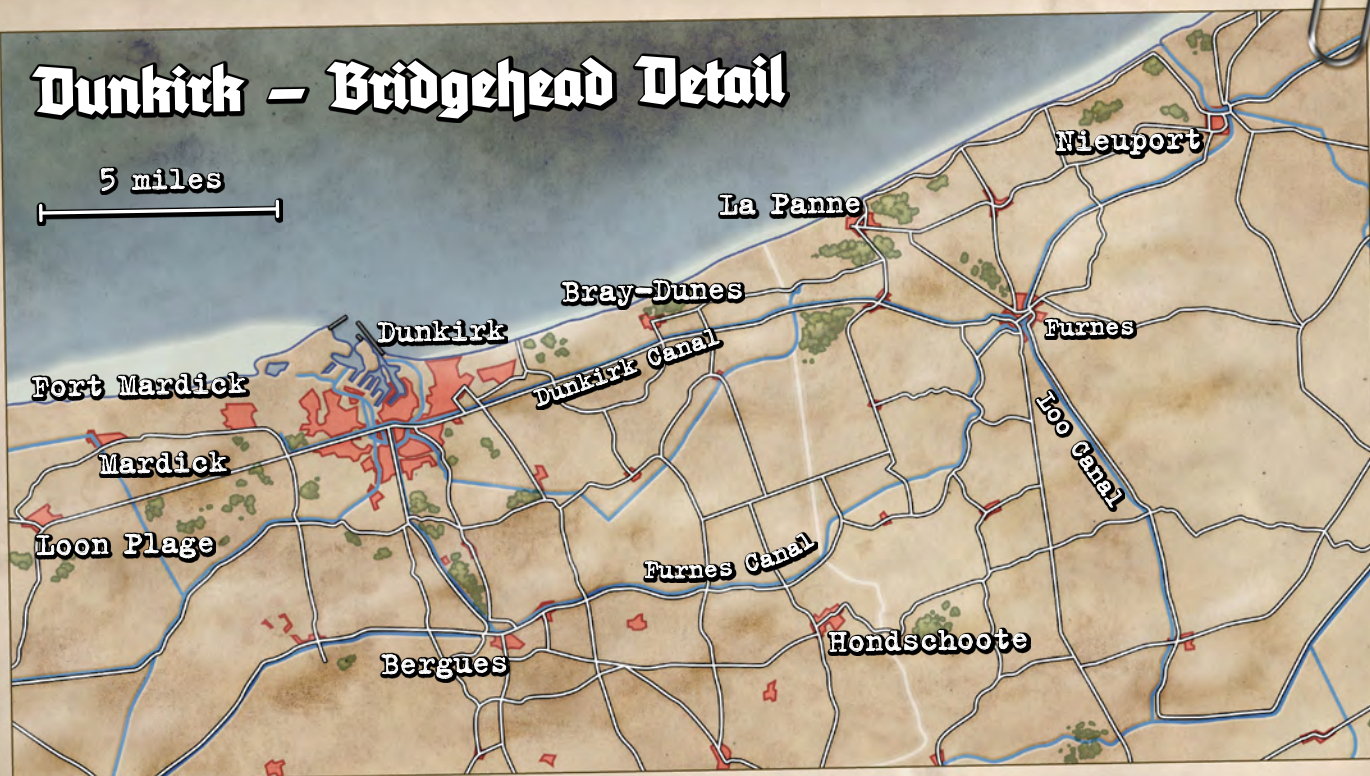
Investigators may attempt Medicine, Occult, or even Cthulhu Mythos rolls to diagnose what is wrong with Agent WOTAN. From a medical perspective she is in a deep coma, although there is no obvious cause; she seems to be deeply asleep, but cannot be wakened. From an occult perspective, her condition resembles documented accounts of "astral projection" or other out-of-body experiences. From the point of view of the Cthulhu

Handout #2

My mind will stand these nightmares no longer—that hideous house, the loathsome sea and sky! I must finish this document and pass it to the good people who shelter me. I fear that if I go to sleep again I shall not waken, it draws me so much. But IT IS DOWN THERE, and they are going to bring it up. God! Help us!

THEY ARE GOING TO BRING IT UP!

Dunkirk – Bridgehead Detail



Mythos, however, it's clear her condition is deeply unnatural, possibly a result of her "dream self" being trapped in some way.

The De Smets are terrified Agent WOTAN will be discovered by the Germans, and dearly wish her gone. They have her suitcase radio hidden in the house—using this runs the risk of detection by the Germans. Before she lost consciousness, she left a letter with the De Smets, which they will give to the investigators. It appears to be gibberish, but is written in a Section D cipher; a Cryptography roll deciphers it in 15 minutes; an *Easy* roll in less than an hour. Either way, a Section D agent with the Cryptography skill can decipher it without a roll in 1D3+1 hours.

The letter is Agent WOTAN's report to Section D. The key points are given in handouts 1 and 2.

NEXT STEPS

The investigators must decide what to do with Agent WOTAN. She will not awaken under any circumstances short of those detailed in **Episode Three: Maglemosian** (page 25). If the German informer has escaped, it won't be safe for WOTAN or the De Smets to remain.

WOTAN's letter gives the investigators a clue: an SS group under the command of noted Nazi occultist Karl Friedrich Walpurg is due to arrive at the port of Nieuport, on the edge of the Dunkirk bridgehead!

What Has Happened to Agent WOTAN?

Agatha Marcham, codename WOTAN, has fallen victim to a powerful spell performed by Frau Wassermeister, the Fishwitch. Having narrowly avoided capture by Wassermeister's SS in an encounter which saw WOTAN's source taken prisoner, Marcham was subsequently dragged into the strange Dreamlands realm of Maglemosian (page 25) while she slept, a victim of Wassermeister's Snare Dreamer spell. Once there, the Fishwitch bound her using the Bind Dreamer spell (page 44). Now Marcham's mind is imprisoned, her body gradually starving to death; losing 2 points of CON per day, she will only last another 3 days. Once her Waking World body is dead, the Fishwitch intends to sacrifice WOTAN at the sea temple (page 29).

Agent WOTAN's stats can be found on page 28.

Seems as though we have found yet another dreamer.

EPISODE TWO: THE U-BOAT

Following the clues in Agent WOTAN's letter, the investigators head to the town of Nieuport on the hunt for a Nazi u-boat! They may travel there directly, or report to the nearest BEF command post first—Nieuport lies on the eastern edge of the Dunkirk bridgehead, and may be the target of a major German offensive!

Scene One: To Nieuport!

Nieuport lies 25 miles from Mesegen. The investigators may travel there behind enemy lines—the shortest route, but all encounters are rolled on the “Behind Enemy Lines” column. Or, they may cross the Ypres front again (see page 17), and travel through Allied territory—a longer distance (some 35 miles) but safer: roll on the “Allied Perimeter” column instead.

The investigators may commandeer transport, as 25-35 miles may take a couple of days on foot under current conditions (bad weather, open fighting, blown bridges, etc). Finding a vehicle behind enemy lines is difficult, although there's a broken A11 Matilda (a British tank...) in Mesegen and a materiel field just across the river. Otherwise it's a question of seizing one from the Germans...

In the Allied perimeter, the investigators may make Command rolls to commandeer a functioning vehicle—if they're lucky, they may even acquire a driver to go with it!

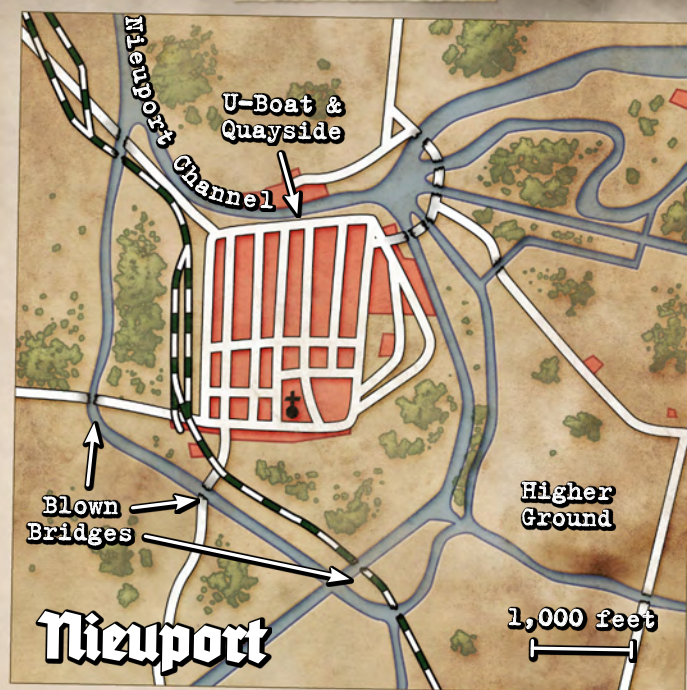
“The Germans have seized Nieuport, and there is fighting on its western edge.”

Scene Two: Nieuport

Nieuport lies a couple of miles from the sea, on the estuary of the Yser River. A strategic Belgian port, it saw heavy fighting in the Great War. Now it lies on the eastern edge of the Dunkirk bridgehead, a lethal frontier between Allied and German forces.

By the end of May (approximately the 30th—but see page 17), the Germans have seized Nieuport, and there is fighting on its western edge. Entering the town is hazardous, requiring Sneak rolls to reach the quays, where a 137-foot u-boat is docked. Roll once for encounters in the town.

The Germans are constantly **on alert** (see page 45) for BEF raiding parties, especially at canal and river crossing points near the blown bridges.



Recognising Maglemosian

There are several occasions in this episode when investigators may encounter the mysterious term “Maglemosian”. A successful Archaeology or Anthropology roll recognises it as the name of a European mesolithic hunter-gatherer culture which existed along the North Sea coast between approximately 10000BC and 6000BC.

Scene Three: The U-Boat

The u-boat U-3a is docked at the quayside to the north of the town. Captained by Commander Rainer Hagen, and crewed by a skeleton crew of 12 *Kriegsmarine* sailors, its forces are divided between the u-boat proper and the harbourmaster's offices nearby (area 1 on the map).

Hagen's crew aren't the only occupants of the U-3a; the leader of Sondergruppe KFW2, Frau Edeltraud Wassermeister (AKA the Fishwitch) is also present, together with three assistants. When the investigators arrive, only one of the Sondergruppe assistants is present—Wladislaw Eisenberg, the security specialist. The Fishwitch and the other two assistants are currently in Maglemosian (see page 25).

Keepers should be flexible about NPC locations: this isn't a static situation, and if enough time passes Wassermeister and her assistants return to the U-3a.

Handout #3

"As Reid has postulated, the vast quantities of water bound in the ice caps during the last glaciation led to lower sea levels all around the world. In northern Europe, habitable land extended much further out to sea than it does today, and included the so-called 'Dogger Bank' alluvial plain or land bridge..."

—Ancestors of the Germanic Peoples, Prof. Heinz von Ahtigen, ed. München Verlag 1938, Chapter 1

Handout #4

"The Maglemosian hunter-gatherer culture was widespread along the now-inundated coasts of northern Europe, including stretches of the ancestral fatherland. They were a pure and hardy people, noble and inventive; relics recovered by dredger and fishing boat from what is now the North Sea bed show considerable sophistication, and include beautiful examples of the leister or fish-spear. They appear to have worshipped a maritime pantheon of bizarre appearance. [...] The Maglemosian culture disappeared suddenly approximately 6000 BC..."

—Ancestors of the Germanic Peoples, Prof. Heinz von Ahtigen, ed. München Verlag 1938, Chapter 6

Handout #5

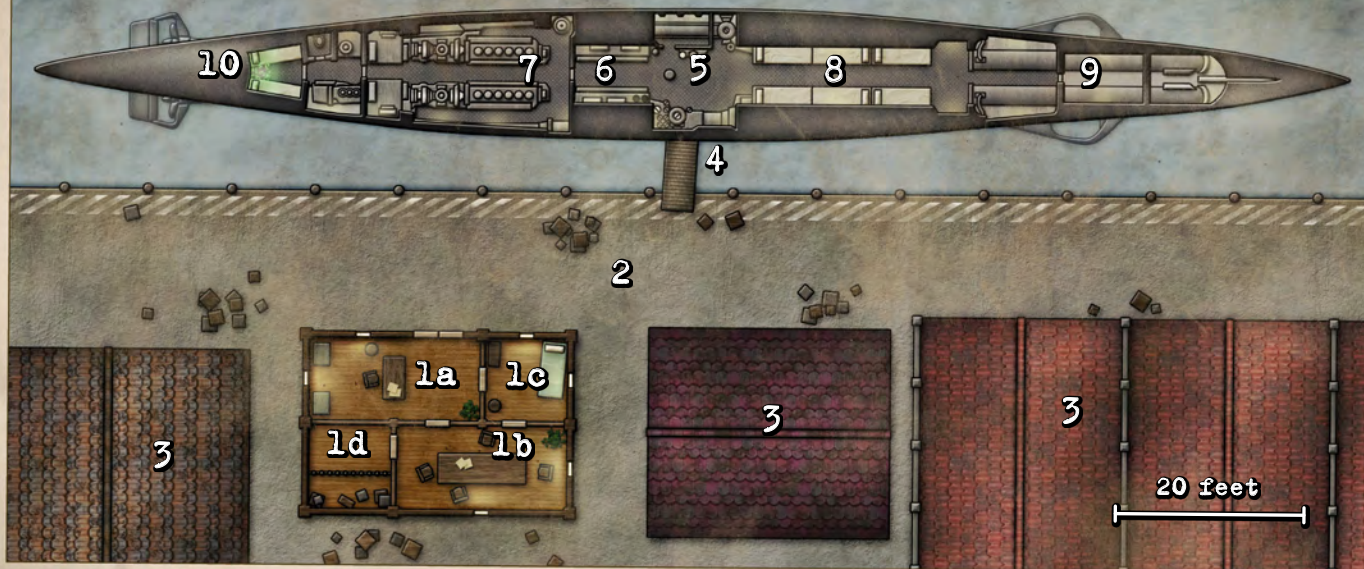


Handout #5



This research is pointing to something very sinister...

U-Boat and Quayside



U-Boat and Quayside Locations

I. Harbourmaster's Offices: A pretty but functional 19th century wooden building. The front door is locked at night.

Ia. Reception: A desk and chairs, and various chandlery and office supplies. The harbourmaster is elsewhere while there is fighting in the city. Captain Hagen is sometimes here during the day; otherwise he's aboard the U-3a.

