

ACHTUNG! Cthulhu™



• FATE INVESTIGATOR'S GUIDE TO THE SECRET WAR •

The Secret War Has Begun!

A TERRIFYING WORLD WAR TWO SETTING,

FULLY COMPATIBLE WITH THE FATE CORE ROLEPLAYING GAME.

Discover the secret history of World War Two: stories of amazing heroism, in which stalwart men and women struggle to overthrow a nightmare alliance of steel and the occult; of frightening inhuman conspiracies from the depths of time; of the unbelievable war machines which are the product of Nazi engineering genius—and how close we all are to a slithering end! The Secret War has begun!

Alec Torvton

Section M

INSIDE YOU'LL FIND A WHOLE KIT-BAG STUFFED WITH:

- AN ARRAY OF HISTORICAL AND FICTIONAL MATERIAL TO HELP YOU CREATE EXCITING CHARACTERS FROM ACROSS EUROPE, THE BRITISH COMMONWEALTH, AND THE UNITED STATES
- HOW YOU CAN KEEP THE HOME FIRES BURNING, BECOME PART OF THE ALLIED WAR EFFORT, OR RISK EVERYTHING BY JOINING THE PARTISANS TO BRING DOWN THE REICH FROM WITHIN!
- WHAT LIFE WAS LIKE SERVING WITH THE VARIOUS MILITARY FORCES AND ON THE HOME FRONT
- ADDITIONAL HINTS AND TIPS DESIGNED TO HELP YOU FIND OUT WHAT DARK SECRETS YOUR PAST MAY CONTAIN...

THE FATE INVESTIGATOR'S GUIDE TO THE SECRET WAR IS THE DEFINITIVE GUIDE TO THE LATE 1930S AND '40S FOR USE BY PLAYERS AND GAMEMASTERS ALIKE.

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ACHTUNG! Cthulhu™

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*That's everything typed up, Sir.
Now where would you like me to file it?*

- Peggy

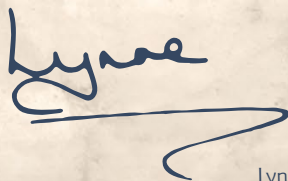
Foreword from Lynne Hardy

My involvement with **Achtung! Cthulhu** came about through a chance conversation my husband had with Sarah Newton at Dragonmeet a few years ago. He mentioned to her that we were involved in a homebrew World War Two live-action and table-top campaign, and later we got chatting about potential Home Front scenarios. I went away buzzing with ideas, and began digging out the history books ready to put some thoughts together.

To cut a long story short, Sarah then directed me towards Chris [Birch], and when I eventually had a window to discuss the project properly with him almost eight months later, he asked me to pitch a section of the proposed *Shadows of Atlantis* campaign. He obviously liked it, and the next thing I knew, we were discussing the *Investigator's* and *Keeper's Guides*. And then the word "Kickstarter" was mentioned...

I remember feeling very nervous when Chris told me he was going to ask for £8,000 so that we could fund the project. "Wouldn't it be terribly embarrassing if we didn't get it?" I thought. So when we went sailing past that first barrier twenty-four hours later, I was both relieved and more than a little bit shocked—it certainly looked as if quite a few other people believed in what we were doing besides us!

Needless to say, the response to the Kickstarter took us all somewhat by surprise. The backers' generosity has enabled us to attempt far more than we'd expected, and has allowed us to assemble a team of talented individuals to bring our vision of the Mythos in the 1940s to gruesome, tentacle life. The project has been a steep learning curve for me in terms of managing, coaxing, prompting, and cajoling those individuals into delivering their best work, and I hope that you will agree that the time taken to get it right has been well spent.



Lynne Hardy
Autumn 2013

Foreword from Ryan Macklin

Working on **Achtung! Cthulhu** has been quite a fun and intriguing ride. For quite some time, I have talked online about the difficulties of making Fate work for the various sorts of horror games that people, including myself, love to play. So when Chris Birch first talked with me about designing the **Fate** edition of **Achtung! Cthulhu** (which he did while I was working with Leonard Balsera on designing **Fate Core**), I relished the challenge of making something that could be a pulpy adventure, a war story, and a Lovecraftian terror while staying true to **Fate**. That wasn't easy, and I'm grateful to my fantastic playtesters for helping me forge the rules in this edition.

During the project, I spent a bit of time going back through the **Call of Cthulhu Roleplaying Game**. Those of use who love horror gaming owe a significant cultural debt to Sandy Petersen, Lynn Willis, and the many others who created and fostered this roleplaying genre.

I sincerely hope you enjoy this blend of **Fate** and horror.



Ryan Macklin
Spring 2014



CHAPTER 1

Welcome to the Secret War

"You hold in your hands the future of the world..."
- Raymond Poincaré

"Green Light, Go, Go, Go!"

Audrey's stomach lurched into her throat as the Whitley shrank away into the frigid night air and her body was jarred by the deployment of her parachute. The blood rushing in her ears subsided leaving her floating over the French countryside in near silence, finally able to take stock of the situation.

Six months ago Audrey had been a clerk at Wyndham and Campbell, translating dreary French scientific journals. When His Lordship gave her his card and promised the adventure of a lifetime, she had leapt at the opportunity. Now, shivering as much in terror as from the biting wind that whipped at her hair, she longed for nothing more than the comfort and familiarity of her wobbly old desk.

Somewhere below her, or so she was told, her Resistance contact Ariane would be waiting. But who else might be waiting down there? She had heard the stories during her training of the

When his Lordship gave her his card
and promised the adventure of a lifetime,
she had leapt at the opportunity.

Gestapo and their ways, but surely they wouldn't do anything to her—after all, she was just a girl! Surely they'd go easy on her, wouldn't they?

"Here comes the ground, old girl—brace yourself."

What was it that bloody Granger had said as she boarded the plane, fighting with her kitbag as she stumbled through the hatch?

"We never say good luck in the theatre; we're a superstitious bunch. So I'll just say break a leg!"



WHAT IS ACHTUNG! CTHULHU?

Achtung! Cthulhu is a World War Two-inspired setting for Lovecraftian roleplaying, where player characters investigate the dark machinations of madmen and monsters whilst battling to defend the world they know from the all-encompassing chaos that war brings.

Within these pages you will find historical details which will allow you to ground your game in as much (or as little) reality as you want, rules for creating player characters, and the skills, specialisations, stunts, and equipment you can use to help build the world and atmosphere of **Fate Achtung! Cthulhu**.

Achtung! Cthulhu and Fate

This edition of **Achtung! Cthulhu** uses the Fate Core System by Evil Hat Productions. It is assumed that you have a copy of Fate Core System and some familiarity with Fate (or at the very least, that your GM does and can teach you the game). Frequently, this book and the Keeper's Guide will refer to sections or pages in Fate Core System. If you do not have this book, you can download a PDF copy from evilhat.com. (There are also some concepts that are drawn from Fate System Toolkit. You do not need to be familiar with that book but we have included references for those who wish to read further, and it is also available from Evil Hat Productions.)

If you are familiar with Chaosium Inc.'s **Call of Cthulhu** roleplaying game and how it handles characters and cosmic horror, playing horror in Fate will seem odd at first, as protagonists in Fate are more competent at a broader selection of skills and can use fate points to turn some failures into successes. This makes the tone of the Fate Core edition of **Achtung! Cthulhu** much pulpier than the Basic Roleplaying (BRP) edition.

All Change?

In the **Call of Cthulhu** roleplaying game, a player character is usually referred to as an "investigator". For the Fate edition of **Achtung! Cthulhu**, we have made the decision to use the term "character" instead—it fits better for the pulpy action-horror tone that we are aiming for.

Similarly, in **Call of Cthulhu** the person running the game is usually referred to as the "Keeper". However, we have decided to stick to **Fate Core's** terminology here too, so gamemaster (GM) it is! (Although you will still see the word "Keeper" and "Investigator" in references to the GM and player guides, matching our other editions of **Achtung! Cthulhu**.)

For those coming to this game who are already familiar with Fate, you will find a number of changes within this particular build that highlight playing in the tone and genre of the Cthulhu Mythos. Most of these new and altered rules are detailed in the Fate Keeper's Guide, though—in true Fate fashion—players are encouraged to read through those sections of that book in order to better understand the rules as a whole. Most notable are rules for a character's degrading sanity, handling investigations, how aspect usage changes in the presence of otherworldly horrors, Mythos magic, and conflicts against inhuman threats.

In the end, this means that characters in this edition of **Achtung! Cthulhu** are capable of the small victories, but always at some cost due to exposure to the Mythos—the hallmark of such stories. You may buy the world a brief reprieve from annihilation, but you alone cannot do so forever. Your heroism and sacrifice will still have meaning to the untold millions who are unaware of the doom that awaits, but the Mythos will still grind your mind and body into dust, no matter what roleplaying system you use.

FORBIDDEN KNOWLEDGE?

This game assumes that, at the very least, the GM is familiar with the Cthulhu Mythos lore found within the RPG hobby. Naturally, stories from Lovecraft and his contemporaries will communicate an appropriate sense of atmosphere and the uncomfortable nature of the world at large. And while the **Call of Cthulhu** roleplaying game is not required for playing the Fate edition of **Achtung! Cthulhu**, the way the setting is explained and conveyed may help those who are not familiar with Lovecraft's works. Another good Mythos reference book that should also be of help is the Cthulhu Mythos Encyclopedia, Third Edition by Dan Harms, published by Arc Dream Publishing.

CHRONOLOGY OF A WORLD AT WAR

Established histories place the foundations of World War Two firmly in the events of 1918-1919, when the German nation is systematically humiliated by the victors of the so-called "War to End All Wars". Their treatment, both real and perceived, sets the scene for everything that comes after. Bearing this in mind, we have included select events from the period before war is declared on September 3rd, 1939. This timeline concentrates on the events of the Western Front, but a few dates from other theatres of war are included for perspective's sake. These other theatres, such as the Pacific, Eastern Front, and North Africa, will be dealt with in more depth in their own dedicated supplements.

Events within each year are arranged chronologically and, where possible, on a month-by-month basis. Specific dates have been included for particularly significant events.

1918

NOVEMBER

Germany signs the armistice which ends World War One.

1919

JUNE

The Treaty of Versailles is signed by Germany.

1925

OCTOBER

Germany signs the Locarno Treaties. It promises, amongst other things, never to invade France or Belgium again.

1928

The Kellogg-Briand Pact is signed. The signatories, including Germany, France, Britain, and the United States, promise not to use war as a means of solving disputes.

1931

Japan's Kwantung army invades Manchuria in China, renaming it Manchukuo. In 1932 the army installs the last of the Manchu emperors, Puyi, the Xuantong Emperor, as a puppet leader.

1933

JANUARY

Franklin D. Roosevelt becomes President of the United States. Adolf Hitler becomes Chancellor of Germany.

1934

AUGUST

Hitler takes absolute control of Germany after the death of President von Hindenburg.

1935

FEBRUARY

Robert Watson-Watt carries out a proof of concept test of Range and Direction Finding (RDF). The US Navy introduces the alternative term "RADAR" in 1940.

1936

MARCH

The Rhineland Crisis: the remilitarisation of the Rhineland by Germany in response to France and the Soviet Union's mutual assistance agreement of 1935. Although this is in direct contravention of the Treaty of Versailles and the Locarno Treaties, Britain and France do nothing to oppose it.

JULY

The Spanish Civil War begins between the Republicans and Francisco Franco's (Fascist) Nationalists. The war ends with Franco's victory in April 1939.

1937

APRIL

Germany begins to practice its aerial warfare tactics with the bombing of the Spanish town of Guernica, carried out by the *Luftwaffe's* Condor Legion.

JULY

Japan invades China after the Marco Polo Bridge Incident, seeking to take control of the country's material resources.

Re: Union

Austria's annexation by Germany is often described as a "bloodless" political and military coup. However, political dissidents and undesirables are rounded up and removed, one way or another. The action also leads to the mobilisation of the British Royal Navy.

A Bitter Pill to Swallow

The Treaty of Versailles forces Germany to accept the blame for World War One alongside Austria and Hungary, to pay huge reparation fees, and to concede large areas of territory. It is also intended to prevent German remilitarisation. The punitive terms of the Treaty are widely denounced in Germany and lead to a festering resentment against the rest of Europe. The League of Nations, forerunner of the United Nations, is formed as a result of the Treaty in order to maintain world peace and prevent further conflict.

Raise a Glass

The legendary guerrilla warfare weapon, the Molotov Cocktail, makes its first appearance during the Soviet-Finnish "Winter War", although there have been similar incendiary weapons in the past. It is named after the hated Soviet Foreign Minister, Vyacheslav Molotov.

A Propaganda Coup

Operation Dynamo is a classic example of snatching victory from the jaws of defeat, at least in the hearts and minds of the public. The combined operation by the "little ships" and the British Royal Navy lasts for nine days and rescues approximately 338,000 men (nearly 200,000 of whom are British) but virtually no equipment, leaving British forces at a distinct disadvantage for several years. Many of the French soldiers rescued insist on being repatriated immediately.