U-BOAT COMMANDER KAPITÄNLEUTNANT RAINER HAGEN

STR 12 **DEX** 10 **INT** 13 **CON** 16
SIZ 12 **APP** 13 **POW** 08 **EDU** 11
SAN 40 **Hit Points:** 14

Damage bonus: none

Skills: Command 60%, Dodge 35%, Mechanical Repair 40%, Navigate 60%, Operate Heavy Machine 25%, Pilot Boat 70%, Strategy 45%, Swim 45%

Weapons: *Mauser C96* 55%, damage 1D10, atts 2, base range 25 yds

Appearance: Captain Hagen is the archetypal u-boat commander, and an honourable man. He dislikes Wassermeister, perhaps detecting her aquatic affinity. If he captures the investigators, he's unlikely to harm them, even as the Fishwitch gloats and completes her ritual. Once he understands what the ritual entails, Hagen may even cooperate with the investigators to stop it!

Ib. Meeting Room: Used by Wassermeister's Sondergruppe, it's usually empty while she's in Maglemosian. Wladislaw Eisenberg, the Sondergruppe security specialist may be here by day (otherwise he's in area 10).

There are two documents on the large meeting table:

- » **An Archaeology Report:** typewritten in German, this binder report summarises current (c. 1940) thinking on the lower sea levels at the end of the Ice Age and the Maglemosian culture. The key sections are in handouts 3 and 4.
- » **A Research Document:** handwritten in German, including archaeological schematics and charts of the sea bed off Dunkirk, including a marker showing a "stone circle" near the town of Bergues (south of Dunkirk). This has been circled in red ink several times, with the annotation "TRANSFER HERE!" —see handout 5.

Ic. Bedroom: Usually occupied by Wassermeister, and probably empty at the moment.

Id. Stores: There's a lockup here storing valuable gear, including several Italian-manufacture diving suits and rebreathers.

2. **The Quay:** Two groups of two infantry guards patrol the quay day and night (page 13). In addition to the U-3a, several other boats are moored here—and could be “appropriated” at a pinch.
3. **Dockside Buildings:** These include chandleries, supply warehouses, and shipyards and repair shops. The guards check on the buildings as part of their patrol.
4. **The U-3a Submarine:** This 137-foot German u-boat is moored at the Nieuport quayside. There are usually at least one or two crew below decks, accessed by a hatch mid-deck; the deck is also fitted with a C30 cannon. A successful Electrical Repair, Mechanical Repair, Pilot Boat, or *Difficult* Know roll spots that the u-boat has been modified (rolls are *Easy* if the character is familiar with submarines) to incorporate two cylinders on deck containing Italian *Maiale* manned torpedoes (page 50).
5. **Command Centre:** The u-boat bridge, containing the periscope and piloting stations. When the u-boat is underway, the captain and several crew work here; in dock, it's empty, except at night when there's a single guard. Investigators descending the ladder from the deck access hatch must make Sneak rolls to avoid being heard by crew or guard. A weapons' locker here holds small arms for the crew:
 - » 2 x GEW 98 rifles and 768 rounds
 - » 6 x C96 Mauser pistols and 360 rounds
 - » 5 bayonets
 - » 2 x MP38 submachine guns and 2000 rounds
 - » 1 x MG34 machine gun and 6000 rounds
6. **Galley:** The food storage and preparation station.
7. **Engines:** With a successful Mechanical Repair roll or a couple of grenades, the u-boat can be disabled from here. During the day, 1 or 2 crewmen work or carry out maintenance here.
8. **Troop Bunks:** At night, all 12 *Kriegsmarine* crew (including the captain, excluding the guard in area 5) sleep here. By day, 1-4 crew relax here, though most are ashore.
9. **Torpedo Tubes:** There are 3 tubes, and the u-boat carries 5 torpedoes. With time, explosives, and Electrical Repair rolls, an explosion here could tear the boat apart.
10. **The Gate:** Formerly the engineers' bunks, this strange chamber still holds 4 bunk beds. On the floor against the aft bulkhead, however, is a strange arrangement of lines

and sigils painted on the metal, in an unsettling pattern. This is a “Gate of Oneirology”, which physically transports anyone who stands on it to the clearing (area 1) in **Episode Three: Maglemosian**.

The chamber is usually occupied by Wladislaw Eisenberg, security specialist of Sondergruppe KFW2.

SONDERGRUPPE KFW2 MEMBER WLADISLAW EISENBERG, SECURITY SPECIALIST

STR 15	DEX 12	INT 13	CON 13
SIZ 13	APP 12	POW 11	EDU 12
SAN 36	Hit Points: 13		

Damage bonus: +1D4

Skills: Cthulhu Mythos 03%, Demolitions 30%, Dodge 40%, Dreaming 22%, Dream Lore 05%, Fast Talk 40%, Locksmith 40%, Persuade 55%

Weapons: *Luger PO8* pistol 70%, damage 1D10, atts 2, base range 20 yds

MP38 Maschinenpistole SMG 60%, damage 1D10, atts 2 / burst, base range 30 yds

Fist 60%, damage 1D3+1D4, atts 1

Appearance: A strong, robust man in his mid-thirties, bald with a black goatee. He “dresses down” when he can, and often looks like a wrestler or boxer. Skilled with explosions and break-ins, he's been disappointed his skills haven't been easily applicable in Maglemosian.

The chamber also contains personal effects of Sondergruppe members, who sleep here on occasion. These include:

- » **A Report:** typewritten in German, this 5-page folder is a specially commissioned “Hypothesis on the Maglemosian Flood Event”. The key section is shown in Handout 6.
- » **A Telegram from Heinrich Himmler:** Typewritten in German, to Frau Wassermeister. The key section is shown in Handout 7.
- » **A Handwritten Journal Entry by Frau Wassermeister:** Handwritten in German. The key section is shown in Handout 8.
- » **Two sets of diving suits and rebreathers.**
- » **A Medicine Tin:** containing a syringe and vial of liquid labelled “Maglemosian”. The vial contains 10 doses of Dream Drug, which leads a dreamer to the Clearing (page 26) in Maglemosian.

Handout #6

"Preliminary evidence suggests that the final disappearance of the 'Dogger Bank' and associated alluvial plains in the North Sea occurred with catastrophic rapidity, far more swiftly than any geological phenomenon. Indeed, it seems possible to speak of a 'flood event'. This does not seem consistent with the gradual rise in sea levels associated with the end of the last glaciation. Instead, one must look towards more violent causes: at this stage, we hypothesise an earthquake, or a major undersea landslide and devastating tidal wave. Until we penetrate the sea depths, the truth is impossible to confirm."

RFSS - The 'Book of Aciel' refers to a 'great swallowing of (or by) the deep', the destroyer of the precious knowledge the Book claims to be preserving. Was this a global event? Or did the Book's author have a connection with Maglemorian? WALPURGEN*

*RFSS—abbreviation for Reichsführer SS, a title of Heinrich Himmler

Handout #7



**Deutsche Reichspost
Telegramm**



WASSERMEISTER,

WALPURGEN INFORMS ME OF PLANS. CESSATION OF ACTIVITIES TO TAKE PLACE. IF FORCES YOU BELIEVE BEHIND DOGGER BANK EVENT ARE REAL, DO EVERYTHING POSSIBLE TO ENSURE COOPERATION, FOR GLORIOUS FUTURE OF OUR THOUSAND YEAR REICH. DO NOT FAIL. I WILL NOT BE LENIENT AGAIN.

HEIL HITLER
R.F.H.H.

HANDOUT #8

There are records in De Vroet, Kleiningen, Fraser, etc. that a 'drowning ritual' continued at least until the Middle Ages along the North Sea coast, dating from no later than the Bronze Age. This may lie behind the 'ducking chair' torture used against students of the esoteric sciences. Is this the key to the Junction of the Seven fishermen? We must seize Bergues from Allied hands!

EPISODE THREE: MAGLEMOSIAN

This episode deals with events if the investigators enter the strange environment of Maglemosian, a Nazi outpost in the Dreamlands. Keepers who do not wish to incorporate Dreamlands elements into their game may ignore this episode; alternatively, Maglemosian may be portrayed as a mysterious “other place”, unconnected with the Dreamlands proper. Indeed, investigators may believe they are time travelling, “astral projecting”, or have stumbled onto a portal to another world or “parallel universe” when visiting this realm.

In some uncanny way, Maglemosian seems to be a shadow of the Dunkirk area. When the investigators enter, their weapons “wriggle” and “twist” in their hands, transforming into weirdly primitive, mediaeval forms such as bows, spears, and slings.

Stretching before them is an ominous coastal landscape, devoid of all signs of civilisation. In an atmosphere of pervasive unreality, colours are dark and muted—

“The sky is perpetually overcast,
the air heavy with moisture
and the smell of ozone and the
exposed seabed.”

bruised purples, deep greens, midnight blues, blackish browns—and the sky is perpetually overcast, the air heavy with moisture and the smell of ozone and the exposed seabed. There is the feeling of the calm before the storm, of an impending doom.

Although the investigators may not initially realise it, Agent WOTAN is mysteriously “imprisoned” in Maglemosian, and it is possible to rescue her, causing her emaciated body to regain consciousness in the Waking World. Additionally, the Fishwitch, Frau Wassermeister, is visiting Maglemosian with two of her assistants and

Where in the Dreamlands?

If the Keeper wishes, Maglemosian can be placed in a specific Dreamlands location. In the writer’s campaign, Maglemosian was situated on a bleak and lonely stretch of coast north of the Enchanted Wood, in the straits between the Cerenarian and Southern Seas.

several Nazi guards—the embryonic “Traumstaffel” or “Dream Guard”. Together, Wassermeister and Walpurgen are creating a Nazi foothold in Maglemosian—possibly the beginnings of a Nazi Dreamlands enclave. They are also communicating with its hideous denizens—the dwellers beneath the sea—to enlist their power in support of the Third Reich in the Waking World.

Encounters in Maglemosian

Investigators travelling in Maglemosian should roll on the following table every 4 hours:

D100 ENCOUNTER

01-40	Maglemosian Tribesfolk
41-70	Maglemosian Hunters
71-90	Traumstaffel
91-00	Dreamlands Creatures

- **Maglemosian Tribesfolk:** If encountered before **Scene Two: The Black House** has been played, these 2D6 tribe members are heading for the Hunting Camp. Otherwise they are heading towards the Temple for the Ceremony of Binding (see **Scene Three: The Sea Shaman**). If approached by the investigators, they lead them to the Black House or Temple, as appropriate.
- **Maglemosian Hunters:** This is a group of 1D3+1 hunters, armed with Fish-Spears. Use the Maglemosian Warrior statistics on page 26. If the investigators haven’t been identified as adversaries, they offer to lead them to the Black House or the Temple, as above. Otherwise, they attempt to take the investigators prisoner.
- **Traumstaffel:** There are fewer than 10 Traumstaffel troopers in Maglemosian; this is a 2-man patrol, possibly with 1D3+1 hunters in tow. They apprehend the investigators and take them to the Fishwitch or the Black House, as appropriate.
- **Dreamlands Creature:** Keepers who wish to emphasise Dreamlands elements may have the investigators encounter Dreamlands creatures, including: Buopoths, Cats (usually bearing messages), Nightriders, Sluggocs, Vooniths, Witch Trees, and Zoogs. Statistics can be found in the *Dreamlands* supplement for **Call of Cthulhu** by Chaosium, Inc.

Scene One: The Clearing

Investigators entering Maglemosian find themselves in this clearing in the Dark Forest. Almost immediately, they become aware of three other people: one in Waffen-SS uniform (a Traumstaffel trooper), and two in crude leather hides and skins (Maglemosian tribesmen).

Make opposed DEX rolls between the investigators' highest DEX score and that of the guards; the winning side surprises the loser, who can only act at half DEX. The Traumstaffel trooper perceives who the investigators are, and attacks unless they surrender immediately. Remember the investigators are suddenly armed with archaic weapons!

TRAUMSTAFFEL TROOPER

STR 13 DEX 14 INT 12 CON 13
SIZ 13 APP 10 POW 13 EDU 11
SAN 45* Hit Points: 13

Damage bonus: +1D4

Skills: Dream Lore 10%, Dreaming 18%

Weapons: Composite Bow 30%, damage 1D8+1, atts 2, base range 40 yds, hp 10

Rapier 50%, damage 1D6+1+1D4, atts 1, hp 12

Armour: The Traumstaffel uniform gives the trooper 1 point of armour.



Appearance: The Traumstaffel wear the SS uniform, but with an "Eh" rune on the left cuff. Membership requires skill with bladed weapons and possibly bows, and a willingness to do **anything** to support the Third Reich!



The "eh" rune

**Traumstaffel SAN is not zero; unlike the Fishwitch, they are not insane. They believe they are participating in an Ahnenerbe-related science mission possibly linked to time or dimensional travel. Investigators who confront the Traumstaffel with the reality of their situation may force them to make a 1 / 1D10 Sanity roll.*

MAGLEMOSIAN WARRIOR

STR 15 DEX 13 INT 11 CON 16
SIZ 11 APP 09 POW 08 EDU 06
SAN 40 Hit Points: 14

Damage bonus: +1D4

Skills: Climb 60%, Craft (Flint) 70%, Cthulhu Mythos 7%, Dodge 40%, Dream Lore 40%, First Aid 45%, Hide 50%, Jump 35%, Listen 50%, Navigate 30%, Sneak 60%, Spot Hidden 40%, Swim 30%, Throw 45%, Track 50%

Weapons: Fish-spear 60%, damage 1D8+1+1D4, atts 1, base range (Throw rules), hp 15

Armour: hides and skins providing 2 points of armour

Appearance: These are classic Stone Age tribesmen, with flint-tipped weapons and simple hand-made gear. They have a northern European appearance, but are wiry and weatherbeaten, used to surviving in a harsh environment.

Interacting with the Maglemosians

The Maglemosians are oppressed and benighted by their worship of the dwellers beneath the sea. Led by evil shamans, they practise propitiatory human sacrifice; their world view is harsh and bleak. Investigators are assumed to be members of Wassermeister's Sondergruppe or the Traumstaffel, and are escorted to the nearest group of Nazis. While individual Maglemosians may prove friendly and even sympathetic, the Maglemosians as a whole have little interest in the unfathomable dealings of the Waking World.

Maglemosian Locations

- **Ancient Sea:** A cold and windswept shore of low-lying and bleak marshlands. An investigator may make an Idea or Dream Lore roll to intuitively grasp that the shore somehow corresponds to the sunken sea bed off the Dunkirk coast.
- **Black House:** This ponderous block of forbidding black stone has a flat roof. Red banners emblazoned with swastikas and flaming braziers flank its double doors. See **Scene Two: The Black House** for details.
- **Bleak Marshland:** Maglemosian consists mostly of stretches of bleak marshland, eerily reminiscent of the terrain around Dunkirk. Everything is terribly still, as though waiting.
- **Clearing:** Investigators who have been to the De Smet house in Episode One may make an Idea or Dream Lore roll to grasp that this clearing in the dense forests somehow corresponds to the attic where Agent WOTAN lies unconscious. See **Scene One: The Clearing**, below.
- **Dark Forest:** Maglemosian is dreary and overcast at the best of times; here, so little light penetrates that it's Difficult to see. Instead, strange phosphorescent fungi shed an eerie glow. The Dark Forest may be part of the Enchanted Wood in the Dreamlands at the Keeper's discretion. If so, the area is close to the Waking World, and the seven hundred steps of the Gate of Deeper Slumber lie somewhere within.