Sweet Revenge

The French armistice divides the country into a northern Occupied Zone and a southern "Free Zone", run by the puppet Vichy regime under Marshal Philippe Pétain. Hitler, in an act of supreme vindictiveness, insists that the event take place in exactly the same railway carriage and at exactly the same location used when Germany signed the armistice in 1918. He even sits in the same chair as his predecessor, Marshal Foch. He has the site destroyed three days later, and the carriage taken to Berlin as a war trophy.

1938

Theodore Oberg and John Mullen develop the first all-plastic contact lenses.

MARCH

Austria is annexed by Germany in an event called the *Anschluss*.

SEPTEMBER

The Munich Agreement: Germany successfully acquires the Sudetenland, a German-speaking part of Czechoslovakia, after the French and British, desperate to avoid another war, accede to Hitler's demands.

1939

MARCH

Germany invades the rest of Czechoslovakia. Britain and France still do nothing.

MAY

The Pact of Steel is signed between Germany and Italy, promising cooperation and support between the two nations.

AUGUST

The German-Soviet (Molotov-Ribbentrop) Pact is signed, much to everyone's surprise, given the well-documented Nazi hatred of communism.

SEPTEMBER

1st: Germany invades Poland (Case White), using what will become known as "lightning war" tactics, or *Blitzkrieg*; *Einsatzgruppen*, the so-called "special action groups" or "mobile killing units", begin executing Polish Jews and other non-combatants behind the frontlines. **3rd**: Britain and France declare war on Germany. The Battle of the Atlantic begins with the sinking of the passenger liner *SS Athenia* off the coast of Rockall in the Atlantic Ocean. **11th**: troops of the British Expeditionary Force (BEF) arrive on French soil. **17th**: the Soviet Union invades Poland.

OCTOBER

The BEF is sent to northern France to defend the frontier with Belgium.

NOVEMBER

Belgium and the Netherlands declare themselves neutral. The Soviet Union invades Finland.

DECEMBER

The Battle of the River Plate: the pocket battleship and commerce raider *Admiral Graf Spee* is scuttled just off Montevideo, Uruguay after a battle with the British Royal Navy.

1940

APRIL

The Weser-Exercise: Germany invades Norway via Denmark to secure supplies of iron ore.

MAY

British troops take up positions in Iceland to prevent occupation by German forces. Churchill becomes British Prime Minister after Neville Chamberlain resigns. **10th**: the German invasion of France begins with a feint into neutral countries Belgium and the Netherlands, drawing French and BEF troops away from the real area of attack through the Forest of Ardennes (Case Yellow). German troops cross the French border there on 12th. The Netherlands and Belgium surrender to Germany. Operation Dynamo, the evacuation of BEF and French armies from Dunkirk, begins.

JUNE

British Special Service Unit forces are established, based on Boer *kommando* troop structure. They do not become known by their more famous name, the Commandos, until 1941 (p.36). **5th**: the Battle of France (Case Red) begins. **9th**: Norway surrenders to Germany. **10th**: Italy declares war on Britain and France. **14th**: Paris is captured by the Germans. **21st**: Italy invades southern France. **22nd**: France

signs an armistice with Germany. Two days later, France is also forced to sign an armistice with Italy.

JULY

The British Intelligence Service departments Section D, MI-R, and Electra House (EH) are merged to form the Special Operations Executive (SOE; p.41). The Folboat Troop is formed, named after the folding canoes they use for operations; it will later be known as the Special Boat Section (SBS). The Battle of Britain begins.

AUGUST

13th: *Adlertag* (Eagle Day), the start of the main aerial offensive by the *Luftwaffe* against the RAF. Italy attacks British Somaliland, triggering the war in Africa.

SEPTEMBER

27th: the Tripartite Pact is signed between Germany, Italy, and Japan. Japanese forces occupy French Indochina under the guise of co-operation with the French authorities, as part of their Greater East Asia Co-Prosperity Sphere plan. Operation *Seelöwe* (Sealion), the proposed German invasion of Britain, is indefinitely postponed after the *Luftwaffe* fails to destroy the RAF.

OCTOBER

Hitler begins the first of a series of attempts to woo Franco into joining the war on the side of the Axis during a meeting at Hendaye, France. An agreement cannot be reached on the necessary terms, in part due to huge bribes being paid to Franco by the Allies, although Spain continues to covertly aid the Germans wherever possible.

1941

JANUARY

Lt. Col. Dudley Clarke begins work on the entirely fictitious Special Air Service (SAS) as part of his disinformation campaign, Operation Abeam. Victor de Laveleye, of the BBC's Belgian Service, proposes the "V" campaign to rally anti-Nazi support in Europe; Churchill is so taken with the idea, he starts using his "V for Victory" hand gesture.

MARCH

The British Expeditionary Force lands in Greece. Erwin Rommel begins his North Africa campaign.

APRIL

Germany invades Yugoslavia and Greece to rescue Italy's failing campaign. Both countries surrender to the Axis.

MAY

HMS *Hood* is sunk (shortly after young actor Jon Pertwee is transferred from it). Its nemesis, the *Bismarck*, is hunted down and sunk three days later.

JUNE

David Stirling receives permission to form the first real detachment of the SAS. **22nd:** Operation Barbarossa, the German invasion of the Soviet Union, begins; despite repeated warnings from Soviet, British, and American intelligence, Josef Stalin is largely taken by surprise. The Soviet Union, by default, now becomes one of the Allies. Finland begins its second war with the Soviets in support of the German invasion.

JULY

The British pass control of Iceland to the United States. Stalin institutes a scorched-earth policy to deny resources to the invading German army.

SEPTEMBER

Churchill establishes the London Controlling Section (LCS) to co-ordinate first British, and then later the Allies', strategic deception plans.

OCTOBER

German forces attack Moscow (Operation Typhoon).

DECEMBER

7th: the Japanese air attack on Pearl Harbor officially brings America into the war. **8th:** the Allies declare war on Japan. **11th:** Germany and Italy declare war on the US.

1942

JANUARY

The United Nations is effectively formed by the signatories of the Atlantic Charter. Operation Drumbeat, known by

V for Salvation?

The letter V is chosen by former Belgian Minister of Justice, Victor de Laveleye, because it is the first letter of victory, *victoire*, and *vrijheid* (the Dutch and Flemish word for freedom). In June, 1941, the Morse code for V—three dots and a dash—and the opening of Beethoven's Fifth Symphony, which reminds quite a few people of the Morse version of the letter, are broadcast together, becoming the BBC's European station identifier signal.

Aleister Crowley claims that the idea is actually his, with the symbol forming a protective ward against the power of the swastika, passing it to the BBC to help the British war effort. He also claims that he advised Churchill to use the famous hand gesture from July for very much the same purpose. However, Joseph Goebbels, *Reichsminister* of Propaganda, attempts to co-opt the symbol, even though the German word for victory is "*Sieg*", leading to the campaign slowly falling out of favour.

German submariners as the "second happy time", begins with U-boats attacking shipping along the East Coast of America.

FEBRUARY

RAF Bomber Command begins a concerted bombing effort against German cities, with a view to destroying transport and industrial infrastructure.

MARCH

The Commando raid Operation Chariot takes place, destroying the dry dock at Saint-Nazaire. The mass production of penicillin begins slowly, with half of the first production run used to treat just one patient. By June 1944, the United States produces over two million doses in time for D-Day.

APRIL

King George VI awards the George Cross to the island of Malta for its resistance to Axis bombing. Much to Japanese surprise, the Doolittle Raid of American B-25 bombers attacks Tokyo.

MAY

The first RAF 1,000 bomber raid targets Cologne (Operation Millennium).

JUNE

The Battle of Midway between US and Japanese naval forces begins to reverse the flow of the war in the Pacific in favour of the victorious Americans.

SEPTEMBER

The Battle of Stalingrad begins.

OCTOBER

Hitler announces the *Kommandobefehl* (the Commando Order): all enemy commandos are to be shot on sight, regardless of armed status, even if they are surrendering.

NOVEMBER

Operation Torch: the US-led invasion of Vichy Northwest Africa, begins, with Free French soldiers fighting their Vichy-supporting countrymen. German troops march into unoccupied France in response to the Vichy regime's subsequent surrender (Operation Anton); the French fleet is scuttled. The war on the Eastern Front begins to turn against the German Army.

1943

JANUARY

Allied troops under Montgomery enter Libya and Tunisia. The siege of Stalingrad ends.

MAY

The war in North Africa ends with the fall of Tunis (Operation Vulcan). Operation Chastise, the Dambusters raids, against the Möhne, Eder, and Sorpe dams in the Ruhr Valley take place. It is "Black May" for German U-boats, with twenty-five percent of the U-boat fleet sunk; this is considered the turning point in the Battle of the Atlantic.

JULY

The Battle of Kursk (Operation Citadel), the largest tank battle in history, begins between Germany and the Soviet Union on the Eastern Front.

SEPTEMBER

Italy surrenders to the Allies, leading to Plan Black, the German invasion of the Italian mainland.

OCTOBER

Italy declares war on Germany.

Killing Hitler

Whilst Colonel Claus von Stauffenberg's assassination attempt is one of the most famous, it is by no means the only one. Although German resistance throughout the war is fragmentary and largely individual, there are several attempts to remove Hitler before July 1944. One of the earliest is in 1934, but this is discovered, and at least one of the conspirators sent to Dachau. Another, the Oster Conspiracy of 1938, is negated by Britain and France's appeasement of Germany over the Sudetenland Crisis. In November, 1939, the so-called Munich Plot fails because Hitler leaves the *Bürgerbräukeller* early, narrowly missing a bomb blast meant for him. In March 1943, well aware the war is turning against them, a variety of senior German military figures, many of them also involved in the July 1944 plot, attempt to blow up a plane Hitler is travelling on with a bomb planted in a fake bottle of Cognac. But the device fails, probably because of the low temperatures in the plane's hold. Hitler's increasing paranoia and withdrawal from public life in 1943 seriously hampers further attempts. Rumours began to circulate regarding the *Führer's* "Devil's Luck" as each and every attempt is mysteriously thwarted...

Express Delivery

It is essential for the Allied war effort that supplies are maintained from liberated French ports to the advancing front. To ensure this, the Red Ball Express is set up. Mostly driven by African-American troops, the route is marked with red balls and closed to civilian traffic. The trucks themselves are also marked out with red balls to ensure they receive priority when using civilian roads. The service is halted in November 1944 with the liberation of the port of Antwerp.

DECEMBER

H2X radar is introduced, enabling aerial navigation in bad weather.

1944

JANUARY

Dwight D. Eisenhower becomes the Supreme Commander of the European Allied invasion forces.

JUNE

6th: D-Day—the Normandy Landings commence. The slow crawl across mainland Western Europe has begun.

JULY

20th: the Valkyrie plot fails in its attempt to assassinate Hitler and bring Germany under military control using the Third Reich's own emergency plans. An injured Rommel is implicated in the plot, and forced to commit suicide in October.

AUGUST

15th: Operation Dragoon-Anvil sees Allied troops land in the south of France. **25th:** Paris is liberated. The Red Ball Express truck convoy system begins.

SEPTEMBER

Brussels is liberated. Operation Market Garden, "A Bridge Too Far", is launched at Arnhem, Nijmegen, and Eindhoven. Most of France has been liberated by Allied troops, apart from a few small pockets of German resistance.

DECEMBER

The Battle of the Bulge begins in the Ardennes Forest, ending in January 1945.

1945

JANUARY

Soviet troops capture Warsaw.

FEBRUARY

The battle for Iwo Jima begins. US bombers bring about the Tokyo firestorm, although a further raid in March causes much more damage. The liberation of Belgium is complete.

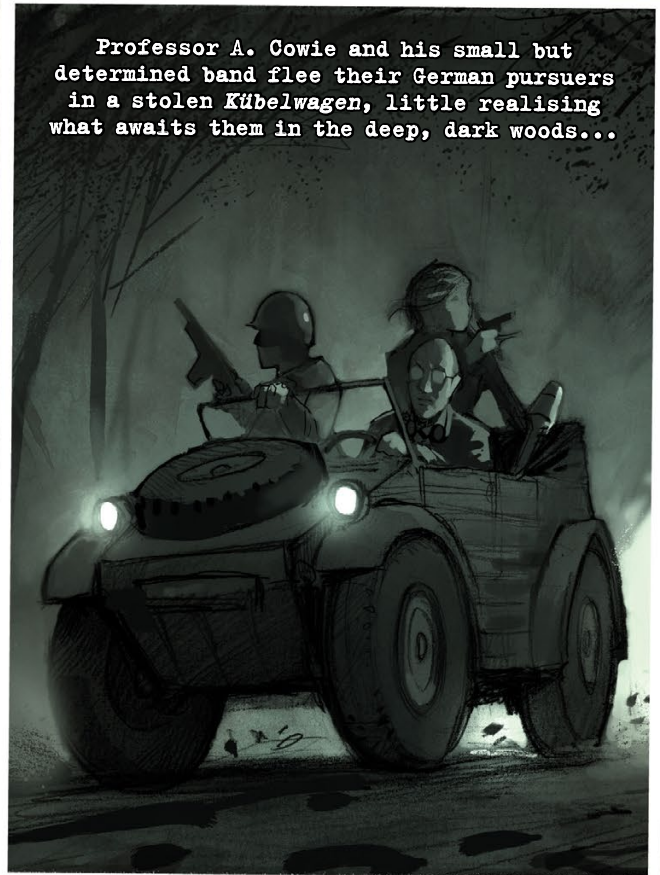
MARCH

Allied forces begin crossing the Rhine.