- **Maglemosian Hunting Camp:** Maglemosian is sparsely populated by Stone Age humans, a forest and wetland culture indigenous to the northern European coasts between 10000-6000BC. This is one of their seasonal hunting camps, an assortment of tents and crude stone huts of menacing aspect—just why do none of them have windows?

The Maglemosians use fishing and hunting tools of flint, wood, and bone, and carry three-pronged "leister" fish-spears. They have a wolf-like domesticated dog which growls at any newcomers threateningly.

- **Seven Menhirs:** Seven crude menhirs stand in a circle; investigators making Idea or Dream Lore rolls may feel they are somehow connected to the Waking World. The



Language in Maglemosian

If the Keeper is treating Maglemosian as part of the Dreamlands, remember that all characters seem to speak the same language. Feel free to give everyone recognisable and suitably outrageous accents!

menhirs correspond to the stone circle known as *Les Sept Pecheurs* (page 36), although these stones appear to be a new construction. If Agent WOTAN is with the investigators, she can identify the menhirs; otherwise this is a *Difficult Archaeology* roll. Characters familiar with the Dunkirk area may make a *Know* roll instead.

- **Temple:** This ancient stone structure feels uncanny and inhuman; investigators may recognise it from the Research Document on page 21. See **Scene Three: The Sea Shaman** for more.
- **Waking World Coastline:** Investigators crossing this line may make an Idea or Dream Lore roll to grasp that they have somehow entered lands that are "underwater" in the Waking World.

The Black House Locations

- 1. Reception:** This room looks uncannily like the Harbourmaster's Office (page 22). There are 1D4-1 Traumstaffel troops here.
- 2. Meeting Room:** A copy of the room in the Harbourmaster's Office. If the investigators haven't removed the originals, the table holds versions of the Archaeology Report and Research Document shown on page 22.
- 3. Unused Bedroom:** The walls of this chamber are draped with occult runes of Nazi significance, occult paraphernalia, and images of a single man—a corpulent SS officer with a menacing expression. A successful Occult roll reveals the items relate to the German Ahnenerbe, and the images depict Karl Friedrich Walpurgen. Walpurgen often uses this room when he travels to Maglemosian; the décor is his own dream creation.
- 4. Prison:** The solid steel bars require a Locksmith roll to open; they have 20 hp and 10 points of armour. Behind them sits Agatha Marcham—Agent WOTAN! Unlike her emaciated body in the De Smet house (page 18), she looks the picture of health—if bewildered and terrified.

Marcham is overjoyed to see the investigators. She tells them about the Sondergruppe and Wassermeister's pres-

ence; she doesn't know her plans, but does know she's involved with a ceremony at a temple by the sea, and that in the waking world the Sondergruppe is planning to raise a dreadful prehistoric statue which she has seen in her dreams—and which seems to be related to this bizarre Maglemosian realm.

Even if Agent WOTAN is freed from the Black House, she is still trapped in Maglemosian, unable to waken. There are two ways to rescue her:

- » Kill Agent WOTAN! Although the investigators probably won't know this (a Dream Lore roll is required), if Agent WOTAN “dies” in Maglemosian, she will wake up in the Waking World. This does not apply to characters who have entered Maglemosian via the U-3a gate (page 23).
- » Agent WOTAN finds her way through the Dreamlands back to the Waking World. If she passes through the Gate of Deeper Slumber or even the Clearing in the Dark Forest, she wakes up in her own body—wherever it is.

AGATHA MARCHAM, AKA AGENT WOTAN

STR 06 **DEX** 12 **INT** 15 **CON** 6 (14)
SIZ 08 **APP** 14 **POW** 13 **EDU** 14
SAN 58 **Hit Points:** 7 (11)

Damage bonus: -1D4

Skills: Cthulhu Mythos 05%, Cryptography 38%, Dream Lore 7%, Dreaming 13%, First Aid 40%, Hide 40%, Library Use 45%, Navigate 38%, Other Language (Flemish) 30%, Other Language (French) 20%, Other Language (German) 40%, Photography 35%, Pistol 45%, Sneak 35%, Spot Hidden 60%

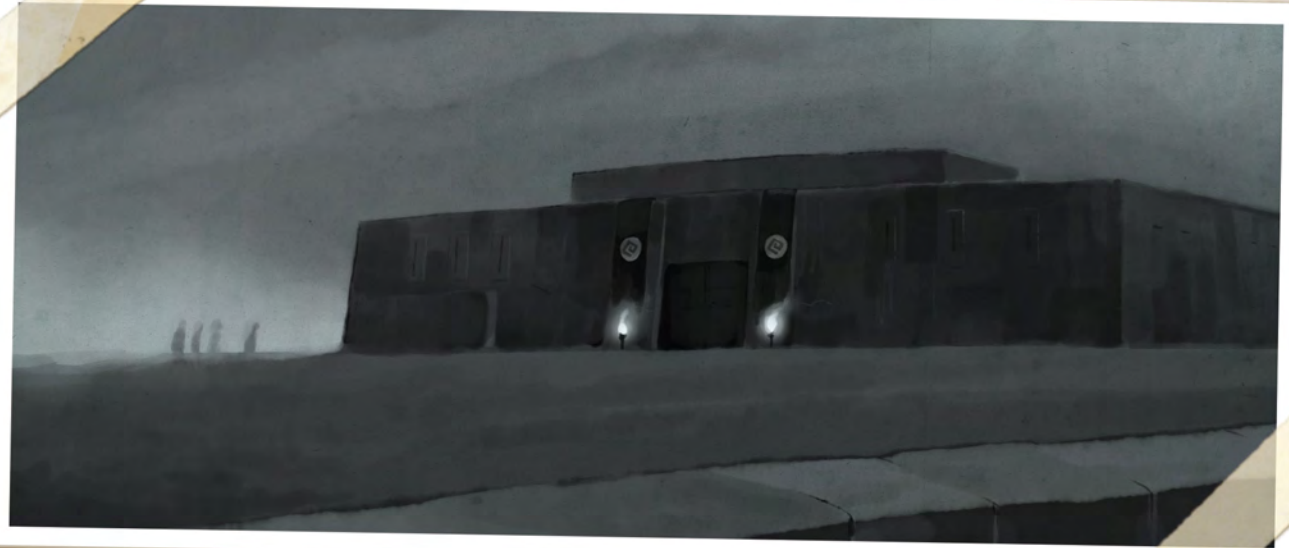
Weapons: Fists 30%, damage 1D3-1D4, atts 1

Appearance: A petite and pretty woman in her mid-twenties, Marcham has dark hair, blue eyes, and dresses in the inconspicuous skirt and blouse common to her Belgian contemporaries. She has recently suffered several major traumas, including her entrapment by the Fishwitch, and the strain clearly shows on her face. She has developed clinophobia (fear of beds) as a souvenir of a recent bout of temporary insanity.

The Black House



10 feet



Scene Two: The Black House

The Black House is the destination to which the Traumstaffel or other Maglemosian tribesfolk escort the investigators, either freely or as captives. Otherwise the investigators may find it by exploration or by tracking natives. It is an incongruous structure; a rigidly symmetrical building of forbidding black stone, with a flat roof. Its windows are tall slits, and it has black double doors in the middle of its northern wall. To the investigators' surprise, the doors are flanked by red hangings emblazoned with swastikas, flanked by flaming braziers. The Nazis are here!

The Black House is the first Nazi outpost in Maglemosian. Created by the Dreaming skills of Walpurgen and Wassermeister, it is a place for them to meet and research the strange forces of the shadow-realm.

The Black House is being used to keep Agent WOTAN captive, and as the base for the Traumstaffel "Dream Guard". Those entering may make Idea or Dream Lore rolls to realise it has the same appearance and layout as the Harbourmaster's Office in Nieuport (page 22). From within, each window looks out on uncanny views:

- 01-20: the view is the exterior of the house in Maglemosian.
- 21-50: the view is the townscape of Nieuport, from the Harbourmaster's Office.
- 51-75: the view is another place in the Dreamlands, or possibly its moon. Any creatures viewed may cause SAN loss.
- 76-00: The view is an impossible vista on deep space, where vast and terrifying beings cavort and play. Make a 1D3 / 1D20 Sanity roll.

Scene Three: The Temple

If the investigators enter Maglemosian prior to the events of Episodes Four and Five (the raising of the Sea Statue and the Searise ritual), Wassermeister is attending a "Ceremony of Binding" at the antediluvian temple on the Maglemosian shore. There, in the presence of a Maglemosian "Sea Shaman" cultist, she encounters a hideous representative of the dwellers beneath the sea, and begins to forge an alliance which will be sealed by the Searise ritual in the Waking World (see **Episode Five: Searise**).

When the investigators arrive at the temple, the ritual is already underway. Over a hundred Maglemosian tribesfolk have gathered at the base of the headland, and before them two Traumstaffel troopers, Frau Wassermeister,

"In the presence of the Maglemosian Sea Shaman, Wassermeister encounters a hideous representative of the dwellers beneath the sea."

her two Sondergruppe assistants, and the Maglemosian "Sea Shaman" are performing the ritual amidst the temple stones.

In the ritual, the Traumstaffel and assistants take positions at the standing stones indicated, and the Sea Shaman stands before the low stone altar, looking out to sea. The Fishwitch advances further still, to a menhir which has been carved in the shape of a crude humanoid figure with sinister fishlike features—here known as the "Drowning Stone", but identical to the Sea Statue in the Waking World. Sacrifices to the dwellers beneath the sea

The Temple



are usually bound here; the Fishwitch stands in front of the stone.

The ritual takes 15 minutes, during which time the Sea Shaman chants and gesticulates wildly, and the Maglemosian tribesfolk sway and chant in reply. At its climax, a wave surges over the headland from the sea, reaching the feet of the congregation. With it, three hideous humanoid shapes emerge from the water—deep ones, the dwellers beneath the sea!

At this point, if the investigators are watching, have them make Sanity rolls or lose 1D4+2 SAN.

Two deep ones stand by the standing stones as marked, facing the Sondergruppe assistants. The third, significantly larger, approaches the Fishwitch, and the two converse. The Fishwitch is in a state of great excitement; she cries out chants, and gesticulates grandly. Finally, with an almost hysterical cry, she raises her arm in a Nazi salute; and, in a hideous mockery, the deep one does likewise! Then it turns and vanishes beneath the waves with its brethren.

The Fishwitch returns to the Sea Shaman, and a wild orgy of celebration begins, lasting several hours. At the end of this, the Fishwitch leaves for the Clearing (page 26) and the Waking World, accompanied by the Traumstaffel and her assistants.

INVESTIGATOR ACTIONS

The investigators may want to interfere with the ritual, or its aftermath. Let them try. Interrupting the ritual itself is hardest; the tribesfolk stop them, probably some two dozen trained warriors (see page 26 for stats), as well as the two Traumstaffel troopers (stats on page 26) and the two Sondergruppe assistants (page 34).

If the investigators manage to break through, they face the Sea Shaman and the Fishwitch, who are both formidable opponents, and possibly the three deep ones if they have already arrived. To be honest, attempting to interrupt the ritual this way is probably suicidal.

See page 5 for the Fishwitch's stats. The Sea Shaman and the deep ones are as follows.

THE SEA SHAMAN, CULTIST OF THE DWELLERS BENEATH THE SEA

STR 07 DEX 11 INT 13 CON 13
SIZ 11 APP 12 POW 24 EDU 07
SAN 00 Hit Points: 12

Damage bonus: none

Skills: Cthulhu Mythos 21%, Dance-Chant 75%, Dream Lore 80%

Weapons: Fish Spear 40%, damage 1D8+1+db, atts 1, base range (Throw rules), hp 15

Spells: Breath of the Deep, Contact Deep One, Deflection, Mindblast, Raise Night Fog, The Ravening Madness, Wither Limb, Wrack

Appearance: A hideous old man with straggling hair filled with kelp and seaweed, dressed in mottled soaking rags. Fetishes made from shells and fishbones decorate his body, which exudes a foul fishy stench.

Eavesdropping on the Fishwitch

If the investigators somehow eavesdrop on the Fishwitch and her assistants after the Ceremony of Binding, they learn that the Sondergruppe are about to retrieve a "Sea Statue" from the seabed off Dunkirk, which they intend to use in a ritual near something called "The Seven Fishermen", near the town of Bergues—a few miles from Dunkirk and currently defended by the Allies. The investigators know where the German forces will next attack!

THE GREATER DEEP ONE

STR 21 DEX 14 INT 16 CON 15
 SIZ 20 APP 12 POW 15 EDU n/a
 SAN n/a Hit Points: 18

Damage bonus: +2D6

Skills: Dreaming 80%

Weapons: Claw 65%, damage 1D6+2D6

Armour: 1-point skin and scales

Spells: Breath of the Deep, Contact Cthulhu, Siren's Song, Wave of Oblivion

Sanity Loss: 0/1D6

Appearance: A huge and powerful-looking deep one, with the authority to negotiate with the Fishwitch. Its emotionless face has a shark-like coldness, and its evil calculations may take years to come to fruition.

See page 38 for statistics for the two deep one servitors.

What If They Win?

This episode assumes Wassermeister survives to Episode Four—the odds heavily favour this outcome. However, there is a slim chance the investigators defeat her in Maglemosian. What happens then?

Defeating the Fishwitch in Maglemosian should **not** be easy. Their primitive weapons, lack of magical support, and the fact that they're horribly outnumbered in a hostile environment, should conspire to make things difficult for investigators who try to take out the Fishwitch in a head-on confrontation. However, if the investigators do succeed, then they will have thwarted the Searise ritual and Walpurgen's plot to forge a deep one alliance!

If this happens, don't play it down; it's an *enormous* victory, and should be feted as such—a clear and acceptable conclusion to the adventure. Of course, there are loose ends to tie up: the future of Maglemosian, and the fate of the Sea Statue. But otherwise proceed to the Epilogue on page 39 and prepare to hand out Sanity point rewards!

Far more likely, however, the investigators return to the Waking World in hot pursuit of the Fishwitch, determined to thwart her nefarious plan!

An alternative may be to infiltrate the orgiastic celebration. Successful Sneak rolls get the investigators into the Fishwitch's vicinity; any subsequent attack is met by the Fishwitch, the Sea Shaman, the two assistants, the two Traumstaffel, and possibly 1D6 Maglomosian warriors. It's still pretty foolhardy.

Lastly, the investigators may intercept the Fishwitch on her way to the Clearing. This may involve a Track roll, and Sneak rolls if the investigators wish to approach unseen; otherwise the situation resolves as a chase as both groups race to the gate. If the investigators force a confrontation, they face the Fishwitch, the two assistants, the two Traumstaffel, and 1D3+1 Maglemosian warriors.