APRIL

The Battle of Berlin begins between the Red Army and a mixed bag of German military and civilian forces. **12th:** President Roosevelt dies. Soviet troops capture Vienna. The Allies meet up with Soviet troops on the banks of the River Elbe.

Professor A. Cowie and his small but determined band flee their German pursuers in a stolen Kübelwagen, little realising what awaits them in the deep, dark woods...



But Where's The Rest Of It?

In the real world, the events of World War Two continue to unfold until late 1945, with the eventual surrender of the Axis forces and a host of repercussions that are felt for many years afterwards. But this is not the real world, and there is no guarantee that things will turn out in quite the same way at all. In fact, the shadowy forces behind the Secret War have a strategy in place for what to do once it becomes clear that things are no longer going their way. Details of that plan can be found in the upcoming *Achtung! Cthulhu: Assault on the Mountains of Madness* campaign, and the *Achtung! Cthulhu: Bye Bye Baby* supplement.

Peggy,

*Do make sure Captain Harris
receives the full Secret War dossiers.*

Cheers! A. T.



CHAPTER 2

Keep the Home Fires Burning

"There is one front and one battle where everyone... will be privileged to remain in action throughout this war. That front is right here at home, in our daily lives, and in our daily tasks."

- Franklin D. Roosevelt

World War Two, more than any war before it, is fought on two major fronts: the battlefield and the home front. This chapter looks at how the conflict impacts on jobs, living arrangements, food, fashion, and entertainment for those left at home, in order to give you an overall feel for the world in which *Achtung! Cthulhu* is rooted.

BLOOD, SWEAT & TEARS

Although the privations and horrors of the battlefield are many, life at home certainly isn't always easy, and in some cases it is considerably more dangerous than being on the frontline. For many parts of the world, civilian fatalities far outnumber those suffered by the military. Besides the death toll caused by bombing, the blackout regulations in Britain and Germany lead to a huge increase in accidents, and you are far more likely to suffer an amputation as a result of an industrial accident whilst building war materiel than you are through being on the receiving end of them during combat.

Whistle While You Work

America and Britain are still suffering from the global economic collapse caused by the Wall Street Crash as the spectre of another world war rears its ugly head, though war industries soon perform a miracle in virtually eradicating the high levels of unemployment in both countries. Germany, having endured its own share of economic woe, enters the war with full employment but severe shortages in key areas, such as mining and agriculture. Strike action is banned during the course of the war in Britain

and America, but dangerous working conditions and unfair treatment lead to more strikes taking place than at any time during the 1930s. In other countries, such as Germany, the passive resistance measures of absenteeism and decreased production are preferred, as outright action leads to imprisonment or much, much worse. As well as carrying out their day jobs, workers are also expected to fulfil voluntary duties, such as air raid precaution activities, first aid provision, fire-watching, or fire-fighting.

Although conscription removes many young men from the workplace, not everyone is subject to it—certain professions are deemed so important to the war effort that male workers in them are protected from the compulsory call to arms. They are, however, free to volunteer. In Britain, for example, mining, manufacturing, and farming are amongst these reserved occupations, as is teaching for women. Skilled workers are often in short supply, forcing Germany to pass laws in the summer of 1942 to prevent companies from poaching the best craftsmen from one another.

You are far more likely to suffer an amputation as a result of an industrial accident... than you are during combat.

JOB FOR THE BOYS?

Before the war any woman with a job, once she weds (unless she is very poor), is expected to give up that job and become a housewife. The best she can hope for after marriage is to join some sort of voluntary organisation, like the Women's Institute or the Associated Country Women of the World. The workplace is for single women only. But the role of

women changes dramatically with the onset of the war, although some countries do everything in their power to suppress female emancipation.

Germany and Vichy France are both pro-natalist regimes, firmly believing that a woman's place is at home raising lots of future model citizens and keeping everything clean and cosy for their spouse. At least, that's the view for nice middle-class girls and their betters—poor women are there to be exploited as agricultural labourers or in the dirtiest, most dangerous jobs once the menfolk have joined the fighting.

Although women are mobilised for factory work in France as soon as war is declared, a change of leadership brings a change in legislation, preventing married women from working if their husbands can provide for them. Mother's Day is turned into a national holiday to further underline the regime's policies. French women do not even have the right to vote, unlike women in Britain, America, and Germany, although Charles de Gaulle's fledgling government does agree in principle to the introduction of universal suffrage in the spring of 1944.

In Germany women's employment falls dramatically at the beginning of the conflict, partly due to the generous allowances given to them if their husbands are serving in the military. Only when the tide of war turns against them does the German High Command insist on conscripting women into war work, though many use their influence and connections to either avoid service altogether, or ensure a "cushy number" in a family business. The first serious attempt to train women for armament and aircraft production does not occur until December 1944. In Britain and America, by this time, almost half the workforce in any given aircraft factory is female, although women do have to receive union permission in Britain to work in trades from which they have previously been barred.

For the most part, Germany prefers to use slave labour rather than women for its war economy: not only is it cheaper, but there are fewer restrictions as to what the workers can and cannot be made to do, or on how long they are allowed to work. The French, in turn, are forced to repeal their women's labour laws due to Germany's ever growing demands for foreign workers.

With very few exceptions, no matter where women toil, they are paid substantially less than men even when carrying out the same jobs, with wages usually being between twenty and forty percent lower. Not all women want to work, though: in some cases, it is far more lucrative just to get married. After entering the war America sees a rise in so-called "Allotment Annies", canny and unscrupulous women who hustle departing soldiers into matrimony so they can pocket their married living allowance. The most accomplished Annies have anything up to six or seven husbands at a time. Some even specialise in airmen, who have a much higher chance of being killed in action, leading to a large compensation payment that can set them up for life.

Historical Accuracy versus Playability

Whilst women are heavily discriminated against in certain countries during the war, and attitudes are seldom better in many of the more "enlightened" ones, they play a huge role in every theatre of the conflict, either directly in the various covert and resistance operations, or indirectly in essential support roles, taking risks equally as great as their male counterparts. They acquire a degree of freedom that most women have never experienced before, and are determined to fight to hold on to that liberty. In your own campaign, it is entirely up to you how historically accurate you want your female characters' occupations to be, and how heavily they become involved in frontline action.

The same is equally true when it comes to handling the treatment of African-Americans and other ethnic minorities in the United States. Black troops are segregated from white soldiers, limited to certain roles, and forbidden to join the Marines or Air Corps. An executive order in 1941 outlaws discrimination in the war industry and widens the military roles permitted, leading to the creation of such units as the Tuskegee Airmen. But if you would rather not have to deal with this sort of discrimination in your game, then remove it.

Home Sweet Home

Although the commonest cause of displacement during the war is enlistment, there are many other reasons for people to leave home. Half of the inhabitants of Britain move during the war, either because of work commitments, because their housing is destroyed, or through fear that it might be. Many millions are evacuated in several waves throughout the war, although most return when the threat fails to materialise, or is much less severe than expected.

Subsidies are available in Germany from September 1940 to help parents pay for the cost of evacuating their children to rural areas, and in the summer of 1943, several million women, children, and old people are evacuated from the Ruhr Valley, Berlin, and other cities in Germany in response to Allied bombing raids.

In the event that you are bombed out, who do you turn to for help? In Britain, the Women's Voluntary Service takes care of finding new accommodation, clothing, and food for the victims of air raids, as well as providing information on casualties and assisting the bereaved. In Germany, the Nazi Party is responsible for the rest centres where people first go for shelter, but finding new billets is the responsibility of the National Socialist Welfare Organisation and the National Socialist Women's Association. Underused or vacant properties are seized from their owners to provide housing for the homeless.

With the Best of Intentions

Early in the war, the Children's Overseas Reception Board (CORB) plans to relocate thousands of British children to the safety of Commonwealth nations abroad. The first such shipment is that onboard the SS *City of Benares*, which sets off from Liverpool en route to Canada with a cargo of ninety child "seavacuees" on 13th September, 1940. The ship is sunk on 17th September by a U-boat torpedo, killing seventy-seven of the children. Many of the ship's crew and the children's adult chaperones are also killed. CORB's activities are suspended soon afterwards, although individuals are still permitted to evacuate their children at their own risk.

The population movement in America is also spectacular, with over twelve million people moving out of state and thirteen million more moving within state to supply the growing need for war workers. Unfortunately, migration on this scale causes severe housing shortages in key areas, leading to high rents and discrimination, and occasionally sparking riots. A squalid shanty town grows up around Ford's Willow Run plant, where one of the real-life inspirations for the world-famous Rosie the Riveter is employed, because there is simply nowhere else to live.

Mass migrations are not just limited to the free countries—in France, an exodus is triggered by the German invasion and occupation, leaving some towns and cities, like Reims and Lille, as virtual ghost towns. Later in the war, large numbers of French men also vanish into the countryside to avoid forced labour conscription, becoming *réfractaires*, a small number of whom form the foundations of the anti-Vichy outlaw organisation, the *Maquis*.

As their countries are invaded, those of many nationalities flee to Britain, including Poles, Belgians, and Norwegians. Considerable numbers join up to serve in the British forces, or form regiments of their own operating within the British military.

TIGHTEN YOUR BELTS

One serious consequence of war is a change in the availability of consumer products; essential and non-essential alike. France, Britain, Germany, and America all enforce rationing during the conflict as a means of controlling supplies and prices, although the extent to which the different goods are rationed varies greatly. As with all rationing systems, the merchandise still has to be paid for so even if you have the necessary coupons, if you do not have the cash, you have to go without. Germany and Britain both begin rationing very

"Never thought I'd see the Government putting their hands in their pockets to support our 'piece'. Mind you, if they want us to eat more potatoes, subsidising fish'n'chip shops is certainly one way of doing it."

—Maggie, London, September 1940.

Piece: hand-held food that can easily be eaten on the move, such as bread and jam, bread and margarine, and fish and chips.

early, with Germany introducing food rationing in August 1939. Britain's first rationed item is petrol, with food rationing commencing in January 1940. In France, rationing begins in the summer of 1940 after the Fall of France, and in America in January 1942.

Heavily dependent on imports, Britain has to enforce rationing quickly to make the best of potentially limited resources, particularly in light of the Battle of the Atlantic. Food rationing is covered by a coupon system, and is carefully constructed to ensure the best possible nutritional value for the largest number of people. Although initially based on set weights and measures of certain foods, later in the war a points system is introduced, allowing families to vary what they buy to a limited degree. Families must register with a particular shop in order to use their coupons. A points system is also in place for items like new clothing, soap, and furniture.

The War Agricultural Executive Committee (War Ag) also encourages farmers to up their game and dramatically increase productivity throughout the war to reduce the country's dependence on imported food. The Women's Institute opens Preservation Centres in rural areas to pickle, preserve, bottle, and can every foodstuff imaginable, and quite a few that aren't. Regardless of location, in free or occupied territory, those living in the countryside tend to suffer less than those in towns and cities, due to their access to seasonal and alternative food supplies, such as game.

Bread is not rationed in Britain, although bakers are not allowed to sell it fresh. They must wait a day so that the bread is less appetising, and therefore will be eaten more slowly, thus helping to protect flour supplies. In Britain, America, and Germany, "victory gardens" are encouraged to increase access to fresh fruit and vegetables, with every spare bit of land in Britain being turned over to this purpose, including royal parks and the moat at the Tower of London. Interestingly, the health of Britain's civilian population improves substantially during the period due to the system bringing up the standard of the less wealthy's diet as well as curbing the excesses of the more well-to-do.

Germany's rationing experience is chaotic at times. Adolf Hitler's troops plunder the nations they invade to feed themselves and their families back home, yet this still isn't always enough. At the beginning of the war, German agriculture

Agent David "Silk" Smith hoped Camille's forgeries were as good as she claimed, or they'd soon be very unwilling guests of Black Sun...



suffers from a serious labour shortfall due to conscription and a reluctance to draft women workers, hampering harvests. Far more complicated than the British rationing system, civilians are assigned to one of seven classes based on their age and occupation, which in turn determines how many calories a day they are entitled to.

Not only is there a national system, but there are also local ones caused by a lack of certain goods, such as potatoes, fresh vegetables, and fish, in certain areas. A points system exists for clothing, textiles, and shoes, but there is no additional points system for food. Ration coupons even have to be handed over in restaurants before you are allowed to eat. Winston Churchill's British Restaurants, on the other hand, operate outside the rationing system, making their meals a welcome top-up for those that can afford them.

From the beginning of 1942, German restaurants are only permitted to serve "field kitchen" dishes on Mondays and Thursdays, and vegetarian dishes on Tuesdays and Fridays. Up until 1943 there is sufficient food, although the German people frequently describe their rations as "dreary". As the war goes on there are greater difficulties in importing food, and unusual meats such as dog, fox, bear, and beaver are added to the list of foodstuffs legally permitted for human consumption.

The number of foreign labourers in the country increases as time passes making matters worse by significantly raising the number of mouths needing to be fed. However, whatever food is available always goes to German citizens first, often leaving the foreign workforce which the regime depends on for its war activities to starve to death. Despite the rationing

Good Grub

The trial scheme that leads to the establishment of the Community Feeding Centre programme begins in Britain in July 1940, providing diners with the option of a three course meal and hot drinks for a fixed price per course. Churchill demands that they be renamed "British Restaurants" in March 1941 as it sounds far less depressing and raises expectations of a good meal. They become very popular as the war progresses, and food is free for the first forty-eight hours to those who have been bombed out of their homes.

"I see the Party faithful are still filling their bellies while the rest of us starve. It's one rule for them and another for us, that much is clear. Life is difficult, yes, but the *Führer* will put everything right as soon as he realises how badly the idiots under him are running the country."

—Matthias, Hamburg, 1943.

system there are still haves and have-nots, with Party members having access to better resources than workers, and workers not always receiving their full allocations due to supply issues, leading to much bitterness. Despite all the provocations, the German people do not riot as they did in 1918, partly due to the regime's overt use of terror and repression.

French food shortages are particularly brutal as a result of the country's occupation. Although each citizen is assigned to a particular class like their German compatriots, food is in very short supply due to the occupiers helping themselves to the pick of the produce, and a loss of agricultural workers to enforced foreign labour details. Food queues are long and fights regularly break out as people's patience wears thin, leading to punitive measures by the ruling military that tend to involve restricting food supplies even further.

The French, renowned for their love of food, suffer the indignity of being issued with leaflets warning against the dangers of eating stewed cat. Guinea pigs become very popular, although not as pets, in a determined attempt to maintain meat as part of the diet. Desperate for something, anything, to eat, urbanites take the train out to the countryside at weekends to hunt for food. From the autumn of 1941, the rural population is allowed to send care packages to their

Bartering returns everywhere as a
means of acquiring extra supplies
without money or coupons.

urban families to try and ease shortages, although any food in them often arrives in a far from edible state. The afternoon aperitif is banned as alcohol becomes scarce, and tobacco rations are slashed, further damaging morale. Britain, on the other hand, goes to great lengths to ensure that beer and cigarette supplies are maintained to avoid just such a problem.

Although rationing is introduced in America, it is never to the same extent as in Europe, with the allowances usually being very generous indeed. Farmers become much wealthier as they massively increase their productivity, leading to an accompanying improvement in their standard of living. Due to higher wages and longer hours, many households are better off, and the social divide begins to close. The number of supermarkets dramatically increases due to a shortage of store clerks, and shelf height decreases so that women can reach the goods for themselves.

Under the Counter

Of course, wherever there is demand, someone will find a supply, with the black market soon flourishing under wartime conditions. Although black marketeering and profiteering are illegal and punishable in some places by very harsh sentences, many people are more concerned with survival than moral scruples, even in countries where ration restrictions are relatively light, such as America. In France, the perpetrators are known as BOF (Boeuf/Beurre, Oeuf, Fromage—Beef/Butter, Eggs, Cheese) after their favoured merchandise. Even French schoolchildren are in on the act, hoarding their state-supplied vitamin biscuits and trading them for more appetising goodies.

Any Old Iron?

The GI takes his name from the stamp on his kit. During World War One it stood for "Galvanised Iron", but now represents "Government Issue".

In Britain, black market spivs specialise in petrol, sugar, and stolen ration books. In an attempt to prevent illicit sales of purloined military fuel, red dye is added to make it easily identifiable, although the spivs claim to have developed ways around this. The extra sugar rations allowed for beekeepers are briefly dyed green, but the resulting green honey is a little alarming, and the practice is soon stopped. The arrival of American GIs on British shores with their comparatively enormous military rations also helps to ease shortages around their bases. Bartering returns everywhere as a means of acquiring extra supplies without money or coupons, and the fresh egg rapidly becomes a unit of currency, at least in Britain.

Crime flourishes during war: not only do most people turn a blind eye to the activities of the black marketeers, but it is also easier to commit criminal acts wherever there is a blackout in force. Looting from bombsites is a constant and widespread problem, even where the death penalty applies for those caught red-handed, as it does in Britain and Germany, although the sentence is never actually carried out in Britain.

Profiteering in other areas is also common. With the rise in war production, unscrupulous businessmen cut corners to maximise returns, either by faking the numbers working for them in order to receive larger subsidies, or by selling shoddy goods at premium prices. One of the worst cases is that of the National Bronze and Aluminum Foundry Company of Cleveland, which sells scrap metal as parts for fighter engines, with easily predicted but nevertheless unfortunate results.

*not sure about the colour of these "eggs",
but they do make an interesting
omelette, just don't tell dadman -
mordeo morris*

DRESSED UP TO THE NINES

Although Britain is a major textile manufacturer, most of the industry's raw materials are imported and, as the naval blockade begins to bite, fabric is in short supply. To bring the market under control and prevent clothes prices from sky-rocketing, the Utility Clothing Scheme is established in 1941, under which a limited range of government-sanctioned clothing styles allows the conservation of materials and increases production efficiency.

Austerity regulations determine how much cloth can be used per garment, the number of buttons and pockets are restricted, and turn-ups on men's trousers, double-breasted jackets, pleats, and long hems are all banned. Each garment is marked with the distinctive "cheeses" CC41 label. There is some argument as to what the CC actually stands for, with Civilian Clothing and Controlled Commodity being the two favourites.

In America, the War Production Board brings in similar restrictions in March 1942 when it issues strict instructions on fabric use in clothing manufacture. Suits are no longer permitted to have waistcoats and elbow patches are forbidden on jackets, unless they are genuinely patching up holes. As in Britain, trouser turn-ups are also no longer permissible, and skirts become shorter and narrower.

The war also sees a change in the types of fabrics used to manufacture clothing. Traditional materials such as wool, cotton, and silk are diverted to make uniforms and other war materials, and new synthetic fibres and blends come onto the market, such as rayon and nylon. These materials need to be looked after in a completely different way and, as well as pushing the "Make Do and Mend" message, the British Ministry of Information also publishes booklets on how not to ruin your new, scarce clothing.

Men's Fashions

There are few changes in the way civilian men dress throughout the war. The basic outfit of a three-piece suit, a shirt (with detachable collar in a variety of styles), a tie, and a hat remains the same, although the waistcoat of a suit is often replaced with a pullover or cardigan as the war goes on. The colours used are predominantly sober so that the suit can be worn for a variety of purposes, and because the chemicals needed for brighter dyes are redirected to the war effort. Ties, frequently knitted or crocheted, are the only splash of colour besides the ever popular Fair Isle jumpers.

Suit jackets have square, padded shoulders, wide lapels, and a rounded cut at the front lower edge. The British Utility Suit and the American Victory Suit are both made from synthetic blends and stick faithfully to austerity guidelines. For casual wear there is the sports jacket or the windjammer, usually a leather or suede waist-length jacket, fastened with a zip or poppers, and with elasticated welts at the cuffs and waistband.

Trousers are high-waisted to keep the back warm and have button-fastening flies, with additional buttons to attach elastic braces to. Very few trousers have belt loops. Although turn-ups are officially banned after 1941/42, tailors have a tendency to cut trousers too long in the leg, forcing them to be turned up, as cutting off the excess material is classed as terribly wasteful and is distinctly frowned upon. Shirts can only be worn collarless when undertaking hard manual labour, or lounging at home.

Men's overcoats are large and thick for warmth, fasten with a belt, and have a collar. They are usually worn with a "choker", a short fabric scarf of either rayon, silk, or cotton. The alternative to an overcoat is the trenchcoat-style mackintosh. It is most disreputable to be seen out without a hat. In Britain, the favourite styles are the trilby and the flat cap, and in America the fedora and homburg. As the war progresses, the crowns and brims get smaller and the felt coarser, but hats are never rationed.

If serving in the forces, men have their uniforms. Industrial workers of both sexes wear overalls, often over their suit or dress. These overalls can be boilersuits, bib-and-braces, or long overcoats, none of which are rationed. Shoes are rationed, and as rubber and leather are in short supply, alternative materials such as wood and cork are used for the soles, and cloth for the uppers. Leather correspondent-style shoes and brogues become increasingly rare as time goes by. Wellington boots, properly known as galoshes in this time period, need to be looked after carefully as replacements are hard to come by.

When it comes to hairstyles, a variation on the British military's "short back and sides" cut is most common. The long hair on top must be kept under control with a variety of lotions and potions, such as brilliantine or Brylcreem. Brylcreem becomes so associated with the RAF that its pilots

Darn It!

With material and clothing being in such short supply, the Ministry of Information begins its "Make Do and Mend" campaign in 1943, with the message also being taken up on the other side of the Atlantic and in Continental Europe. Numerous booklets are published showing how to recycle, repair, and care for clothing so that it lasts longer and clothing coupons can be conserved. Classes are also run, films shown, and advice centres opened to help people revive old-fashioned skills such as darning. Rather worthy, often impenetrable, and frequently quite dull, the toy doll Mrs. Sew-and-Sew is introduced in 1944 to front the campaign in an attempt to liven it up. The recycling trend is very popular, and is seen as being both patriotic and fashionable.

are sarcastically referred to as “the Brylcreem Boys”. Younger men tend to be clean-shaven whilst those who serve, or have served, in the military have moustaches. Only sailors, tramps, and academics have beards. Shaving soap is not rationed in order that men can maintain socially acceptable levels of hirsuteness—if they can get hold of razor blades, which are scarce in Britain by 1942.

Women's Fashions

Military styles are popular in the run up to war, with military jackets, brass buttons, and epaulettes all commonly seen. Wide shoulders and narrow waists are the in-thing. At the start of the conflict, it is highly unusual and utterly scandalous to see a woman in “slacks” (trousers), although as more and more women become involved in war work and stockings disappear, this changes dramatically. Women's slacks fasten at the side with buttons, and if not worn for work are usually paired with a jumper of some sort. Skirts hang just below the knee, usually with only a single pleat to conserve fabric. Two-piece suits are popular, as the jacket and skirt can be worn together, or separately to give different looks. Simple base garments are dressed up with accessories to ring the changes, and puffed sleeves are *de rigueur* on everything. Men's wardrobes are raided for clothing to adapt, or to wear outright.

Fashion is largely dictated by two sources: Paris and Hollywood. After the Fall of France, many Parisian fashion houses close down, although some work for the German occupiers. With Paris Fashion Week gone, New York sets up Press Week in 1943, giving American designers a chance to move to the fore.

Despite the Nazi Party's best efforts to exert control on women's fashions in Germany before the war, most women

continue to dress as they please, refusing to adopt either the *Trachtenkleidung* folk costume, or organisational uniforms. Once fabric shortages begin in Germany, even after joining one of the many auxiliary services in operation, such uniforms are often non-existent and membership is denoted purely by an armband.

An iconic piece of clothing, at least in Britain, is the “pinny”: an apron or pinafore that goes over clothes to protect them whilst working. Coupled with a headscarf and rollers, this is the archetypal look of the working-class British housewife. Most women adopt men's working clothes when in factories, or working the land, both for practicality and warmth. In Germany, the wearing of trousers by women outside work causes a major scandal and is made illegal in certain areas, although by 1944 Heinrich Himmler insists that charges should not be brought against ladies flouting this rule.

As with men's “titfers”, women's hats are not subject to rationing, although headscarves are because of their fabric requirements. Turbans and headscarves are popular as work wear, as they protect the hair from dirt and becoming entangled in machinery. They also become more common as the price of women's hats escalates as materials run short. Snoods (crocheted or knitted hair nets) are also very popular for controlling long hair, as they can be worn for both day and evening, with a little dressing up. Berets are considered to be very stylish, too. The heels on women's shoes in Britain are limited to a height of two inches, and in America, one inch, with wedge heels making their first appearance.

Women's hairstyles also change as the war progresses, with new careers and shortages of shampoo and cosmetic products, such as setting lotion, all playing a role in moving to more practical, yet oddly still glamorous, hair-dos. Everyone who can afford one has a permanent wave. Short hair is fashionable if serving in the women's auxiliary forces.

Even if a woman has long hair, it is usually worn up during the day. Celebrities are recruited to promote the use of certain styles, including film actress Veronica Lake. Famous for her much copied, draped-over-one-eye, peek-a-boo look, Lake is brought in to convince young women to use the victory roll, a voluptuously-coiled hairstyle supposedly named after fighter pilots' celebratory manoeuvres, largely to prevent workplace accidents. Elaborate quiffs are standard at the start of the war, although by 1944 a sleeker, “flat top” style is introduced that does away with all the complicated curls and high-rise hair.