Ultimately, the investigators may simply decide to observe the ceremony, and then track the Fishwitch back to and through the gate, reasoning they have a better chance of summoning reinforcements in the Waking World.

EPISODE FOUR: THE DIVE

This episode deals with the Sondergruppe attempt to retrieve an ancient Stone Age artefact from a prehistoric temple sunk off the Dunkirk coast. The scenes here are very variable, as the investigators have a wide range of actions open to them, and may begin the episode in a variety of locations.

If the Sondergruppe successfully retrieves the "Sea Statue" (the most likely outcome), they proceed to the besieged town of Bergues on the edge of the Allied bridgehead, where they perform a ritual which will doom the Allies on the beaches of Dunkirk. See **Episode Five: Searise** for details.

The Sondergruppe plan to retrieve the Sea Statue is as follows:

- Set out from Nieuport in the U-3a u-boat under cover of darkness.
- Head for a location some 2 miles northwest of the Nieuport estuary, north of the beaches—the location of the sunken temple.
- Surface the u-boat, and deploy the two Sondergruppe divers, Renee Duchamps and Torsten von Leichhardt, on a *Maiale* manned torpedo.
- Dive again as the diving team heads down to the temple, and remain in the vicinity.

Taken Prisoner!

In Scene One, the investigators may be taken prisoner by the u-boat crew. Don't worry about this—it's the kind of trouble grand adventure is made of! First, u-boat captain Rainer Hagen (page 22) orders the investigators to be tied up under armed guard in the engine room. Second, Frau Wassermeister gloats, sneering that she has a "very special death" in store for the "Allied spy Schweinehunde".

At this point, if the investigators don't know already, Wassermeister rants about the stone circle of *Les Sept Pecheurs* near the town of Bergues. She doesn't divulge the ritual's exact nature.

Next, unless the investigators free themselves, describe the retrieval of the Sea Statue and the return to Nieuport. Thereafter, several hours pass, until the Searise ritual begins, whereupon the investigators hear cries of terror and alarm from the u-boat crew (as they fail their SAN rolls). Ashen-faced, Captain Hagen comes down to the investigators and asks them if they know what's going on. Assuming they make a good case, he frees them—the sea is rising, and something is very wrong! Can the investigators set it right?

In this case, proceed directly to **Episode Five, Scene Two: The First Flood.**

- Once the Sea Statue has been retrieved, surface to take the divers on board.
- Return to Nieuport.

The mission is hazardous; the Dunkirk evacuation is ongoing, and attacks by dive bombers are possible, as well as shelling and attacks by Allied ships. However, weather conditions are poor, not clearing up until the dawn of the 1st of June, and the Sondergruppe hopes to take advantage of this cover.

INVESTIGATOR ACTIONS

The investigators may begin the episode in the following locations.

On Board the U-3a: If the investigators have stowed away on the u-boat, or are returning from Maglemosian via the Gate of Oneirology, they find themselves on board the U-3a as it powers towards the diving point! See **Scene One: On Board the U-boat.**

Onshore: The investigators may observe the U-3a or the Sondergruppe from the shore (possibly at Nieuport). See **Scene Two: Tracking the Sondergruppe.**

Awakening from the Drug: If the investigators entered Maglemosian using the "Maglemosian Drug" (page 23), they awaken exactly where they started. This could be ashore or even on board the u-boat, as above.

Straight to the Temple: It's possible the investigators may somehow head to the temple on the seabed, possibly using diving gear, a captured manned torpedo, or another creative solution. Proceed directly to **Scene Three: The Sea Statue.**

Scene One: On Board the U-Boat

If the Fishwitch knows she is being followed when she leaves Maglemosian via the Gate of Oneirology, the investigators are taken prisoner when they re-enter the u-boat, already en-route to its destination! See the adjacent box for details: the investigators step through the gate one at a time, with their firearms permanently transformed into bows, etc, to a welcome by a heavily-armed submarine crew with MP38s!

"The investigators step through the gate to a welcome by a heavily-armed submarine crew with MP38s!"

Otherwise, the investigators find themselves sneaking around a cramped u-boat at sea, armed only with bows and arrows! Use the deckplans on page 32; depending upon events in **Episode Two: The U-Boat**, there may be up to 18 opponents on the boat: Captain Hagen, the 12 Kriegsmarine crew, the Fishwitch, her 2 assistants, and 2 Traumstaffel troopers. An open firefight is likely suicidal!

A WINDOW OF OPPORTUNITY

The one thing working in the investigators' favour is time: the crew are busy preparing to surface over the sunken temple and embark Duchamps and von Leichhardt on the *Maiale* manned torpedo. The investigators may take advantage of this to jump ship as soon as the u-boat surfaces. Let any reasonable plan by the players succeed: the crew are not bristling with weapons, and indeed probably only the Traumstaffel are armed, standing on deck keeping a lookout. The investigators may have the element of surprise, rushing on deck and possibly arming themselves from the weapons' locker. There's even a second manned torpedo on deck...

If the investigators don't make it off the u-boat, their only options are to wait for the boat to return to Nieuport, or to be taken prisoner.

Scene Two: Tracking the Sondergruppe

In this scene, the investigators are not on board the U-3a, but are aware of its movements. They may follow in a commandeered boat, and interrupt the *Maiale* dive; attack the u-boat directly; or mount a separate dive and interfere with the raising of the Sea Statue.

INTERRUPTING THE MAIALE DIVE

This may be a pitched battle at sea, with the investigators on a commandeered boat attacking the crew of the U-3a with small arms fire as they surface.

Use the U-3a weapons' locker (page 23) to determine how heavily-armed the crew are. Their objective is clear; to fend off the investigators long enough to get Duchamp and von Leichhardt onto one of the *Maiale* manned torpedoes and successfully dive. If this proves impossible, the submarine may even launch one of its torpedoes; figure this happens if the small arms fight continues for longer than 5 combat rounds.

The investigators may also use stealth to interrupt the dive; sabotaging the diving gear or the *Maiales* forces the U-3a to return to Nieuport to regroup.

ATTACK THE U-BOAT

This requires heavy gear; perhaps the investigators have somehow obtained an armed German *Schnellboot*. It is difficult to call in Allied reinforcements—all Allied naval vessels are taken up with the evacuation—but enterprising investigators may call in a single naval Motor Torpedo Boat to help. Make sure it's the players who are calling the shots and rolling the dice, even if their investigators are not wholly involved. See pages 51 and 50 for statistics for the U-3a and Motor Torpedo Boat respectively; rules for resolving ship-to-ship actions are on page 45.

INTERFERE WITH THE SEA STATUE RETRIEVAL

This assumes the investigators are in diving gear, possibly mounted on a *Maiale* manned torpedo. If the investigators are swimming freely, the Sondergruppe divers on their *Maiale* easily outpace them, and the investigators have only a single action before being left behind. They must then make their way to the ruined temple on the

seabed: see **Scene Three: The Sea Statue**. If the investigators have their own *Maiale*, use the chase rules (*Call of Cthulhu* pages 284-5).

Firearms cannot be used underwater. Characters must make *Difficult* melee attacks if at hand-to-hand distance, or may use **spearguns** (base chance 25%, damage 2D4+2, atts 1/2, base range 5 yds, shots 1, hp 12, malf 98-00).





Decompression

The depth of the temple of the Sea Statue is sufficient to cause decompression sickness—the infamous “Bends”—if divers return to the surface too quickly. A diver must spend a minute or two decompressing about halfway to the surface to avoid the Bends; those who return immediately suffer 3D6 points of damage 1D20 hours after surfacing. Allow characters a Swim or EDU x 3 Know roll to be aware of this if their players aren’t.

RENEE DUCHAMPS, SONDERGRUPPE MEMBER AND UNDERWATER FROGWOMAN

STR 09 DEX 15 INT 16 CON 11
SIZ 09 APP 11 POW 12 EDU 18
SAN 22 Hit Points: 10

Damage bonus: none

Skills: Anthropology 60%, Archaeology 45%, Cthulhu Mythos 13%, Dream Lore 16%, Library Use 60%, Occult 45%, Swim 50%

Weapons: *Speargun* 40%, damage 2D4+2, atts 1/2, base range 5 yds

Appearance: Duchamps is a short, stocky woman with russet hair and green eyes, and a smooth, watery skin. She is feeling the strain of working with the Fishwitch in Maglemosian, and is regularly afflicted by periods of

hysteria and mania. She is a mythology specialist, and is finding it difficult to distinguish between reality and the legends she loves to read.

TORSTEN VON LEICHHARDT, SONDERGRUPPE MEMBER AND UNDERWATER FROGMAN

STR 16 DEX 14 INT 11 CON 15
SIZ 15 APP 13 POW 12 EDU 11
SAN 26 Hit Points: 15

Damage bonus: +1D4

Skills: Climb 60%, Cthulhu Mythos 09%, Dream Lore 15%, Occult 35%, Persuade 75%, Swim 70%

Weapons: *Speargun* 55%, damage 2D4+2, atts 1/2, base range 5 yds

Spells: Dominate

Appearance: Torsten is a devout Nazi and a believer in Aryan supremacy, the theory of the Übermensch, the right of might to rule, and generally anything that lets him preen himself while putting the boot in on anyone weaker or more principled than himself. He loves to refine his “interrogation techniques”, and is looking to Maglemosian for the power it might give him. He’s a bronze-skinned Nordic type with a perpetual sneer.

The investigators may follow the Sondergruppe to the temple; this is a combined Swim and Sneak roll if the investigators can keep up; otherwise a combined Swim and

Track roll as the investigators follow the *Maiale*'s faint trail of bubbles. Investigators unable to follow must make a combined Swim and Spot Hidden roll. Failing everything, the investigators must wait for the Sondergruppe to return to the U-3a or even Nieuport.

Scene Three: The Sea Statue

The seabed off the shores of this whole stretch of northern Europe is very shallow, rarely exceeding 50 feet. A couple of miles north of Nieuport and La Panne, in 40 feet of water, stand the ancient ruins of a prehistoric temple, used by the Maglemosian peoples when the sea level was much lower.

Those who have visited the temple in Maglemosian (page 27) can make an Idea roll to recognise it; although partly toppled and encrusted with barnacles, it is the same. Another Idea roll might wonder what strange sea currents have kept it from being buried by sand these thousands of years...

Renee Duchamps and Torsten von Leichhardt are working with diving lights to tie tow ropes around the statue. Their aim is to dislodge the statue and lash it to the *Maiale*, then accompany it back to the submarine on the surface.

Investigators may thwart this effort, but even if they do, this isn't a long-term solution: Wassermeister eventually sends down 4 divers from the u-boat crew with the second *Maiale* to find out what's become of the first.

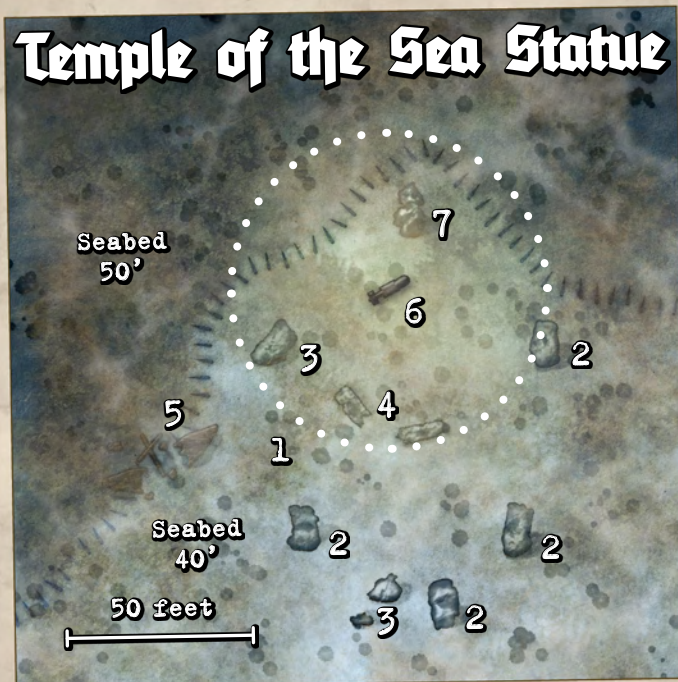
Instead, the investigators may decide to dispose of the statue themselves; if they decide to take it further out to sea and abandon it, see below; if they decide to take it onto dry land, see **Episode Five: Searise**.

EYES IN THE DEEP

All the time the investigators and the Sondergruppe are in the sunken temple, they are being observed. All around, just out of sight, there are deep ones—the

Temple of the Sea Statue Locations

- 1. The Sea Bed:** Perpetual gloom covers the sea bed, and with the weed and sediment visibility is perhaps ten feet at best with a light, less than half that without. Characters must make successful Swim + Spot Hidden rolls or POW x 3 Luck rolls to locate areas on the map; these rolls are *Difficult* unless the investigator has visited the Maglemosian temple or seen the layout schematic in the Research Report (page 21). Investigators within the radius of the Sondergruppe diving lights (marked on the map) may make an *Easy* Swim + Spot Hidden roll to discern the light. Roll 1D6 to determine which location the investigators initially reach.
- 2. Standing Stones:** Crusted with barnacles and draped with weed, these menhirs stand on the sea floor.
- 3. Toppled Menhirs:** One of these huge stone blocks is broken; the other is simply toppled.
- 4. Broken Altar:** Half of the altar has been swept away; an Idea roll reveals it was probably shattered deliberately, millennia ago.
- 5. Shipwreck:** Soaked and ancient timbers, the spine of this ship lies broken on the sea floor shelf. An Archaeology roll dates it to the 17th century.
- 6. The Maiale:** When the Sondergruppe arrives, they leave the manned torpedo about 20 feet south of the Sea Statue. Their diving lamps are visible to the north.
- 7. The Sea Statue:** A large stone statue facing north, it is encrusted with barnacles but noticeably humanoid, about 6 feet tall. An *Easy* Cthulhu Mythos roll identifies it as a deep one, as does an Idea roll if the investigator has already encountered the race.



dwellers beneath the sea. Not in great numbers—perhaps five or six in total—but they are watching to see what the humans will do.

Investigators straying outside of the immediate temple vicinity, perhaps planning to abandon the statue further out to sea, should make a Spot Hidden roll. Failure means they see nothing in the murk; success indicates they suddenly see a hideous, ichthyoid face looming enormous-eyed out of the gloom! Unless the investigators are carrying the sea statue, the deep ones won't necessarily attack, but a SAN roll is required nonetheless. If they are carrying the statue, the deep ones attack, until the investigators replace the statue back in place or lift it to the surface.