Air Raid Chic

Besides rationing, the war has some very strange effects on fashion and appearance. One new clothing item for women is the shelter (or siren) suit, an all-in-one outfit, frequently with a hood, that can be slipped on quickly in the event of an air raid. Before the war, men predominantly sleep in long nightshirts, but as the bombing raids intensify they move over to pyjamas to preserve their modesty, as do the ladies. Gas masks also cause styling difficulties, with beards making them difficult to fit, and the squashing effect of the centre strap leading to a particular women's hairstyle called the “gas mask curl”. Spectacles also have to be redesigned to ensure their arms don't cause leakages. Parachute silk, usually from German land-mine parachutes, is used to make a wide variety of clothing, particularly ladies' knickers.

“If they're good enough for Veronica Lake, then they're good enough for me! At least I can see where I'm going now...”

—Julia, New York, 1942.

Music & Songs of the Era

1939

Kiss Me Goodnight, Sergeant Major (Arthur Askey); *Das Mädchen unter der Laterne*, aka Lili Marlene (Lale Anderson); Moonlight Serenade (Glenn Miller); Over the Rainbow (Judy Garland); Run, Rabbit Run (Flanagan and Allen); Strange Fruit (Billie Holiday); We'll Meet Again (Vera Lynn); We're Gonna Hang Out the Washing on the Siegfried Line (Flanagan and Allen); Wish Me Luck as You Wave Me Goodbye (Gracie Fields).

1940

Bless 'Em All (George Formby); In The Mood (Glenn Miller); A Nightingale Sang In Berkeley Square (Vera Lynn); When You Wish Upon a Star (Cliff Edwards); Whispering Grass (The Inkspots); You Are My Sunshine (Jimmie Davies).

1941

Boogie Woogie Bugle Boy (The Andrews Sisters); Chattanooga Choo Choo (Glenn Miller); I Don't Want to Set the World on Fire (Horace Heidt); The Last Time I Saw Paris (Tony Martin); *Ça Sent si bon la France* (Maurice Chevalier).

1942

Douce France (Charles Trenet); *Ich weiß, es wird einmal ein Wunder gescheh'n* (Zarah Leander); Jitterbug Waltz ("Fats" Waller); Night and Day (Frank Sinatra); Obey Your Air Raid Warden (Tony Pastor); Tangerine (Jimmy Dorsey); Rosie the Riveter (Kay Kyser); A String of Pearls (Glenn Miller); The White Cliffs of Dover (Vera Lynn).

1943

As Time Goes By (Dooley Wilson); *C'Était une Histoire d'Amour* (Édith Piaf); Praise the Lord and Pass the Ammunition (Kay Kyser); When the Lights Go On Again (Vaughn Munroe); Why Don't You Do Right? (Benny Goodman).

1944

Don't Fence Me In (Bing Crosby and the Andrews Sisters); I'll Be Seeing You (Bing Crosby); It Had to Be You (Helen Forrest and Dick Haymes); Straighten Up and Fly Right (Nat King Cole).

By the 1930s, the use of make-up is no longer seen as particularly tawdry or tarty, except in Nazi Germany. A well-groomed girl uses face powder, rouge, lipstick, and mascara, if she can get them. Nail varnish disappears by 1943, and lipstick becomes increasingly hard to come by, partly due to a shortage of ingredients but also because of the cost as a result of various luxury item taxes. Leg make-up, proprietary and home-made, also becomes popular as stockings become notoriously scarce, and women increasingly wear socks as an alternative. Women are encouraged to take great care over their appearance by the powers that be, in order to maintain male morale...

PUTTING ON A SHOW

Maintaining morale is essential during times of national strife and radio, newspapers, magazines, and the cinema all have a role to play in lifting a nation's spirits whilst at the same time carefully juggling the need to keep the populace informed of current events.

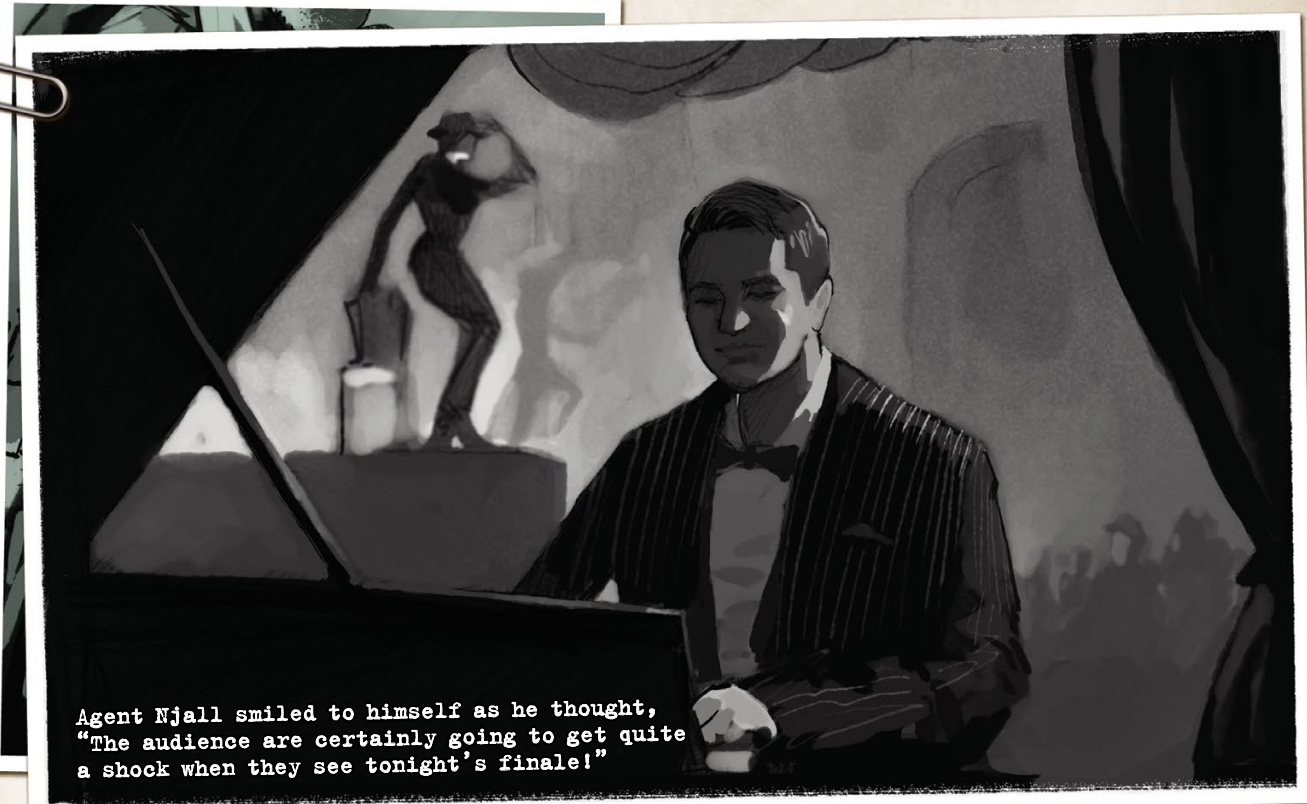
Hot to Trot

Dancing is one of the two most popular pastimes in Britain during the war, although the rather staid foxtrot is gradually replaced with more exotic dances from the United States,

Pennsylvania 6-5000

One of the most famous proponents of the Big Band is Glenn Miller. In March 1938, Miller forms his second Orchestra, this time with an enhanced woodwind and reed section, leading to the development of his characteristic "sound". In October 1942, with a view to raising troop morale through music, he volunteers for military service and is assigned to the Army Specialist Corps, forming the Glenn Miller Army Air Force (AAF) Band after completing basic training. Following many successful tours entertaining the troops, in December, 1944, Major Miller boards an aeroplane at RAF Twinwood Farm, near Bedford, England, for a flight to Paris. The plane and its occupants disappear without trace.

brought over by the newly-arrived troops. One of the most popular with young Americans, and later their British counterparts, is the Lindy Hop which first appears around 1935. Allegedly named after aviator Charles Lindbergh, it develops from earlier African-American dance styles. The Hop manages to maintain its prominence throughout the war even with the advent of later dances, such as the Jitterbug. The Swing Era also begins around the same time, with "big band" music reaching the height of its popularity as the war progresses.



Agent Njall smiled to himself as he thought,
"The audience are certainly going to get quite
a shock when they see tonight's finale!"

Instrumental Big Band music aside, Allied songs during the war fall roughly into three main categories: wistful and romantic love-songs, uplifting and stirring patriotic anthems, and light-hearted or bizarre comedic ditties. Frequently the same song is covered by numerous artists on both sides of the Atlantic, and all countries have their own particular favourites. In America, Bing Crosby, The Andrews Sisters, Ella Fitzgerald, and Benny Goodman are household names, whereas in Britain, Gracie Fields, Vera Lynn, George Formby, and Joe Loss are more familiar. In France, Édith Piaf, Maurice Chevalier, and Tino Rossi entertain those living under the occupation, while Josephine Baker keeps watch for the Allies.

Germany, however, has far more conventional tastes in music, at least officially. Hitler hates jazz, and the socially approved music of the Third Reich includes works by Richard Wagner, Richard Strauss, and Carl Orff, although Swedish songstress Zarah Leander is a favourite of the German soldiers.

The Silver Screen

"Going to the pictures" is the other main recreational activity in wartime Britain besides dancing, as even the few people who had access to the British Broadcasting Corporation (BBC)'s fledgling television service before the war have nothing else to watch now that the service has been suspended. Although cinemas, theatres, and other live "entertainments" are closed with the declaration of war in Britain, they reopen a scant two weeks later.

The cinema is very popular in America too, with audience numbers doubling between 1940 and 1942. Germany also boasts a very vibrant film industry, even though many of its brightest stars have fled to America to escape persecution and repressive government interference. Mobile cinemas take the latest releases out into Germany's rural areas to spread the National Socialist message far and wide.

Movies are an excellent means of getting your message across and are frequently used for propaganda purposes. Historical and famous literary characters, such as Sherlock

Historical and famous literary
characters, such as Sherlock Holmes...
are roped in to bolster morale.

Holmes and the Saint, are roped in to bolster morale and denigrate the enemy. Patriotic films underlining duty and honour, both civilian and military, become more numerous as the conflict escalates, as do escapist movies.

The Germans are particularly fond of romantic musical comedies, with *Die grosse Liebe* being the highest grossing movie ever made by the Third Reich, whereas in America, horror films and *film noir* become increasingly prominent. Despite being under German control after the Fall of France, the French movie industry still manages to make some thinly veiled propaganda movies of its own, such as *Les Enfants du Paradis*.

Crystal Clear

Without television, most people get their news from one of four sources: gossip, the cinema, newspapers, or the radio, and most often from a combination of them all. The radio is also a significant weapon in the battle to maintain a nation's mood, with light music, entertainment, and comedy programming as equally important as the news. It can also be educational: every morning, the BBC runs a programme called "Kitchen Front" to help people make the most of their rations.

Radio can also be harnessed for propaganda purposes, and both the Axis and the Allies make use of this fact throughout the war, some more successfully than others. In September 1939, Lord Haw Haw begins broadcasting from Germany to Great Britain and America in his programme "Germany Calling". The alias, used by many broadcasters, is most often used to refer to William Joyce, an Irish-American fascist. Britain runs its own propaganda radio programmes, with "black" radio stations taken care of by the Political Warfare Executive (PWE), and in particular Denis Sefton Delmer. The BBC, however, is not involved in any underhanded propaganda dissemination in order to ensure that its international reputation for trustworthiness is not compromised.

Loose Lips

Censorship of the press is an unwelcome concept when countries claim to be fighting for freedom. In Britain, the Ministry of Information takes on press censorship as soon as war is declared, preventing the publication or broadcast of any news item that could damage public morale, although

the BBC is allowed to self-censor its radio broadcasts and refrains from commenting on news items.

As early as 1938, the United States passes laws preventing the unauthorised photography, sketching, and mapping of military bases. President Roosevelt, reluctant to use the powers of press censorship available to him, only insists that stories must be accurate and incapable of helping the enemy. The censoring of mail and communications begins in the United States in December 1941 with the passing of the first War Powers Act, and in January 1942 the Office of Censorship issues its first Voluntary Code, enabling the American press to self-censor.

Although American censorship is predominantly self-imposed, there are certain areas that are off-limits. Broadcasting

"Don't Mind If I Do!"

Starring comedian Tommy Handley and co-written by Ted Kavanagh, *It's That Man Again (ITMA)* starts on BBC radio in July, 1939, with an initial fortnightly run and the action set on a pirate radio station. Taking its name from a popular press method of referring to Hitler, it overcomes an initial lack of enthusiasm from the listening public after the declaration of war. With Tommy moving to the Office of Twerps' Ministry for Aggravation and Mysteries, and then to the seaside resort of Foaming at the Mouth, the show is one of the most popular on British radio and spawns a host of well-known characters and catchphrases.