EPISODE FIVE: SEARISE

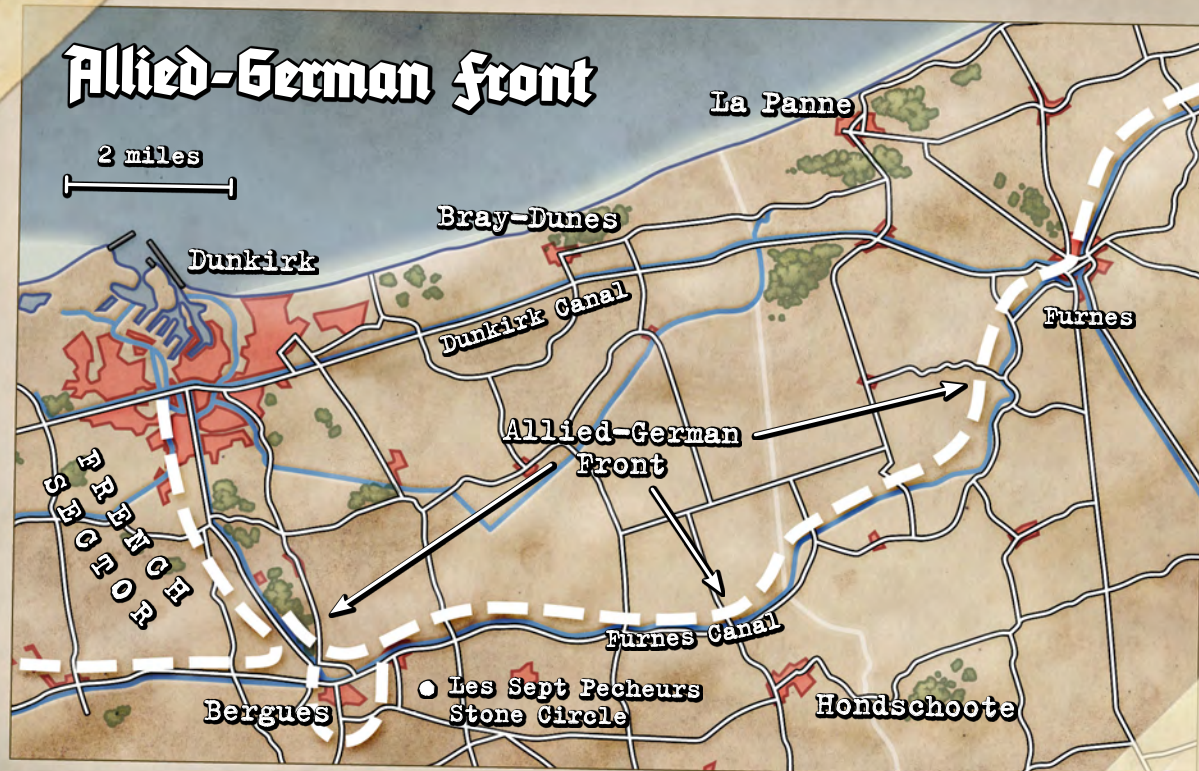
This episode is the climax of *Heroes of the Sea*. If the investigators have not managed to thwart the plans of Wassermeister and the Sondergruppe, events now take a catastrophic turn. The Sea Statue has been removed from its resting place, and the dwellers beneath the sea react. The sea becomes troubled and, as the Fishwitch speeds to a stone circle outside the town of Bergues close to besieged Dunkirk, only the investigators can save the evacuating Allies from a hideous fate!

Scene One: The Beach

This scene is a headlong dash to the stone circle known as *Les Sept Pecheurs* ("the seven fishermen") to thwart the Fishwitch's "Searise" ritual. The investigators have two routes open to them: to follow the Fishwitch directly in German-occupied territory, or to head through the chaos of the Dunkirk bridgehead, and approach the stone circle from Allied lines. The latter route is less dangerous (well, a little...), but requires the investigators to have found the clues that *Les Sept Pecheurs* is the Fishwitch's destination (the Keeper can be quite obvious about this).

Stress the vivid chaos of the "Dunkirk experience": the investigators are travelling through one of history's great and incredible events. All through the bridgehead, tens of thousands of Allied troops are streaming down to the beaches and into the water, trying to embark upon whatever ship or boat they can. If the Sea Statue has been raised, the weather does not improve after the 1st of June; all the same, Stuka dive bombers harry the massed ranks of hapless troops.

The investigators must cover 10-20 miles to Bergues. They may find or commandeer a vehicle which hasn't yet been wrecked, in which case the journey takes 1 encounter period instead of two. The investigators may also try to take control of a unit of troops (see page 43), although this slows them down.



Roll for 1 or 2 encounters on "The Beaches" column of the Encounter Table (page 11). Let the investigators know they are on the clock: time is running out!

Investigators travelling along the beaches notice the strange behaviour of the sea; it has become very choppy, and a high tide seems to be coming in. Ships may get closer to shore, but equally the Allied soldiers are forced to retreat from deeper water to avoid being submerged. There is consternation among the troops.

After 1 encounter period, proceed to **Scene Two: The First Flood.**

Scene Two: The First Flood

After the first encounter period, the investigators may be approaching Bergues (if travelling by vehicle), or may only be half-way there (if on foot). The weather has taken a turn for the worse; a drenching storm is blowing in from the sea, with high winds and torrential rain. This has cleared the sky of Stukas, but in the bridgehead things are only getting more chaotic.

The tide is unbelievably high. The sea is advancing across the beaches and swamping the dunes; beyond, the drainage channels and canals are filling with storm surge and breaking their banks, flooding the low-lying terrain.

"The sea is advancing across the beaches, swamping the dunes, flooding the low-lying terrain."

At some point, the investigators are at the mercy of the rising floodwaters. Perhaps this happens as they are crossing the front at Bergues, disrupting the fighting long enough for them to break through.

The investigators face being overcome by the waters, and must make Swim rolls to haul themselves to safety. Characters who fail may make a STR resistance roll against a STR of 4D6; on a success they are immobilised, whereas on a failure they take 1D6 damage or are knocked down and begin to drown (player's choice). Characters who are immobilised in a firefight risk being shot.

Each subsequent combat round, the character may remain immobilised (no roll required), or may make another STR roll; this time, a success means they haul themselves to safety. Characters who initially swam free may contribute their STR to aid a character's roll by using rope, etc, or by wading in; failure means both characters are overcome by the waters.

The Little Ships

In addition to the 220 warships participating in the Dunkirk evacuation, 700 or so shallow draft private vessels were also used. These are the famous "little ships", some piloted by naval pilots, others by their owners and original crews. As the warships had difficulty approaching the beaches at Dunkirk, many of the little ships did "ferry duty", transporting small numbers of soldiers from the beaches and back to the larger warships waiting offshore. Between the 27 May and 4 June, together they rescued over 330,000 troops – over 192,000 British and 139,000 French.

In game terms, this means it's possible the investigators may return to England effectively in "their own" boat. See the "At Sea" column of the Encounters Table on page 11 for possible events while trying to return from Dunkirk, which takes 1D3+1 encounter periods.

Characters in vehicles affected by the waters make Drive rolls instead of Swim rolls, and their STR vs STR roll indicates whether they are swept from their vehicles.

Once the investigators are through the first flood, they reach the *Les Sept Pecheurs* stone circle.

Scene Three: The Ritual

If the investigators reach *Les Sept Pecheurs* in 1 encounter period, the Fishwitch has just arrived and the Searise ritual has not yet begun; otherwise, it is approaching its climax.

The stone circle lies less than a mile outside Bergues. The town itself falls to the Germans on the 1st of June, so the surrounding area may be in Allied hands (prior to the 30th of May), the scene of heavy fighting (31st of May to the 2nd of June), or completely in German hands (after the 2nd, when the Allies leave the area). The Fishwitch and the Sondergruppe may be in hostile territory!

The Fishwitch arrives from Nieuport in two Sd.Kfz.11 half-tracks (page 50), carrying the Sea Statue. Her force comprises:

- Half-track 1:
 - » The Fishwitch (page 5)
 - » The surviving members of the Sondergruppe: Wladislaw Eisenberg (page 23), Renee Duchamps (page 34), Torsten von Leichhardt (page 34).
 - » 1 driver, and from 3-6 Traumstaffel (to a total 8 occupants).

What if the Investigators Seize the Sea Statue?

It should be obvious that this isn't a good idea. However, players being players...

First, the investigators become the focus of the deep ones' efforts to retrieve the statue (and probably exact a hideous revenge). This happens *anywhere*, even if the investigators somehow take the statue back to Section D (deep ones in the Thames...?). Such events are beyond the scope of this adventure...

Another option is for the investigators to return the Sea Statue to its resting place. This succeeds—although it doesn't stop the deep ones pursuing the investigators all the way. However, it may provide a satisfying conclusion to the scenario.

- Half-track 2:
 - » 1 driver and 7 German infantry.

This scene aims to provide a challenge without being impossible. If the investigators have brought reinforcements (a commandeered squad of BEF troops, or maybe even Captain Hagen and his men!), then feel free to beef up the opposition: the presence of a Panzer should focus the investigators' minds! Allow the investigators to command any reinforcements to do any "real" fighting, while they deal with the business at hand—stopping the Fishwitch!

HOW TO STOP THE FISHWITCH

A sniper bullet removes the Fishwitch from the story and mitigates the denouement (see below). Don't make this easy, though: if the investigators arrive before the ritual, the Fishwitch defends herself (see page 5 for the nasty things she can do); if she's already conducting the ritual, then she has other defenders (see below...).

Investigators may try to seize or destroy the Sea Statue. Destroying it is difficult: it has 20 points of armour and 30 hit points. However, a shell from a tank or a large quantity of explosives may do the trick.

THE CRESCENDO

Once the Searise ritual approaches its conclusion (if the investigators arrive after it begins, or allow it to take its course), appalling events begin to occur. First, a terrible

roaring is heard from the direction of the sea, like a great wave. The flood waters suddenly surge, and from them emerge hideous, malformed creatures, monstrous parodies of the human form—deep ones!

This happens *all across the Dunkirk bridgehead*. Visibility is poor in the driving storm, but wherever they appear they seize the hapless soldiers waiting for rescue and drag them beneath the waves. The Allies, disunited and confused by an attack from the sea, mount a chaotic resistance, but to little avail.

At *Les Sept Pecheurs*, the investigators see deep ones swarm out of the water. They do not attack the Fishwitch or her troops; but everyone else, including the investigators and their allies, are fair game. Figure on 4 deep ones as a base, plus up to 6 more depending on the power of the investigators. The Sanity rolls alone should have a significant effect.

TYPICAL DEEP ONE

STR 14	DEX 10	INT 13	CON 11
SIZ 09	APP 11	POW 12	EDU n/a
SAN n/a	Hit Points: 14		

Damage bonus: +1D4

Weapons: Claw 25%, damage 1D6+1D4

Armour: 1-point skin and scales

Sanity Loss: 0/1D6

Finale

"Thus began the great deluge, which fell not from the sky as is the wont of the world of light, but rose from the bowels of the lightless abyss, a great swallowing of the deep, as though contagion itself licked its lips and feasted on the sins of men. And so the city of Egador and its courts of silk and sapphire were swept away, and the palm-fronded gardens scoured clean, so that naught remained. Nay, not even a blade of grass or tangle of vine remained to feast the locusts which the curse of Aciel next brought to the lands of Ur and Azhan..."

—The Book of Aciel, Canto LXII,
Persepolis Recension

If the Fishwitch is allowed to complete the Searise ritual, the investigators are probably doomed, as the entire Allied force on the Dunkirk beaches is swept away by the rising waters. Perhaps they may escape, but the knowledge of the catastrophe they have failed to prevent costs each of them 1D20 SAN. See the **Epilogue**, below.

If the Fishwitch is stopped before the ritual is completed, the deep ones change their objective. No more emerge from the water, and those that have converge on the Sea Statue, dragging it away beneath the waves. Several hours later the storm abates, and the sun shines on a confused and chaotic bridgehead. The evacuation picks up with renewed vigour—there's no time to lose!

If the Sea Statue is destroyed, the deep one attack ceases immediately. Those around *Les Sept Pecheurs* turn on the Fishwitch and seize her, carrying her away screaming to a watery fate.

And the storm abates...

Ending the Episode

Above all, aim for a dramatic and satisfying conclusion to this episode (and the adventure). The investigators have many options, some combat-heavy, others less so. Give any reasonable and exciting strategy a good chance of success: while the events of *Heroes of the Sea* have the potential to cause an outcome very different from the "official" history, the investigators should stand a good chance of keeping the Secret War just that—secret!

EPILOGUE

"We shall go on to the end. We shall fight in France, we shall fight on the seas and oceans, we shall fight with growing confidence and growing strength in the air, we shall defend our island, whatever the cost may be. We shall fight on the beaches, we shall fight on the landing grounds, we shall fight in the fields and in the streets, we shall fight in the hills; we shall never surrender..."

—Prime Minister Winston Churchill, addressing the House of Commons after the evacuation at Dunkirk, 4th of June, 1940.

There are many possible endings to *Heroes of the Sea*. If the investigators have been successful, FALL NADEL ("Operation Needle") will have been thwarted, and the Nazi-deep one alliance dreamed of by the Fishwitch and Himmler's Sorcerer crushed before it could ever begin. If the investigators have failed, the evacuation of Dunkirk could have become a disaster, far fewer troops returning to Britain, and the future for the Allies looking increasingly bleak. Likewise, there could be whispers of a forbidding new force on the rise in the Third Reich.

"If the investigators have failed, the future for the Allies looks increasingly bleak."

Sanity Awards

Sanity penalties have been dealt with as appropriate in the episodes above. Investigator successes are rewarded as follows.

Choose **one** of the following:

- The investigators completely thwart FALL NADEL, and the Searise ritual never happens: +2D6 SAN.
- The investigators halt the Searise ritual by destroying the Sea Statue: +1D6+1 SAN.
- The investigators stop the Searise ritual: +1D6 SAN.

Then, apply any of the following:

- The Fishwitch is killed, captured, or otherwise neutralised: +1D3 SAN.



- Agent WOTAN is freed from the Black House: +1 SAN.
- Agent WOTAN is released from Maglemosian: +1 SAN.
- Agent WOTAN is returned to Section D: +1 SAN.
- The investigators enlist the help of Captain Hagen: +1D3 SAN.
- The investigators uncover details of FALL NADEL and Walpurgen's Sondergruppe, and report them to Section D: 1-3 SAN.

A Kind of MAJIC

Back at Section D, the investigators are debriefed and discuss the implications of FALL NADEL. Unlike *Operation: Three Kings* (adventure 1 of the *Zero Point* campaign, also published by Modiphius), which appeared to demonstrate a new strain of weird scientific research pursued by the Third Reich, events surrounding the Fishwitch are far less easy to explain. For the first time, Section D may have evidence of other, *inhuman* forces, existing in the world's hidden places, and evil powers without rational explanation. That elements in the Third Reich appear to be trying to contact and harness these forces sends shivers of fear through the corridors of the Allied intelligence services.

At the Keeper's discretion, the events of *Heroes of the Sea* may precipitate the formation of a secret operational group within the Allied intelligence services, tasked with uncovering the hidden forces at work and neutralising the Nazi efforts. This isn't some slick, faceless organisation with vast manpower and unlimited resources: it's a formalisation of the efforts of the investigators into a small, thinly-stretched yet passionate team dedicated to saving the world from the nightmarish terrors which seem to threaten it—including keeping its sanity-shattering truth from public knowledge. Organised and staffed by the investigators and their allies, it is to report to the head of Section D—at least for now. The intelligence services need re-organising...

And the name of this group? We suggest the "Mysterious Activities Joint Intelligence Committee".
MAJIC.

Appendix One: Pre-generated Characters

The following pre-generated characters include three of the original operations group from *Three Kings*, the first adventure in the *Zero Point* campaign, adjusted for the intervening months. In addition, a local agent of Section D from the Dunkirk area has been added.

Gear

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

- 2 hand grenades
- 1 gas tank charge (shaped grenade)
- 1 garrote
- 1 dagger
- 1 water bottle
- 1 gas mask
- 1 entrenching tool
- 1 potassium cyanide "L-pill"
- 1 haversack containing:
 - » 2 packs of 24-hour rations (including tea)
 - » 1 ground sheet
 - » 1 enamelled mug
 - » 1 mess tin
 - » 1 collapsible stove
 - » 1 tin of fuel blocks
 - » 1 tin of water purification tablets

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

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

Special Agent Nathan Chance, "the Professor"

By 1940, the Military Intelligence Division of the US Army is beginning to realise that it needs a radical shakeup if it's to meet the challenges of the developing war in Europe. Since *Operation: Three Kings*, Nathan Chance has continued to work closely with his counterparts in British intelligence, and is widely seen as a candidate for heading up intelligence efforts should the USA enter the war.

Chance has been shaken by the events of *Three Kings*, and has been immersed in occult research since, in a desperate attempt to provide some kind of defence against the terrifying Nazi efforts. Officially still a lecturer in archaeology and anthropology at the Miskatonic University in Arkham, he has been on secondment to Section D of the British Secret Intelligence Service in London—also known as MI6—for over a year, a "hands-on" liaison between the British and US intelligence efforts. Once again, as *Operation WOTAN* begins, Chance finds himself as "group leader" of the Section D operations group. This time, he hopes, the Brits will know that he's up to the job.

STR 08 **DEX** 13 **INT** 16 **CON** 09
SIZ 11 **APP** 12 **POW** 15 **EDU** 18
SAN 66 **Hit Points:** 10

Damage Bonus: none

Skills: Anthropology 60%, Archaeology 45%, Command 33%, Credit Rating 25%, Cryptography 53%, Cthulhu Mythos 12%, Dodge 49%, Fast Talk 36%, Geology 15%, Hide 17%, History 41%, Library Use 75%, Natural History 30%, Occult 55%, Other Language (French) 20%, Other Language (German) 30%, Own Language (English) 90%, Persuade 41%, Psychoanalysis 25%, Psychology 60%, Sneak 20%, Spot Hidden 54%, Strategy 22%

Weapons: *Browning M1911 .45 Automatic Pistol* 40%, damage 1D10+2, atts 1, base range 15 yds, shots 7, hp 8, malf 00

Thompson M1928A1 Submachine gun 32%, damage 1D10+2, atts 1/b, base range 20 yds, shots 20, hp 8, malf 96

Spells: Grey Binding

Appearance: Chance is a preppy type in his mid-twenties, slightly unkempt and with a distracted air. Sometimes his eyes assume a haunted look. He's a good listener—even when you don't think he is—and a great reader of people, although he has a tendency to drift off sometimes, seemingly at random. He becomes terribly earnest when talking about the dreadful things the Nazis might be up to, but falls silent when asked how to defeat them.

Annette de Vries, "the Field Agent"

Annette de Vries is in her mid-twenties, but feels older, with a serious and penetrating stare. She is a Section D field agent operating in northern France in the Dunkirk area, and was one of the contacts for the missing Agent WOTAN, for whom she feels a certain responsibility. She dresses in a trenchcoat and beret, and is affable but not startlingly noticeable. She speaks several languages, and has gained quite a lot of weapons experience in the field; a serious wound six months ago has left her somewhat debilitated. She occasionally gets exasperated when less experienced soldiers call her "miss" and assume her injury means she's less than capable.

STR 08 **DEX** 08 **INT** 13 **CON** 12
SIZ 10 **APP** 13 **POW** 10 **EDU** 15
SAN 50 **Hit Points:** 11

Damage Bonus: none

Skills: Cryptography 38%, Fast Talk 45%, First Aid 70%, Hide 35%, Listen 56%, Locksmith 41%, Other Language (English) 40%, Other Language (Flemish) 35%, Other Language (German) 37%, Own Language (French) 75%, Persuade 49%, Sneak 60%

Weapons: *Browning Mk 1 9mm Automatic Pistol* 52%, damage 1D10, atts 2, base range 15 yds, shots 13, hp 8, malf 99

Thompson M1928A1 Submachine gun 50%, damage 1D10+2, atts 1/b, base range 20 yds, shots 20, hp 8, malf 96

Appearance: Dresses in a trenchcoat and beret, affable but not startlingly noticeable. She occasionally has painful twinges in her hip and right leg which slow her down—a souvenir of a recent wound. She tends to drink too much when the pain gets too bad.

Sgt. Jack "Killer" Killarney

"Killer" Killarney is a 33-year old British Army sergeant assigned to Special Operations with Section D, and one half of the soldierly contingent to the mission. Born in Londonderry, his enthusiasm for violence stems from his early life in the 1920s and the Irish civil war; his hand-to-hand combat skills are second to none. He now uses his undoubted abilities in what he regards as a greater cause—a cause which he is tight-lipped about since Operation: Three Kings last year. He has a newfound respect for Chance's command of the operations group, but never hesitates to speak up when he thinks he knows best. He and Ferret Farnsworth still think of themselves as the only "proper" soldiers in the group, and are as thick as thieves.

STR 17 **DEX** 12 **INT** 09 **CON** 16
SIZ 13 **APP** 13 **POW** 10 **EDU** 07
SAN 50 **Hit Points:** 15

Damage Bonus: +1D4

Skills: Dodge 50%, Hide 17%, Listen 31%, Martial Arts 59%, Sneak 27%, Spot Hidden 33%, Throw 26%

Weapons: *Browning Mk 1 9mm Automatic Pistol* 65%, damage 1D10, atts 2, base range 15 yds, shots 13, hp 8, malf 99

P14 Sniper Rifle 70%, damage 2D6+4, atts ½, base range 110 yds*, shots 5, hp 12, malf 00

Thompson M1928A1 Submachine gun 31%, damage 1D10+2, atts 1/b, base range 20 yds, shots 20, hp 8, malf 96

Fist 75%, damage 1D3**+1D4, atts 1

Grapple 35%, special, atts 1

Head 20%, damage 1D4**+1D4, atts 1

Kick 40%, damage 1D6**+1D4, atts 1

Knife 25%, damage 1D4**+2+1D4, atts 1

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

*3X Sight doubles base range to 220 yds, quadrupled to 440 yds if using precision aim

**Martial Arts 59% doubles base damage

Corporal Ron "Ferret" Farnsworth

Every army unit needs someone who can whistle up essential supplies out of thin air—and Ferret Farnsworth is that someone. He's a wiry-looking cockney who's *much* tougher than he looks, very light-fingered, and with a joking cockiness that sometimes lapses into a brooding grimace. He's never happier than when "appropriating" enemy equipment, and although he's no hero, he can take outrageous risks when violence threatens. He can fix almost anything—and if he can't, he can usually steal (or even make!) a replacement.

STR 12 **DEX** 12 **INT** 13 **CON** 17
SIZ 09 **APP** 13 **POW** 16 **EDU** 08
SAN 72 **Hit Points:** 13

Damage Bonus: none

Skills: Climb 49%, Cthulhu Mythos 5%, Dodge 31%, Drive Automobile 60%, Electrical Repair 50%, First Aid 35%, Hide 24%, Jury Rig 56%, Listen 32%, Mechanical Repair 70%, Operate Heavy Machine 20%, Own Language

(English) 40%, Scrounge 40%, Sneak 29%, Spot Hidden 61%, Scrounge 40%

Weapons: *.455 Webley Mk VI Service Revolver* 33%, damage 1D10+2, atts 1, base range 15 yds, shots 6, hp 10, malf 00

Thompson M1928A1 Submachine gun 56%, damage 1D10+2, atts 1/b, base range 20 yds, shots 20, hp 8, malf 96

Knife 25%, damage 1D4+2, atts 1

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

Appendix Two: New Rules

This section contains additions to the *Call of Cthulhu* rules suitable for investigative adventures in the theatre of World War Two.

NEW SKILLS

The following new skills are provided for military actions in *Achtung! Cthulhu*. Several are derived from skills in the *Basic Roleplaying RPG* by Chaosium, Inc. At the Keeper's discretion, existing military characters may be permitted to already have scores in these skills.

Artillery (01%)

Allows the character to use field guns, anti-tank guns, tank cannon, howitzers, shore batteries, etc. Many such weapons require a crew to operate; attempting to do so single-handed is a *Difficult* action (halved skill score), and may be impossible at the Keeper's discretion.

Command (05%)

Allows a character to lead troops in complex tasks, including combat. A number of troops equal to the character's POW are affected, with a -5% penalty for each additional group of the same size.

For example: a character with POW 10 and Command 50% can command up to 10 troops at a skill level of 50%; 11-20 troops at 45%; 21-30 troops at 40%; and so on.

A successful skill use allows the unit affected to use artillery, heavy weapons, explosives, rifles, strategy, hand-to-hand combat, and so on, as directed by the character. Special successes may provide bonuses, as follows:

Fumble: unit tasks become *Difficult* until the character makes a subsequent Command roll, or for 1D6+1 combat rounds.

Failure: units tasks incur a -5% penalty *per unit member* for 1D4 combat rounds.

Success: the unit acts coherently as directed by the character.

Special: unit tasks receive a bonus equal to the character's POW for 1D4 combat rounds.

Critical: unit tasks become *Easy* (double the skill score) for 1D4 combat rounds.

The skill may also be used to take command of unattached units encountered in the field, or those whose commanding officer is outranked by the character.

Cryptography (01%)

Deals with the creating, deciphering, and cracking of codes. A successful roll allows the character to encode or decode a message *whose cipher is already known*. It doesn't allow you to crack military codes—efforts of that magnitude require teams of specialists working hundreds and thousands of hours—but the Keeper may allow you to get some idea of the content of poor quality codes or simple ciphers. A failed roll results in an unintelligible result; a fumble results in a misleading and possibly dangerously garbled message being created.

Demolitions (01%)

Under normal circumstances explosives should continue to use the Electrical Repair skill, as indicated in the *Call of Cthulhu* rules. This skill refers specifically to military or professional training in the storage, transport, and use of explosives such as dynamite, TNT, Bangalore torpedoes, etc, in the field to achieve specific tasks (destroying bridges, fortifications, immobilising tanks, etc).

Most regular uses of this skill should succeed automatically if the character has a skill of 60% or higher. Demolishing massive structures (bridges, dams, buildings, etc) are *Difficult* unless the character has access to plans or blueprints.

Fumble: The explosive goes off while the character is setting it, or too early in the case of a timed explosion.

Failure: The charge fails to detonate, or does far too little (or too much) damage.

Success: The charge does normal damage; on a Luck roll, any desired feasible special effect (blowing a bridge, etc) is also achieved.

Special: The charge does special damage, and any desired feasible special effect is achieved.

Critical: The charge causes the desired effect, and ignores any target armour.

Heavy Weapons (01%)

Allows a character to use bazookas, flame throwers, grenade launchers, heavy machine guns, mortars, and so on.

Jury Rig (25%)

Things break down during war, and you can never find the piece of gear you want. The ability to cobble something together to do the job out of bits and pieces is therefore priceless. A successful Jury Rig roll allows you to create a relatively uncomplicated item out of available materials, or use such materials to repair another item: this could be a rickety bridge, a rudimentary fortification, or even a booby-trap or decoy. Together with Electrical Repair and Mechanical Repair, and the presence of appropriate components, tools, and maybe a workshop, sometimes quite sophisticated items of equipment can be jury-rigged. Want to retrofit that captured Volkswagen with armour plates and a machine gun? This is how!

Scrounge (10%)

Useful in inhabited areas, a successful roll allows the user to "rustle up" food, perhaps some fuel, maybe even some useful tools, by stealing, bartering, or otherwise "appropriating" items found. This isn't a skill for "living off the land" in the great outdoors—it relies on having at least some degree of civilisation to scrounge off. Only items which might conceivably be available in the immediate area can be scrounged. You're just not going to find a wedding dress on the Normandy beaches, no matter how much you need it (but Stalingrad – now there's a possibility!).

Strategy (01%)

Allows a character to understand the flow of battle and guide and deploy forces accordingly. When used at small unit level (up to a number of troops equal to the character's POW x 2), the skill requires 5 minutes to use, and provides the following bonuses or penalties to combat-related abilities. Bonuses and penalties stack with those provided by use of the Command skill.

Fumble: The character's abysmal strategic appraisal gives target unit combat tasks a -25% penalty for 1D4 combat rounds.

Failure: The character's poor understanding gives target unit combat tasks a -10% penalty for 1D4 combat rounds.

Success: The character's strategic assessment is adequate, and unit combat tasks are performed coherently in accordance with his strategic goals.

Special: The character gains valuable strategic insight, providing a +10% bonus to target unit combat tasks for 1D4 combat rounds.

Critical: The character makes brilliant strategic and tactical decisions, providing a +25% bonus to target unit combat tasks for 1D4 rounds.

This skill is also used when resolving unit combat at the skirmish level—see page 46.

NEW SPELLS

Bind Dreamer

This spell prevents a dreamer from waking up in the Waking World. The cost to cast the spell is 10 magic points and 3 Sanity points. The caster must locate the dreamer first, either by dreaming himself or by using the Snare Dreamer or Send Dreaming spells. The caster must defeat the target in a POW vs POW resistance roll.

"If the target is imprisoned in the Dreamlands, his body will eventually die, trapping him forever in the lands of dream."

While the target is affected by the spell, his body loses 2 CON per day in the Waking World. The dreamer can leave by finding one of the physical exits from the Dreamlands, but otherwise cannot wake up. If they are imprisoned in the Dreamlands, their bodies will eventually die, trapping them forever in the lands of dream.

Maglemosian Ritual

This ancient spell is a variation on the Contact Deep One spell. It requires an enchanted statue of Dagon to work, and must be cast within a few miles of a large body of salt water. When cast, the spell causes the sea to invade the land, submerging the ancient statue of Dagon. At the same time, great numbers of deep ones arrive with the waters, taking any land-dwelling beings submerged as sacrifices to their deity; the caster of the spell must make a POW x 5 Willpower roll, or be carried away "in glory" to dwell with the deep ones beneath the sea. If he succeeds, he is "marked" by the deep ones in some way (bulging eyes, clammy skin, webbed fingers and toes, etc), and may call upon them in the future for a single, specific task, including the slaying of beings no greater in number than the sacrifices dedicated by this spell. The

waters subside in 2D6 hours; when they do so, all traces of the sacrifices and the statue of Dagon are gone. The spell requires a 1-hour ritual, 1D10 Sanity points, and all but 1 of the caster's total magic points to cast.