Movies of the Era

AMERICAN

The Adventures of Robin Hood (1938); The Dawn Patrol (1938); The Hound of the Baskervilles (1939); Stagecoach (1939); Gone With The Wind (1939); The Wizard of Oz (1939); The Great Dictator (1940); The Philadelphia Story (1940); Pinocchio (1940); The Road To Singapore (1940); Citizen Kane (1941); The Maltese Falcon (1941); Casablanca (1942); Cat People (1942); I Walked With A Zombie (1943); Double Indemnity (1944); To Have and Have Not (1944).

BRITISH

The Thirty-Nine Steps (1935); The Lady Vanishes (1938); The Four Feathers (1939); Goodbye, Mr. Chips (1940); Let George Do It! (1940); 49th Parallel (1941); "Pimpernel" Smith (1941); The First of The Few (1942); In Which We Serve (1942); Went the Day Well? (1942); The Life and

Death of Colonel Blimp (1943); We Dive At Dawn (1943); Fanny By Gaslight (1944); Henry V (1944); The Way Ahead (1944); Brief Encounter (1945).

FRENCH

Le Jour se lève (1939); *La Règle du Jeu* (1939); *Moulin Rouge* (1940); *Paradis Perdu* (1940); *Remorques* (1941); *L'assassin habite au 21* (1942); *Les Visiteurs du Soir* (1942); *Le Corbeau* (1943); *L'Éternel retour* (1943); *Le Ciel est à Vous* (1944); *Les Enfants du Paradis* (1945).

GERMAN

Triumph des Willens (1935); *Der Hund von Baskerville* (1936); *Die Reise nach Tilsit* (1939); *Bismarck* (1940); *Jud Süß* (1940); *Die grosse Liebe* (1942); *Münchhausen* (1943); *Titanic* (1943); *Die Degenhardts* (1944); *Die Feuerzangenbowle* (1944).

about the weather is a very contentious topic, as it is feared it could give away vital strategic information to an enemy planning a raid, and half of all Code violations involve the weather. "Man in the street" broadcasts are also banned in an attempt to prevent enemy agents using them to pass messages to each other, even though this leads to a loss in advertising revenue for the radio stations. Something else that is discouraged is the playing of specifically timed musical requests and lost and found advertisements, as they are also good ways for enemy spies to communicate.

Joseph Goebbels, Hitler's Minister of Public Enlightenment and Propaganda, tightly controls the dissemination of information within Germany and its occupied territories through a variety of media. Listening to foreign radio stations, or reading foreign newspapers is severely punished. The German people, though, grow disillusioned with patently false news reports as the war progresses, becoming increasingly aware that the press in general is just another cog in Goebbels' unrelenting propaganda machine.

Shades of Grey

Propaganda takes many forms, and there are many different levels on which it operates. White propaganda is the most obvious type, clearly coming from the side broadcasting it. Many of the films released during the war are thinly disguised white propaganda and morale-boosting efforts. Grey propaganda usually has no clearly identifiable source, and black propaganda purports to be from one side when it is, in fact, being issued by the other. Black propaganda neatly sells the lie the broadcaster wants by carefully mixing together gossip, fiction, and truth. Some of PWE's black stations are very popular amongst their German audiences, even though they suspect them for what they are, because the programmes are just so good and give them more true information than Germany's own strictly regulated stations.

Section M, Metropole Hotel, London

FAO: The Editor, The Times

*Would much rather you didn't print those "monstrous" pictures -
not in the national interest. Will make it worth your while.*

A. Torvton





CHAPTER 3

Home, Sweet Home

*"This is the people's war. It is our war. We are the fighters.
Fight it, then. Fight it with all that is in us, and may God defend the right."
- the Vicar, Mrs. Miniver, 1942*

No matter the horrors taking place on the world-wide stage, life carries on at home as best it can. For those countries which are occupied times are bleak, even if you are prepared to collaborate with the enemy. It is scarcely better in some unoccupied countries, as the strains of war are suffered by the civilian population as never before.

Below are social timelines for Britain, France, and the United States of America, detailing events affecting the lives of ordinary citizens in each of those countries away from the traditional battlefields of Western Europe. As in the main timeline, events are organised chronologically by year, and then month, where possible.

DEAR OLD BLIGHTY

Separated from mainland Europe by the sea, Britain is in an unusual and awkward position as war breaks out and the Continental nations topple before Germany's military might. Although the last invasion of her islands had, technically, taken place almost 900 years previously, everyone is well aware that in these days of modern, mechanised warfare, the island fortress may no longer be quite as impregnable as it once was.

1922

NOVEMBER

The BBC transmits its first radio broadcast from London.

1928

The Reverend Montague Summers publishes the first English translation of the *Malleus Maleficarum*.

1930

Frank Whittle submits his first patent for the turbo-jet engine. He has the first prototype running by 1937.

1931

DECEMBER

The British Empire formally becomes the British Commonwealth with the signing of the Statute of Westminster. This enables many former colonial territories to establish self-rule whilst retaining British sovereignty.

1932

Oswald Mosley founds the British Union of Fascists (BUF), also known as the Blackshirts.

1933

The "National" Grid for electricity supply is established as the Central Electricity Board. However, the supply is patchy and does not cover the whole country.

Suggested Scenario Styles

British-based campaigns are likely to involve "cosy drama", espionage, clandestine retrieval missions, civil defence, and operations against infiltrating enemy agents or unspeakable cults.

1936

Britain begins building the Chain Home Range and Direction Finding (RDF) station network, starting in the southeast and eventually covering the whole of the east coast. The network is rolled out to cover the west coast and Northern Ireland after the Fall of France in 1940.

OCTOBER

Unemployed workers march from Jarrow to London to highlight the plight of the northeast labour force after the town's industry collapses as a result of the Great Depression.

NOVEMBER

BBC Television begins regular broadcasting from Alexandra Palace, London, expanding a limited service which began in 1932. Broadcasting is suspended at the outbreak of war in 1939.

DECEMBER

The debonair and highly popular King Edward VIII abdicates the British throne having ruled for only eleven months, after Parliament refuses to sanction his marriage to American divorcée Wallis Simpson. His brother reluctantly becomes King George VI.

1937

Air Raid Precautions (ARP) wardens are activated as a volunteer force. "Sellotape" is released in Britain, its name becoming synonymous over time with adhesive tape in general.

1938

Sir John Anderson reveals the eponymous air raid shelter; given free to families earning under a certain annual income,

production ceases in 1941 due to metal shortages. Harry Price revives the Ghost Club as a dinner society for discussing supernatural encounters.

MARCH

Section D is established by the Secret Intelligence Service (SIS) to carry out sabotage and propaganda activities. It is housed in the Metropole Hotel, London.

MAY

The Women's Voluntary Service (WVS) is founded by Stella Isaacs, Marchioness of Reading.

SEPTEMBER

The Auxiliary Territorial Service (ATS) is formed. The First Aid Nursing Yeomanry (FANY) is asked to set up the ATS' Motor Drivers Company. Prime Minister Neville Chamberlain delivers his "Peace for Our Time" speech on his return from Germany after the Munich Crisis.

OCTOBER

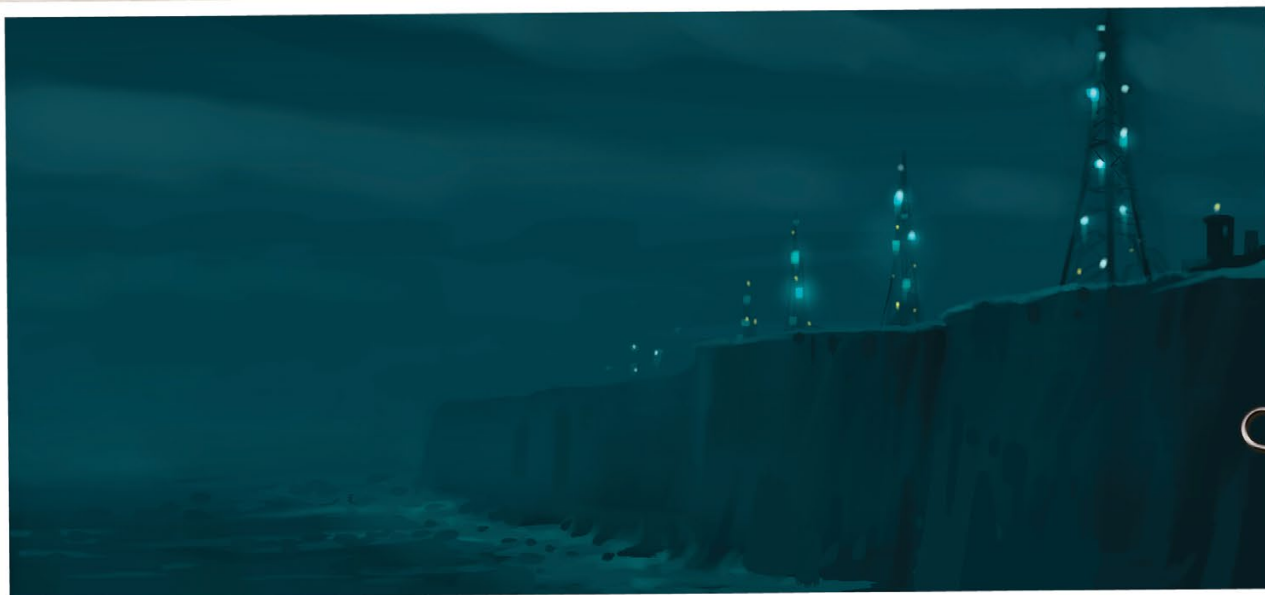
The first edition of the weekly photo-magazine *Picture Post* is published by Hulton Press.

1939

Alan Turing designs the Bombe, based on an earlier Polish deciphering machine, to speed up the cracking of Enigma-encoded messages. Income tax rises several times to raise funds for the war effort.

APRIL

Limited conscription is introduced for men aged between twenty and twenty-two.



SUMMER

The Radio Society of Great Britain and the Radio Security Service (RSS or MI8c) set up the Voluntary Interceptors (VI), a group of amateur radio enthusiasts charged with intercepting enemy transmissions in support of the official Y-station network. The unofficial evacuation of pregnant women, children, their mothers, and teachers from towns and cities begins.

JUNE

British men aged twenty to twenty-one years of age are asked to register for the armed forces. Civil Defence exercises begin. The Women's Auxiliary Air Force (WAAF) is formed, as is the Women's Land Army (WLA).

JULY

The Women's Royal Naval Service (colloquially known as the Wrens) is reformed, having been disbanded at the end of World War One.

AUGUST

Station X is established at Bletchley Park, Buckinghamshire. The Mass Observation project asks British people to record their daily lives in diary format. The Observer Corps is mobilised.

Section M is established in the Metropole Hotel in a suite adjacent to the one occupied by Section D.

SEPTEMBER

1st: the Blackout begins. **2nd:** the National Service Act enables the conscription of British men aged between eighteen and forty-one who are not exempt from military service as a result of their occupation. **3rd:** a terrific storm hits the north of England on the evening of the day Chamberlain makes the dreaded announcement that Britain is at war. **8th:** the Ministry of Food is established. **29th:** the National Registration Day for ID cards and ration books takes place. The beginning of the Phoney War in Britain. The official evacuation of 1.5 million people from the major cities in anticipation of German bombing begins. Gas masks are distributed to most civilians, but not all. Petrol rationing begins. The Air Ministry develops a series of decoy strategies to protect airfields from German bombers, the so-called Q- and R-sites. The Friends' Ambulance Unit (FAU) is reformed.

OCTOBER

The Ministry of Agriculture launches the "Dig for Victory" campaign. Section M is established in the Metropole Hotel, in a suite adjacent to the one occupied by Section D, with whom they will be working closely.

Pounds, Shillings & Pence

Unlike France, Germany, and the United States, British currency does not operate under a decimal system, much to the confusion of visitors.

$£1 = 20 \text{ shillings (s)} = 240 \text{ pence (d)}$

If something costs one pound, six shillings, and two pence (tuppence), it is written as £1 6s 2d.

DECEMBER

The first Canadian troops arrive in the UK. The British government begins the internment of enemy aliens, initially German and then Italian, including refugees; many are housed on the Isle of Man. By the summer of 1942, most low-risk enemy aliens have been released. Price controls are introduced on basic foodstuffs to prevent inflation and profiteering.

1940

Harvest camps for children are instituted to help farmers suffering from manpower shortages. Harvests are exceptionally good due to an incredibly clement summer and autumn. "Trekkers" begin to sleep outdoors in the countryside, woodlands, and parks where they feel safe from the threat of bombing raids. Income tax increases again. Unemployment is virtually eliminated thanks to the war effort. The Non-Combatant Corps is formed.

JANUARY

Food rationing begins with bacon, butter, and sugar.

FEBRUARY

The "Careless Talk Costs Lives" campaign begins. The civilian Air Transport Auxiliary (ATA) is established to transport aircraft to and from airfields, production plants, and repair shops.

MARCH

Meat rationing begins. Gas masks are now issued to every British citizen, which people are legally required to carry at all times. The first working Bombe, built by the British Tabulating Machine Company, and known as Victory, is delivered to Bletchley Park. Gordon Welchman's later modifications improve overall efficiency.

APRIL

Britain begins its ill-fated Norwegian campaign. The War-time Social Survey begins; door-to-door canvassers soon earn

"Wild" Jack Howard

Charles Henry George Howard, 13th Earl of Berkshire, 20th Earl of Suffolk (1906-1941). The adventurous young nobleman runs away from the Royal Naval College to join the Merchant Navy and travels widely before returning, *avec* parrot, to join the Scots Guards. Asked to leave because of his rowdy behaviour and colourful language, Jack sets sail for Australia. Upon his next return, he enrolls at Edinburgh University, later graduating in chemistry and pharmacology. This helps to secure him a position at the Ministry of Supply and his posting to Paris (see p.27), where he acquires two large pistols, known affectionately as Genevieve and Oscar, which he carries with him everywhere.

Nothing Like A Nice Cuppa...

If one thing typifies the British, it is their love of tea—the Ministry of Information even thinks that the best cure for an air raid is a good cup of char. And we are not talking tea bags here—those are virtually unheard of in Britain at this time—but good, old-fashioned loose-leaf tea, brewed in a proper teapot.

the nickname "Cooper's Snoopers" in the press, after current Minister of Information Duff Cooper, no matter which agency they work for.

MAY

Winston Churchill becomes Prime Minister when Chamberlain resigns as a result of the failure of the Norwegian campaign. Anthony Eden, Secretary of State for War, announces the formation of the Local Defence Volunteers (LDV). The BUF is banned and its leadership arrested; Oswald Mosley is imprisoned. Butter and sugar rations are reduced. The War Agricultural Executive Committee (War Ag) begins a survey of every British farm to establish what measures will be needed to supply the nation's food. **26th:** a National Day of Prayer takes place, called for by King George VI at Churchill's request.

JUNE

Aliens, and other stateless persons not already interred, are subject to a nightly curfew and must remain inside between the hours of 10.30PM and 6AM; enemy aliens must also surrender their wirelasses (radio sets). Jack Howard sets up his bomb disposal research team, working from an office in the Strand. Signposts are taken down all over Britain to ensure confusion for any potential invasion force. The Government bans the ringing of church bells except as a signal of invasion. The Jockey Club announces an end to horse racing. **18th:** Churchill's "Finest Hour" speech. **30th:** Germany invades the Channel Islands, the only part of the British Isles to be occupied during the conflict.

JULY

Tea rationing begins; margarine also becomes rationed. The flying of kites and balloons is banned, as is the use of fireworks. Strike action becomes illegal. Hugh Dalton forms the Special Operations Executive (SOE), and moves into Baker

Street with his "Irregulars". The LDV is renamed the Home Guard. The Battle of Britain begins.

AUGUST

Wasting food officially becomes a crime. **13th:** the *Luftwaffe* begins its attempts to destroy the RAF as a prelude to invasion. Enterprising chaps on Primrose Hill, London, rent out telescopes to sightseers so they can get a better view of the pitched aerial battles going on overhead. **21st:** Churchill's "Never in the Field of Human Conflict" speech. **24th:** a lone *Luftwaffe* bomber accidentally drops its payload on London.

SEPTEMBER

7th: the London Blitz, also known as the Big Blitz, begins. A second National Day of Prayer is organised. **15th:** the aerial Battle of Britain ends, to be followed by a naval blockade. Buckingham Palace is bombed when the King and Queen are in residence; the fraught relationship between the King and his subjects begins to ease as a result. The King creates the George Cross and the George Medal to recognise civilian bravery.

NOVEMBER

Coventry is bombed in Operation Moonlight Sonata.

DECEMBER

Bristol is heavily bombed by the *Luftwaffe*. The Boxing Day Bank Holiday is cancelled.

1941

War Weapons Weeks are introduced by the Government as a way to raise funds for equipping the armed forces. There are yet more income tax increases.

MARCH

Cheese, jam, and conserves become rationed. Ernest Bevin, Minister for Labour and National Service, issues the Essential Work Order, which requires skilled workers to register with the government in an attempt to limit skill shortages caused

by conscription and volunteering. Morrison shelters, for use inside the home, and named after the Home Secretary Herbert Morrison, are introduced. *Die Zeitung*, a German language newspaper aimed at exiles, begins publishing in London; abridged versions are air-dropped over Germany by the RAF.

APRIL

The first food shipments organised under the Lend-Lease Bill arrive in Britain. The Observer Corps becomes the Royal Observer Corps (ROC).

MAY

Jack Howard is killed, along with his team, defusing "Old Faithful" in the bomb graveyard at Erith Marshes, near London. The Blitz officially ends, although bombs continue to fall on and off throughout the conflict. Fire services are nationalised.

JUNE

Clothes, furniture, and coal are added to the list of rationed items.

AUGUST

The government takes over the running of the country's railways.

SEPTEMBER

Utility clothing is introduced by the Government in an attempt to control fabric shortages (p.15).

DECEMBER

The National Service Act (2) enables unmarried and, later, married, British women aged nineteen to thirty to be called up for war work. Points rationing is introduced for certain items.

1942

The Oxford Committee for Famine Relief (Oxfam) is founded to help Greek women and children suffering under

German occupation. Nylon stockings become available in the UK, albeit briefly. The Women's Timber Corps (WTC) separates from the WLA.

JANUARY

The first American GIs arrive in the UK.

FEBRUARY

Soap rationing begins. A complex point system enables people to vary what they can buy to cover a variety of household requirements.

MARCH

Fuel rationing is extended to cover gas and electricity.

APRIL

The *Luftwaffe* begins the Baedeker raids against historic but predominantly non-strategic English towns and cities in retaliation for the RAF's bombing of Lübeck. They are

"Well, I can't say that it's the most flattering of clothing, but it's warm and pretty sturdy. It doesn't cost an arm and a leg, either and at least it's not second-hand. I suppose it will have to do, for now."

—Maggie, London, October 1941.

Entering the Vernacular

Like many industrial towns and cities, Coventry suffers badly because of its importance to the war effort. The town is virtually destroyed in a single night by incendiary bombs as the *Luftwaffe* attempts to eradicate local manufacturing units. The German propaganda machine even coins a new verb—"Coventrieren", the act of devastating a city by firebombing—to celebrate. They stop using it when the RAF and USAAF begin blanket-bombing German cities later in the war.



named after Baedeker's *Tourist Guide to Great Britain*, from which the targets are allegedly chosen by their star rating. The raids last until June.

JULY

The United States Army Air Force (USAAF) begins arriving in Britain. Sweet rationing begins.

AUGUST

Biscuit rationing begins.

"Do one thing every day that scares you."

— Eleanor Roosevelt

OCTOBER

Eleanor Roosevelt arrives in Britain for a three week visit to inspect American and British troops.

NOVEMBER

The American Servicemen's Club, "Rainbow Corner", opens on the corner of Shaftesbury Avenue, London.

1943

Harvest camps for adults are instituted to help farmers; each participant carries out two weeks paid labour, with evening entertainment provided by the Entertainments National Service Association (ENSA). The Utility Furniture Catalogue is introduced, aiming to do for furniture what the programme did for clothing. The Dickin Medal for animal bravery is introduced by the founder of the People's Dispensary for Sick Animals (PDSA), Marie Dickin.

MARCH

Tommy Flowers, an engineer at the Post Office Research Labs at Dollis Hill, begins design work on Colossus, the first programmable electronic digital computer, to speed up cracking of the German Lorenz teleprinter cipher, Tunny.

APRIL

A small number of women are permitted to officially join the Home Guard as "Nominated Women".

DECEMBER

Bevin Boys: 48,000 British conscripts between the ages of eighteen and twenty-five are sent underground rather than to the frontline to make up for a chronic shortage of coal miners.

1944

The Pay As You Earn (PAYE) tax system is introduced in Britain due to the huge increase in the number of those

eligible to pay tax. Helen Duncan becomes the last person tried under the existing British laws against witchcraft.

JANUARY

Colossus Mark I successfully completes its first test run at Station X (better known as Bletchley Park), having arrived only a month earlier. The "Little Blitz" of industrial areas begins, lasting until March.

APRIL

All overseas travel from Britain is banned.

JUNE

V1 bombs, quickly nicknamed "doodlebugs" by the British public, begin falling on London (Operation Junk Room).

SEPTEMBER

Another National Day of Prayer is held on the fifth anniversary of the war. V2 rockets are fired on London. The Blackout is officially downgraded to the "Dim-Out".

DECEMBER

The Home Guard is officially stood down.

1945

APRIL

The Blackout is finally lifted in Britain.

THE NOT-SO-BELLE ÉPOQUE

Due to the German invasion, France technically only has a home front for a very short period of time, from September 1939 until June 1940. However, as the Resistance continues to develop throughout the war, the country establishes a hidden and internal home front dedicated to foiling the Germans and their own Vichy government.

1930

André Maginot, French Minister of War, initiates the construction of a static line of defence, including concrete

Suggested Scenario Styles

Depending on when your game is set, French-based campaigns are likely to involve espionage, Resistance activities, such as sabotage and infiltration, and clandestine retrieval missions.

bunkers and machine gun posts, along France's borders with Germany and Italy (the Maginot and Alpine Lines, respectively).

1935

MAY

The Franco-Soviet Treaty of Mutual Assistance is signed, with a view to encircling Germany and keeping its power in check.

1939

SEPTEMBER

3rd: France declares war on Germany following the invasion of Poland. The French Communist Party (PCF) is driven underground by Prime Minister Édouard Daladier.

OCTOBER

Jack Howard, accompanied by his secretary Beryl Morden, is sent to Paris to act as liaison between the British Ministry of Supply and the French Ministry of Armaments.

1940

FEBRUARY

Female labour is made obligatory in certain professions and companies, as well as in administration.

MARCH

Daladier resigns as Prime Minister, and is replaced by Paul Reynaud.

MAY

The Battle of France begins.

JUNE

Charles de Gaulle flees to London and sets up his "Free French" movement. de Gaulle proposes the Declaration of Union between France and Britain to Churchill. Carrying millions of pounds worth of diamonds and the world's supply of heavy water, Jack Howard, Beryl Morden, and a

large group of French scientists flee from Paris to Bordeaux, and then on to Britain under the noses of the advancing German army. After the armistice, France is divided into a German-occupied northern zone and the Vichy-controlled southern Free Zone. Initially, there is widespread support for the Vichy regime and the occupation, and French soldiers even serve in special SS formations (for example, the SS Charlemagne Regiment).

JULY

Pétain achieves total power and becomes Head of the French State, making Pierre Laval his deputy. The British Royal Navy attacks the French fleet at Mers-el-Kébir, Algeria, and at other locations, to prevent it from falling into German hands (Operation Catapult). Pétain cancels diplomatic relations with Britain as a result. de Gaulle sets up a French intelligence service, the *Service de Renseignements* (SR) from London; it is renamed the *Bureau Central de Renseignements et d'Action* (BCRA) in January 1942. Germany cuts the rail and road links between the Occupied and Free French zones. Rationing is introduced in Vichy France.

SUMMER

One of the earliest French Resistance groups, the *Groupe de Musée de l'Homme*, is formed by left-wing intellectuals with links to Parisian museums to defend French culture from German influences. One of their activities is publishing the underground newspaper *Résistance*.

AUGUST

Combat, originally the National Liberation Movement (MLN), and one of the "big eight" of the French Resistance movement, is founded by Henri Frenay in Lyon.

OCTOBER

The Married Women's Work Act bans women from working outside the home if their husband can financially provide for them.

What Price Liberté?

With the new regime comes a change in priorities. Pétain's government blames the decadence of the Third Republic for France's downfall and casts aside its famed motto "*Liberté, Égalité, Fraternité*" (Liberty, Equality, Brotherhood) for one more suited to its purpose: "*Travail, Famille, Patrie*" (Work, Family, Fatherland).

An Unexpected Proposition

Under de Gaulle's plans, Britain and France would become a full political and national Union in order to ensure the mutual protection and survival of both countries. Despite French Prime Minister Reynaud's attempts to sell the idea to the French Council of Ministers, Marshal Philippe Pétain leads the opposition in quashing the initiative, forcing Reynaud to resign. France and Britain now go their separate ways, for better or worse.



"No this, no that, and you know things must be bad when even the fish start committing suicide. Herring may not be my favourite food but these days, I'll take anything I can get. At least shipping it here from the beaches in Normandy means the fishes' deaths aren't in vain..."

—Yves, Paris, 1941.

NOVEMBER

The fledgling French Resistance movement begins to receive support from the Special Operations Executive (SOE). The black market is in full swing.

1941

The *Groupes Mobiles de Réserve* (GMR), Vichy French paramilitary units, are established by the Head of Police, René Bousquet.

FEBRUARY

Bread rations are reduced in Vichy France.

JUNE

Vichy's Communist supporters turn against the government after the invasion of the Soviet Union.

SUMMER

La Dernière Colonne, a southern Resistance group, begins publishing the underground newspaper *Libération*.

AUGUST

Wine rationing is introduced in Vichy France.

SEPTEMBER

In Paris, the tobacco ration is reduced, so that women have no ration allowance at all.

1942

Chocolate and coffee are no longer available. Sugar and sweets also become very hard to find.