SHELLSHOCK AND BATTLE FATIGUE

Being in a modern-day battle is an experience like no other; the terrifying explosions, the mind-shattering noise of screams, gunfire, the whistle of shells, the clank and roar of tanks, all punctuated by the shriek of Stukas; the sight of people, friend and foe alike, being blown apart; the need to kill or be killed; and the ever-present knowledge that, despite your best efforts, random death can seek you out in an instant, all have a terrible effect on a soldier's state of mind. One can become inured to battle by sufficient exposure (use the "Getting Used to Awfulness" rules on *Call of Cthulhu* page 78), if your mind doesn't crack first, but before that happens the experience of battle is a constant assault on a soldier's sanity.

The following battle events require SAN rolls:

Event	SAN Loss
Being shot at	0/1
Seeing a friend wounded	0/1
Being wounded	0/1D2
Surprised to find corpse	0/1D3
Surprised to find body part	0/1D3
Being involved in a firefight	0/1D3
Being involved in a battle	0/1D4
Witnessing horrible deaths	0/1D4
Being attacked by a tank	0/1D4
Finding a mangled human corpse	0/1D4+1
Being attacked by a Stuka	0/1D6
Going through an artillery or mortar barrage	0/1D6
Witnessing a friend's violent death	0/1D6

GUARDS AND ALERTNESS

Creeping up on guards and sneaking past patrols are key elements of wartime adventures. Investigators who are careful or stealthy enough may achieve their objectives without alerting guards to their presence; those who take too many risks, or who open fire, may find the enemy rising up in arms against them.

In the latter case, all forces opposing the investigators will be **on alert** for the next 2D6 hours, during which time all encounters will be at full complement, and all

Sneak, Hide, or rolls to bluff or disguise made by the investigators are treated as *Difficult* (ie halved).

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

VEHICLES

The *Call of Cthulhu* rules provide simple rules for dealing with combat between vehicles, or between vehicles and humans. In *Achtung! Cthulhu* there are frequent opportunities to lob a grenade at a half-track, or leap inside a Matilda tank and fire a bunch of shells at a Panzer. Here are some additional ideas for running combat involving vehicles in your game.

Point-Blank Range

For combat between vehicles, consider point-blank range to be 1/10th of effective range. At point-blank range, chances to hit are doubled.

Attacking People in Vehicles

The *Call of Cthulhu* rules provide guidelines for attacking people inside vehicles (see *Call of Cthulhu* page 284-5). Additionally, characters inside vehicles are considered to be protected by that vehicle's personnel armour (note that this is sometimes different from the vehicle's own armour); Keepers may allow Spot Hidden rolls to target occupants if there's a chance of doing so. In some cases, this may make a vehicle's occupants virtually immune to small weapons' attacks—in which case it's time to break open the explosives!

U-Boat Actions

There are three scenarios for combat involving u-boats. First, a u-boat attacking a surface vessel while surfaced; second, two u-boats attacking one another; and third, a u-boat attacking a surface vessel while submerged.

The first and second cases are straightforward examples of vehicle combat. Surface vessels such as Motor Torpedo Boats (page 50) are equipped with torpedoes in addition to deck guns, which can be used against u-boats on the surface.

U-boats attacking at night usually surface before attacking, denying Allied ships the chance to detect them using ASDIC (the predecessor of sonar). Against small vessels, a u-boat might launch a single torpedo; larger ships will merit progressively more intense attacks.

The magnetic detectors in the G7a torpedoes used by German u-boats and *Schnellbooten* in 1940 have a design flaw which means they have a 30% chance of detonating before they reach the target. Otherwise, the torpedo has its usual attack chance. British Mark VIII torpedoes do not suffer from this flaw.

All torpedoes leave a long wake of bubbles which can be spotted during the day on a Spot Hidden roll. If spotted, the pilot of the target vessel may make a Pilot roll to avoid the attack.

SUBMERGED U-BOATS

A surface vessel attacked by a submerged u-boat can only attack back if it is equipped with depth charges. This has a standard attack chance, and the u-boat may make a Pilot roll to avoid the attack. If the depth charge attack was targeted by ASDIC or detection of the torpedo wake, the Pilot roll is *Difficult*.

DAMAGE TO PERSONNEL

On small vessels, assume that damage to vessels also affects crew; Keepers may allow investigators to make Dodge rolls to avoid injury. On larger vessels, characters may also make Luck rolls to avoid the area struck.

SKIRMISHES AND COMBAT ENCOUNTERS

In many *Call of Cthulhu* games, investigators take steps to actively avoid violent encounters with Mythos entities because of their lethal nature. In *Achtung! Cthulhu*, the same may also be said of military combat encounters; the battlefields of World War Two are lethal environments, and pose additional hazards to investigations.

"The battlefields of World War Two are lethal environments, and pose additional hazards to investigators."

Avoiding Combat

It's assumed that investigators are not actively seeking combat; their mission objectives are not principally military, and avoiding firefights is desirable.

Investigators trying to get through an active battlefield may make POW x 5 Luck rolls or Sneak rolls, whichever is higher. These rolls may be modified by circumstantial modifiers at the Keeper's discretion (travelling

at night, using camouflage, etc), and by Command and Strategy skill rolls (see page 43). Only one Command and one Strategy skill roll may be made, but not necessarily by the same person. Success on the Luck or Sneak roll means the investigator managed to make it through the battle to their goal; failure means the character was injured, taking 1D6 damage, and must roll again. On a fumble, the investigator becomes involved in an active firefight: see below.

Surviving a Firefight

It's possible the opposition in the firefight has already been determined by a fixed encounter or by a roll on the Dunkirk Encounter Table (page 11). If not, roll as follows:

01-20: Half-track (page 13)

21-30: German CP (page 12)

31-80: German Infantry Unit (page 12)

81-00: Tanks (page 14)

An investigator caught in a firefight must survive one or more rounds of combat; other investigators may stay behind to help him. Each round, an investigator may take cover, or attempt to flee.

A character taking cover must make a Hide roll, modified by a CO's Command or Strategy roll (or both); if successful, the investigator is presumed to have 20 points of armour as long as he doesn't move; failure reduces this to 1D10.

A fleeing character must make a DEX x 3 roll to successfully leave the battlefield, and may Dodge the first of any attacks; or a DEX x 5 roll if he forfeits his Dodge.

If the opposition is sufficiently weak (in numbers, firepower, etc), the investigators may remain in combat until the opposition is destroyed; otherwise, they must successfully leave the battlefield to continue.

Running Skirmishes at Unit Level

Sometimes, players and Keepers may want to determine the outcome of a unit-level engagement randomly. Perhaps the investigators have used their Command skill to take command of a significantly sized unit (squad, platoon, or even company); or perhaps their next actions depend on knowing precisely how a given engagement works out.

Achtung! Cthulhu is not intended as a military mass combat simulation game, but the following abstract rules mechanic can be used to resolve such conflicts.



- Each unit is treated as a high-level “character”, and has a Troop Quality skill. Example **Troop Quality** skill levels are as follows:

D100 Roll: BEF Troops	D100 Roll: German Troops	Troop Quality Title	Troop Quality Skill Score
01-30	01-25	Green	20%
31-80	26-70	Regular	40%
81-95	71-90	Veteran	60%
96-00	91-00	Elite	80%

- Each unit has a size, as follows:
 - » **Squad (Gruppe):** 10-12 soldiers, or 1-2 tanks.
 - » **Platoon (Zug):** 30-40 soldiers, or 5 tanks.
 - » **Company (Kompanie):** 100-140 soldiers, or 12-15 tanks.
- A unit can fight another unit of the same size by rolling its Troop Quality. The highest Troop Quality acts first, and Strategy and Command bonuses from the unit leaders can be applied. Each exchange represents a unit combat round of approximately 15 minutes.
- If a unit is outnumbered (ie facing a larger unit or multiple units of the same size), the roll is *Difficult*; if the unit outnumbers the opposition, the roll is *Easy*.

- Each unit combat round, each unit may attack once.
- Results of the Troop Quality attack roll are:

Fumble: The unit has made a catastrophic tactical blunder. No damage is sustained, but the opposing unit has been allowed to achieve its strategic goal (pushing through a defensive line, etc).

Failure: The unit fails in its attack. There are no other consequences.

Success: The unit inflicts substantial damage on the target unit. Reduce the target’s Troop Quality and numbers by 20%.

Critical: The unit inflicts devastating damage on the opposition: reduce the target’s Troop Quality and numbers by 40%. Additionally, the attacking unit achieves its strategic goal (pushing through a defensive line, etc).

Units with reduced Troop Qualities are common on the side of the Allies; characters with sufficient rank to command the resulting unit may make Command rolls to join units together. This increases the unit size and averages the Troop Quality.

For example: a character of rank Captain (capable of commanding a company) makes a Command roll to join two damaged platoons together. The first platoon has been reduced to 24 men at a Troop Quality of 20%; the second

to 18 men at 40%. The result is a platoon of 42 men with a Troop Quality of 30%.

ARMY INTELLIGENCE OCCUPATIONS

In 1940 the British Secret Intelligence Service (also known as MI6) is still considerably more advanced than the US Army's Military Intelligence Division. Nevertheless, both use military specialists from the armed services as well as qualified civilians for their work. In *Achtung! Cthulhu* we've defined two intelligence service occupations: one for research-oriented agents, usually based "back at headquarters" and rarely seeing action; and another for field agents, used to operating in highly dangerous conditions behind enemy lines. Their occupation skills are as follows:

INTELLIGENCE OFFICER (RESEARCH)—Anthropology, Cryptography, History, Library Use, Psychology, Spot Hidden, plus one personal specialisation such as Art, Archaeology, Law, Occult, Photography, Psychoanalysis, Strategy, etc.

INTELLIGENCE OFFICER (FIELD AGENT)—Cryptography, Fast Talk, Listen, Locksmith, Navigate, Persuade, Spot Hidden, plus one personal specialisation such as Command, Conceal, Demolitions, Disguise, Hide, Library Use, Martial Arts, Photography, Sneak, Strategy, Track

Appendix Three: Vehicles

Vehicles are a key feature of *Achtung! Cthulhu* adventures. This section provides statistics for the principle vehicles which may be encountered in the Battle of Dunkirk.

GERMAN TANKS

The German armies fielded some 2574 tanks in the invasion of France. Although only a part of these participate in the Dunkirk campaign, they are nevertheless a significant part of the action.

All German tanks are equipped with radios during the Western campaign, unlike Allied tanks, which were only equipped later. This fact goes a long way to explaining the German success against superior numbers and offensive power of the opposition.

To randomly determine which type of tank is encountered, roll on the following table:

D100	TANK ENCOUNTERED
01-20	Panzer Mark I
21-60	Panzer Mark II
61-85	Panzer Mark III
86-00	Other (Panzer Mark IV, Czech Panzer 35(t), Czech Panzer 38(t)), or roll again



German Panzer III and Panzer I Tanks on the move

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Panzer Mark I Light Tank

Originally designed for training purposes, the Panzer Mark I light tank is limited in combat by its lack of anti-tank weaponry and relatively thin armour. Nevertheless, in 1940 it comprises a large part of the German army's tanks and is widely used in all its campaigns. It's capable of speeds of up to 30mph on roads, and about 23 mph off-road.

PZ.KPFW. 1 (PANZERKAMPFWAGEN 1) PANZER MARK I

Max Speed: 3 Hit Points: 40
Accel / Decel: 2X Handling: -10
Vehicle (Personnel) Armour: 10 (10)
SIZ: 60 (+15% to hit)
Range: 109-120 miles Power: 59hp
Driver & Passengers: 1+1 (commander, driver)

Armaments: 2 x 7.92mm MG13 Machine guns 50%, damage 2D6+4, atts burst, base range 200 yds, shots 1000, hp 18, malf 00

Panzer Mark II Light Tank

Designed as a stopgap successor to the Mark I while more advanced tanks were being designed, the Panzer Mark II light tank nevertheless saw a great deal of action in the early part of the war. It has a top speed of 25 mph—slower than the Mark I, but more than made up for by its heavier weaponry and increased armour.

PZ.KPFW. 2 (PANZERKAMPFWAGEN 2) PANZER MARK II

Max Speed: 2 Hit Points: 60
Accel / Decel: 2X Handling: -10
Vehicle (Personnel) Armour: 15 (15)
SIZ: 76 (+25% to hit)
Range: 120 miles Power: 138hp
Driver & Passengers: 1+2 (commander/gunner, driver, loader)

Armaments: 2cm KwK30 autocannon 35%, damage 3D6+6, atts burst, base range 500 yds, shots 300, hp 40, malf 99

7.92mm MG34 Machine gun 50% damage 2D6+4, atts burst, base range 200 yds, shots 1000, hp 18, malf 00

Panzer Mark III Medium Tank

The first of the German medium tanks, the Mark III's gun is nevertheless ineffective against the newer Brit-

ish Matilda IIs and more advanced French tanks, who dub it the "door knocker", but easily effective enough against the majority, older Allied light tanks in the field at Dunkirk. It has a top speed of 25mph on road and 12mph off-road.

PZ.KPFW. 3 (PANZERKAMPFWAGEN 3) PANZER MARK III

Max Speed: 2 Hit Points: 140
Accel / Decel: 2X Handling: -10
Vehicle (Personnel) Armour: 25 (25)
SIZ: 86 (+35% to hit)
Range: 96 miles Power: 296hp
Driver & Passengers: 1+4 (commander, gunner, driver, loader, radio/bow machine gunner)

Armaments: 3.7cm KwK36 cannon 50%, damage 5D6 / 2y, atts 1/burst of 3, base range 300 yds, shots 99, hp 45, malf 99

3 x 7.92mm MG34 Machine gun 50% damage 2D6+4, atts burst, base range 200 yds, shots 1000, hp 18, malf 00*

* 2 of the MG34s are slaved together alongside the KwK36 cannon—use the same dice roll for both weapons; the 3rd machine gun sits in the bows and fires separately.

BRITISH TANKS

The British Expeditionary Force had relatively few tanks in the Western campaign, but as most of them are concentrated in the Dunkirk area, there is a relatively high chance of encountering them.

Out of the 160 or so BEF tanks, some 140 are A11 Matildas; there are also a small number of A12 Matilda IIs.

A11 "Matilda" Infantry Tank

The Matilda A11 infantry tank is limited by its lack of anti-tank weaponry. However, it is very effectively armoured, and performs well in infantry support. Very slow, the Matilda has a maximum speed of 8mph on the road, and only 6mph off-road.

BRITISH A11 "MATILDA" INFANTRY TANK

Max Speed: 2 Hit Points: 70
Accel / Decel: 2X Handling: -15
Vehicle (Personnel) Armour: 25; running gear 6 points only
SIZ: 78 (+25% to hit)
Range: 80 miles Power: 70hp

Driver & Passengers: 1+1 (commander/gunner + driver)

Armaments: .303 *Vickers Machine gun* 50% damage
2D6+3, atts burst, base range 150 yds, shots 1000, hp
12, malf 98

"The Stuka is the archetypal German dive bomber, spreading terror among the closely packed Allied ground troops."

FRENCH TANKS

While the French fielded some 4000 tanks in the invasion of France, few were directly in the field in the area of the Dunkirk evacuation featuring in this scenario. The most frequently encountered types were, in descending order: the World War 1 relic FT17; the Char B1; and the Somua S-35.

HALF-TRACKS

German half-tracks have been improving since the start of the war, but properly armoured personnel carriers are still uncommon. The *Sd.Kfz.11* half-track is an open-topped troop carrier and gun tractor capable of towing an anti-aircraft gun or field howitzer as well as carrying eight troops.

The *Sd.Kfz.11* is unarmed, although it tows a field howitzer which can be brought to bear in 1D3+3 combat rounds. A crew of 5 is required to operate the howitzer at full efficiency (see the Artillery skill on page 43).

SD.KFZ.11 (SONDERKRAFTFAHRZEUG 11) HALF-TRACK

Max Speed: 3 **Hit Points:** 55

Accel / Decel: 2X **Handling:** 0

Vehicle (Personnel) Armour: 5 (1D10)

SIZ: 60 (+15% to hit)

Range: 87-150 miles **Power:** 100hp

Driver & Passengers: 2+6

Armaments: 10.5cm *leFH18 Field howitzer* 50%, damage
12D6 / 2y, atts 1/2, base range 500 yds, minimum range
n/a, shots 18, hp 40, malf 99

AIRCRAFT

"Stuka" Dive Bomber

The archetypal German dive bomber sees a great deal of action in the Dunkirk campaign, spreading terror

among the closely packed Allied troops on the ground. See "Shellshock and Battle Fatigue" on page 45 for the psychological effects of Stuka attacks (and the famous "Jericho Trumpet" siren).

JUNKERS JU87 STURZKAMPFFLUGZEUG "STUKA" DIVE BOMBER

Max Speed: 17 **Hit Points:** 55

Accel / Decel: 1X **Handling:** -20

Vehicle (Personnel) Armour: 4 (2)

SIZ: 58 (+15% to hit)

Range: 311 miles **Power:** 1184hp

Driver & Passengers: 1+1 (pilot, rear gunner)

Armaments: 2 x 7.92mm *MG17 Forward machine gun*
35%, damage 4D6+4, atts burst, base range 200, shots
1000, hp18, malf 00

1 x 7.92mm *MG15 Rear machine gun* 50%, damage
2D6, atts burst, shots 1000, hp18, malf 00

1 x 250kg *bomb* 75%, damage 40D6 / 2y

2 x 50kg *bomb* 75%, damage 20D6 / 2y

WATERCRAFT

"Maiale" Manned Torpedo

Formally known as the "Siluro a Lenta Corsa" or SLC (Low Speed Torpedo), Italian divers have nicknamed this the "pig". It's exactly what it sounds like—its long chassis can seat 2 people in diving gear (although it's possible for other divers to hold on and be towed). It doesn't have any weapons.

Currently the Italians are the only force to field "frogmen" divers and manned torpedoes. The gear used by the Sondergruppe has been obtained from them.

"MAIALE" MANNED TORPEDO

Max Speed: 2 **Hit Points:** 20

Accel / Decel: 1X **Handling:** -20

Vehicle (Personnel) Armour: 10 (0)

SIZ: 30

Range: 15 miles **Power:** 2hp electric

Driver & Passengers: 1+1 (pilot, rear gunner)

Armaments: none

Motor Torpedo Boat

This is a generic vessel, called MTB ("Motor Torpedo Boat") by the British and *Schnellboot* (lit. "fast boat") by the Germans (the British call the German version an

“e-boat”). It has a wooden hull for avoiding magnetic mines, and is armed with 4 torpedoes, fired from a single bow hatch tube.

MOTOR TORPEDO BOAT (MTB / SCHNELLBOOT)

Max Speed: 10 **Hit Points:** 120
Accel / Decel: 3X **Handling:** +20
Vehicle (Personnel) Armour: 10 (0)
SIZ: 110 (+40 to hit)
Range: 700 miles **Power:** 1100hp
Driver & Passengers: 1+16

Armaments: 2 x torpedoes* 40%, damage 20D6 / 2y, base range 5000, atts 1/2, hp36, malf 99-00

1 x C30 20mm cannon 50%, damage 4D6 / 2y, atts 1/ burst of 3, base range 250 yds, shots 20, hp 35, malf 99

*Schnellboots use the G7a torpedo—see page 46 for its flaw.

*We've got to get some defence
against these damn e-boats!*

U-boat Type IIa Submarine “Einbaum”

The type II u-boat, nicknamed the “Einbaum” or “dug-out canoe” for its cramped size, is designed principally as a coastal submarine, with limited range and armament and a relatively small tonnage. The U-3a has been modified for use by the Sondergruppe KFW2, with twin deck cylinders housing two *Maiale* manned torpedoes. The boat itself has 3 torpedo tubes, and carries 5 torpedoes.

UNTERSEEBOOT (U-BOAT) TYPE IIA “EINBAUM”

Max Speed: 8 **Hit Points:** 260
Accel / Decel: 2X **Handling:** n/a
Vehicle (Personnel) Armour: 16 (16)
SIZ: 186
Range: 1300 miles surfaced; 30 miles submerged
Power: 700hp surfaced; 360hp submerged
Driver & Passengers: 22-24

Armaments: 3 x G7a (T1) torpedoes* 40%, damage 20D6 / 2y, base range 5000, atts 1/2, hp36, malf 99-00

1 x C30 20mm cannon 50%, damage 4D6 / 2y, atts 1/ burst of 3, base range 250 yds, shots 20, hp 35, malf 99

*See page 46 for the G7a torpedo's flaw.





SECRET

HEADQUARTERS SECTION D OPERATION "WOTAN"

Commanding Officer's Briefing
0915 Hours, 26 May 1940

/1940/BEF16.D

Section-7 Report:

Since the 10th of May the overwhelming attack by German armed forces has placed the B.E.F. ("British Expeditionary Force") and our French and Belgian allies in a dangerously precarious situation. Faced with the possibility of total loss of B.E.F. forces, the Admiralty has today announced OPERATION DYNAMO, the complete evacuation of the B.E.F. and whatever Allied forces can be accommodated by sea to south-east England.

Furious fighting is raging in Northern France and Belgium, and the B.E.F. and Allied forces are retreating to the French port of DUNKIRK ("DUNKERQUE"). The aim is to evacuate more than 300,000 armed forces personnel before the entire region falls to the Germans, a result which we believe is now only a matter of time.

DUNKIRK itself has been heavily bombed. Evacuations are to be made by ship from the 17 1/2 mile stretch of beaches between DUNKIRK and the town of NIEUPORT. A bridgehead has been established, some 5 miles deep, between the two towns, for the regrouping of B.E.F. and Allied forces. A shrinking pocket exists to the south of the bridgehead, funnelling retreating B.E.F. and Allied forces. Beset on all sides by overwhelming German forces, British and Allied forces are suffering heavy losses in order to make time for our troops to withdraw.

The DUNKIRK area comprises low-lying coastal plains, comprising sand dunes giving way to agricultural lands criss-crossed by drainage canals. The terrain is not considered favourable to armour, and roads are raised above the surrounding plains and flanked by drainage ditches, making traffic using them easily visible.

Section VIII Report:

Belgian forces are crumbling and the surrender of King Leopold is expected imminently. Communications on the ground are difficult, and it is unclear

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if the French command under General BLANCHARD appreciate the full nature of OPERATION DYNAMO.

Due to the speed of the German advance, there are limited Resistance or intelligence assets on the ground. The presence of tens of thousands of B.E.F. troops with inadequate communication and a rapidly changing situation is expected to provide a chaotic environment.

Section D Analysis:

Section D agent Agatha MARCHAM (codename: WOTAN) has made a recent transmission from what is now German territory in the combat zone. She has reported the existence of a secret operation named FALL NADEL ("Operation Needle") by a German S.S. SONDERGRUPPE ("Special Group of the S.S.") under the aegis of Heinrich HIMMLER, designed to thwart OPERATION DYNAMO. WOTAN is tasked with gathering information relating to activities pursuant to OPERATION THREE KINGS in the area of Castle Karlstein last year: it is unknown precisely what FALL NADEL refers to or what other information WOTAN has received. WOTAN was attempting to return to the B.E.F. occupation zone but has been stranded behind enemy lines by the speed of the German advance. Her last known position (radio transmission) was the village of MESEGEN. Recent attempts to retake MESEGEN have failed.

London station considers WOTAN's information to be highly sensitive and critical to the success of OPERATION DYNAMO. Authorisation is given to take command of an appropriate unit of 3rd Grenadier Guards and penetrate enemy lines to make contact with WOTAN and discover the goals and nature of OPERATION NEEDLE.

*So now the SS are directly involved.
Find out what Himmler is up to!*

C.

Dunkirk Bridgehead



Appendix Five: Handouts

Handout #1

—my source tells me the Nazis have a new submarine super weapon, possibly involving detonations on the sea floor... A special SS group under the direct control of WALPURGEN is transporting it to Newport for something called FALLMADEL, or Operation NEEDLE. I have detected neither Ahrenberbe nor Abwehr; yet WALPURGEN's involvement means this is no normal science. What are they up to? What is Operation Needle?

Handout #2

My mind will stand these nightmares no longer—that hideous house, the loathsome sea and sky! I must finish this document and pass it to the good people who shelter me. I fear that if I go to sleep again I shall not waken, it draws me so much. But IT IS DOWN THERE, and they are going to bring it up. God! Help us!
THEY ARE GOING TO BRING IT UP!

Handout #3

“As Reid has postulated, the vast quantities of water bound in the ice caps during the last glaciation led to lower sea levels all around the world. In northern Europe, habitable land extended much further out to sea than it does today, and included the so-called ‘Dogger Bank’ alluvial plain or land bridge...”

—Ancestors of the Germanic Peoples, Prof. Heinz von Achtingen, ed. München Verlag 1938, Chapter 1

Handout #4

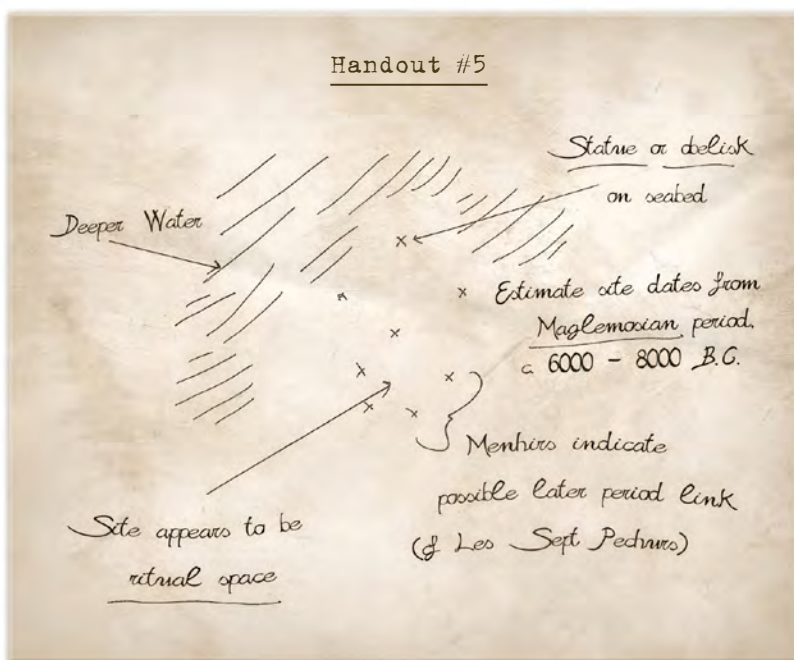
“The Maglemosian hunter-gatherer culture was widespread along the now-inundated coasts of northern Europe, including stretches of the ancestral fatherland. They were a pure and hardy people, noble and inventive; relics recovered by dredger and fishing boat from what is now the North Sea bed show considerable sophistication, and include beautiful examples of the leister or fish-spear. They appear to have worshipped a maritime pantheon of bizarre appearance. [...] The Maglemosian culture disappeared suddenly approximately 6000BC...”

—Ancestors of the Germanic Peoples, Prof. Heinz von Achtingen, ed. München Verlag 1938, Chapter 6

Handout #5



Handout #5



Handout #6

"Preliminary evidence suggests that the final disappearance of the 'Dogger Bank' and associated alluvial plains in the North Sea occurred with catastrophic rapidity, far more swiftly than any geological phenomenon. Indeed, it seems possible to speak of a 'flood event'. This does not seem consistent with the gradual rise in sea levels associated with the end of the last glaciation. Instead, one must look towards more violent causes: at this stage, we hypothesise an earthquake, or a major undersea landslide and devastating tidal wave. Until we penetrate the sea depths, the truth is impossible to confirm."

RFSS - The 'Book of Aciel' refers to a 'great swallowing of (or by) the deep', the destroyer of the precious knowledge the Book claims to be preserving. Was this a global event? Or did the Book's author have a connection with Maglemorian? WALPURGEN*

*RFSS—abbreviation for Reichsführer SS, a title of Heinrich Himmler

Handout #7



**Deutsche Reichspost
Telegramm**



WASSERMEISTER,

WALPURGEN INFORMS ME OF PLANS. CESSATION OF ACTIVITIES TO TAKE PLACE. IF FORCES YOU BELIEVE BEHIND DOGGER BANK EVENT ARE REAL, DO EVERYTHING POSSIBLE TO ENSURE COOPERATION, FOR GLORIOUS FUTURE OF OUR THOUSAND YEAR REICH. DO NOT FAIL. I WILL NOT BE LENIENT AGAIN.

HEIL HITLER
R.F.H.H.

HANDOUT #8

There are records in De Vroet, Kleiningen, Fraser, etc. that a 'drowning ritual' continued at least until the Middle Ages along the North Sea coast, dating from no later than the Bronze Age. This may lie behind the 'ducking chair' torture used against students of the esoteric sciences. Is this the Key to the Junction of the Seven fishermen? We must seize Bergues from Allied hands!



Camarades!

Telle est la situation!

En tout cas, la guerre est finie pour vous!

Vos chefs vont s'enfuir par avion.

A bas les armes!

British Soldiers!

Look at this map: it gives your true situation!

Your troops are entirely surrounded —
stop fighting!

Put down your arms!

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