JUNE

Pétain institutes the *Relève* programme, where specialist French workers can volunteer for a tour-of-work duty in Germany in return for the release of French POWs taken during the Battle of France. However, three workers must volunteer to secure the release of one single POW.

SEPTEMBER

The Married Women's Work Act is repealed due to massive labour shortages. Women are allowed to join the police force, and girls from the age of fourteen can now be conscripted into work.

NOVEMBER

German troops march into unoccupied France as part of Operation Anton, in response to the Vichy regime's surrender to Allied forces in North Africa.

1943

Joseph Darnand founds the *Milice Françaises*, a Vichy paramilitary organisation created to fight the growing French Resistance movement. The American Office of Strategic Services (OSS) begins support operations for the Resistance. *Gallia*, a fact-gathering network specialising in military intelligence and police activities, is formed.

JANUARY

The *Mouvements Unis de la Résistance* (MUR) is formed in southern France from the three main resistance groups, *Combat*, *Libération*, and the *Franc-Tireurs et Partisans* (FTP), with the help of Jean "Max" Moulin. The armed wing of the organisation is known as the *Armée Secrète*.

FEBRUARY

The *Service du Travail Obligatoire* (STO) legislation comes into force, compelling all non-exempt men born between 1920 and 1922 to register for compulsory work. Mass abscondment caused by the legislation leads to the formation of the *Maquis*, although that term doesn't become widely used until Spring 1943.

MAY

The France-wide *Conseil National de la Résistance* (CNR) is formed in Paris.

JUNE

The French Committee for National Liberation is founded in Algiers to unify all French anti-Vichy and anti-German forces.

SEPTEMBER

Construction of the V3 cannon site begins at Mimoyecques, near Calais. It is badly damaged by Tallboy bombs during an RAF air raid in July 1944.

OCTOBER

German forces begin the construction of V1 launch sites in northern France.

1944

FEBRUARY

Vichy labour conscription laws are expanded, enabling women to be requisitioned for work in Germany.

JUNE

The French Resistance assassinate the Vichy propaganda minister, Philippe Henriot, in Paris. **10th:** part of the 2nd SS-Panzer Division massacres the inhabitants of the French village of Oradour-sur-Glane. The German troops had allegedly been informed by the *Milice* that a German officer was being held captive in the area but attacked the wrong village, having supposedly mistaken its name for that of another settlement nearby. de Gaulle announces the Provisional Government of the French Republic (GPRF). V1 launch sites in northern France are now operational.

AUGUST

25th: Paris is finally liberated. Pétain is arrested by the Germans. Those of the Vichy government still at liberty escape to Germany in the face of increasingly brazen Resistance activity, and re-establish their government at Sigmaringen.

SEPTEMBER

Most of France has been liberated by Allied troops, apart from a few small pockets of German resistance.

MOM & APPLE PIE

Though often referred to as "the Good War" for America, the United States is still a developing world power at the outbreak of hostilities. Not yet fully recovered from the effects of the Great Depression, the country has no wish to be dragged into yet another European conflict. Far removed from the frontline, the experience of war is, in many ways, very different from that of those on the doorstep of Hitler's aggression. Yet in other ways the experience is very similar, with war changing life on a massive scale.

1929

OCTOBER

The Wall Street Crash: the fall of the American stock market leads to the Great Depression, affecting not only the United States, but also the rest of the world.

1930

Adhesive tape is introduced by 3M under the name "Scotch Tape".

1933

JANUARY

Franklin D. Roosevelt becomes 32nd President of the United States. As part of his mandate, Roosevelt introduces the New Deal. The Great Plains turn into the Dust Bowl.

Suggested
Scenario Styles

As this guide deals only with the Western European Theatre of the war, and because of the absence of a real threat of a large-scale mainland invasion, American-based campaigns are likely to involve noir-style detective investigations, espionage, infiltration of strange cults and enemy organisations, and clandestine search and recovery missions.

Details of the Pacific Theatre will be dealt with in *Achtung! Cthulhu: Guide to the Pacific Front*.

MARCH

The first of Roosevelt's "fireside chats" is broadcast, during which the President explains his policies using a mixture of anecdotes and carefully chosen, easily understood language.

1935**JANUARY**

The first canned beer becomes available in Richmond, Virginia, courtesy of the Gottfried Krueger Brewing Company of Newark, New Jersey; the Fellingfoel Brewery in Llanelli, Wales, introduces their own version to the UK much later in the year.

AUGUST

The first Neutrality Act is passed as part of America's ongoing isolationist policy, enabling the President to prevent the shipment of arms to belligerent nations.

1936

Charles Lindbergh makes the first of many trips to Germany, to report on the state of German aviation and the *Luftwaffe*; he is hood-winked by Hermann Göring into thinking that German aerial strength and development is far greater than it actually is. The German-American League is formed from the remnants of the American Nazi Party, with its own military arm and version of the Hitler Youth. Ordered in 1938 to refrain from using official Nazi symbols by the actual Nazi Party (NSDAP), the group is disbanded in 1941 after the bombing of Pearl Harbor.

1937

Amelia Earhart disappears somewhere over the Pacific as she attempts to complete her solo round-the-world flight. Spam, a processed meat product, is introduced by the Hormel Food Company; it will not officially reach Britain until 1941, where it becomes a wartime staple.

MAY

The third Neutrality Act is passed, covering the same terms as its predecessors, but also including a cash-&-carry policy for trading with selected belligerents. The airship *Hindenburg* crashes as it attempts to land at Lakehurst, New Jersey; Herbert Morrison's eye-witness radio broadcast rapidly becomes legendary.

1938**OCTOBER**

Orson Welles' radio adaptation of H. G. Wells' *The War of the Worlds* causes widespread panic.

1939

The Navy and Marines test Andrew Higgins' Eureka boat as a troop landing craft. After its spoonbill bow is redesigned, it comes into service as the LCVP (Landing Craft, Vehicle, Personnel), with a later LCM version for large, mechanised transport.

JUNE

The US Coast Guard Auxiliary is formed, and is initially known as the Reserve.

SEPTEMBER

America declares its neutrality as war breaks out in Europe. Charles Lindbergh makes a speech on the radio pressing for America to remain out of the war.

Orson Welles' radio adaptation of
H. G. Wells' *War of the Worlds* causes
widespread panic.

1940

Nylon stockings become commercially available; nylon itself is discovered by Wallace Carothers whilst working for DuPont in February, 1935. Roosevelt's semi-covert military build-up effectively signals the start of recovery from the Depression. The Civilian Public Service (CPS) is founded. Defence Bonds become available, only changing their name to War Bonds after December 1941.

JANUARY

The American Women's Voluntary Services (AWVS) is founded.

MAY

Churchill negotiates the "loan" of fifty old destroyers from the US in return for naval bases in Bermuda and the British West Indies, but Congress does not release the ships until September.

SEPTEMBER

The Selective Service Act is established, enabling the first peacetime US draft. The America First Committee is established to promote isolationism.

NOVEMBER

Roosevelt is re-elected President of the United States for a historic third term.

DECEMBER

Roosevelt delivers his "Arsenal of Democracy" speech, marking the beginning of the end of American isolationism and non-intervention.

1941

FEBRUARY

The United Service Organizations (USO) is founded to provide troops with emotional support, and entertainment when on leave. By November, the organisation is also entertaining the troops through its Camp Shows.

MARCH

US Congress ratifies Roosevelt's British Lend-Lease Bill; subsequent Bills are ratified for China (April) and the Soviet Union (October). The US, Mexico, Costa Rica, and Venezuela impound all German, Italian, and Danish ships using their ports.

APRIL

Greenland places itself under US control.

MAY

The Office of Civilian Defense (OCD) is established to co-ordinate federal and state measures for protecting the civilian population in case of war emergency; Eleanor Roosevelt develops the Civilian Participation Branch of the OCD. The Aircraft Warning Service (AWS) is formed.

JUNE

All German and Italian assets held in the US are frozen. German and Italian consular and travel agency staff are also expelled from the country; both Germany and Italy retaliate in a similar vein. The Office of Scientific Research and Development (OSRD) is established. As well as developing weapons technology, from late 1943 it also carries out medical experiments on conscientious objectors from the Civilian Public Service (CPS).

JULY

The Tacoma Narrows Bridge opens across the Puget Sound, Washington. In November it tears itself apart, earning the nickname "Galloping Gertie".

SEPTEMBER

Roosevelt orders all US vessels to attack German and Italian shipping which threatens the passage of the Atlantic convoys (the so-called "shoot first" policy) after the USS *Greer* is attacked by a German U-boat. The *Patrick Henry* becomes the first Liberty ship to be launched from Baltimore.

OCTOBER

The USS *Reuben James* becomes the first American Naval ship to be sunk by a U-boat during the conflict.

DECEMBER

7th: Japanese aircraft bomb Pearl Harbor, bringing America officially into the war; four days later, Germany declares war on the United States. The Civil Air Patrol (CAP) is

Give Me Liberty

Nicknamed "Ugly Ducklings" by Roosevelt, the Liberty ships are standardised, prefabricated, and mass-produced emergency cargo ships. They are quick to build (with the record for production being a mere four and a half days), cheap, and easy to convert to other purposes. The downside is that they are slow and unable to carry as much cargo as other vessels. Named after prominent deceased American citizens, groups can choose what to call a ship if they raise \$2 million through War Bonds. The *Patrick Henry* is indeed named after the man who uttered the immortal lines: "Give me liberty, or give me death!", hence: Liberty ships.

formed; in April 1943, it is transferred from the OCD to the War Department as a USAAF Auxiliary force. The First War Powers Act comes into force. The America First Committee is disbanded. The Constitution and the Declaration of Independence are moved from the National Archives under armed guard to Fort Knox, where they are held for safekeeping until October 1944.

1942

JANUARY

Rationing begins, with tyres the first item on the restricted list. The Navy establishes its airship patrol service at Lakehurst; the airships provide anti-submarine patrols for convoys in the Atlantic and Pacific. The War Production Board (WPB) comes into being to ready peacetime industries for war, as well as overseeing the allocation of materials and establishing production priorities. Roosevelt asks that the Major League Baseball season goes ahead as usual. The Office of Censorship issues its first Voluntary Code.

FEBRUARY

Japanese submarines shell a Californian oil refinery, one of the few direct attacks against the American mainland. The Volunteer Port Security Service (VPSS) is established.

MARCH

The Second War Powers Act enables the acquisition of land for military purposes and changes naturalisation laws. The internment of Japanese Americans begins en masse, but not German or Italian ones, who are dealt with on a case-by-case basis. The Farish/Standard Oil of New Jersey (Exxon) "trading with the enemy" synthetic rubber scandal breaks in America, bringing Harry S. Truman into the political limelight.

APRIL

The "dim-out" of a fifteen mile coastal stretch of the Eastern Seaboard is caused by German U-boat activity.

MAY

Petrol rationing begins in Eastern America. The Women's Army Auxiliary Corps (WAAC) is established.

The Majestic Office (MJ) is established, modelled after the British Section M.

JUNE

The Office of Strategic Services (OSS), forerunner of the Central Intelligence Agency (CIA), is set up by Presidential decree; the Majestic Office (MJ) is also established, modelled after the British Section M, to operate alongside the OSS. The Air Transport Command (ATC) takes over from the Ferrying Command (established May 1941).

JULY

The US Naval Reserve (Women's Reserve) is formed.

SEPTEMBER

The Women's Airforce Service Pilots (WASPs) is established.

OCTOBER

The US Revenue Act institutes a 5% Victory Tax on all earnings over \$624, as well as raising other individual income tax rates; until this point, most people in America paid no income tax at all. The Beach Patrol is formed.

DECEMBER

Coffee becomes rationed.

1943

The Women's Land Army of America is reactivated. The Cadet Nurse Corps is founded.

FEBRUARY

Shoe rationing begins. Civilians may now only purchase three pairs of leather shoes per year.

SPRING

The All-American Girls Professional Baseball League (AAGPBL) holds its first matches. The league is formed to maintain morale after the closure of many men's baseball teams due to conscription.

MARCH

Meat rationing begins.



Photo: Unknown - Rutgers University, New Jersey - Public Domain image.

APRIL

Cheese, fats, and tinned goods are all added to the list of items on ration.

JUNE

Federal troops are brought in to Detroit to quash a three-day race riot caused by discrimination against the migrant black workforce. The Zoot Suit Riots break out in California between white military personnel and Latino youths; they only stop when senior officers declare Los Angeles a no-go area for sailors, soldiers, and Marines.

OCTOBER

Streptomycin, a new class of antibiotic, is discovered at Rutgers University, New Jersey.

1944

Black troops are permitted to take up ground combat roles for the first time.

JANUARY

The first Victory ship, the SS *United Victory*, is launched. The Victory class are the bigger, faster, more up-to-date assembly-line relatives of the more famous Liberty ships.

MAY

Rationing for most cuts of meat ends. The Individual Income Tax Act raises individual income tax but repeals the Victory Tax; most people don't notice and continue to pay it.

JUNE

President Roosevelt broadcasts the last of his fireside chats.

Fashion Faux Pas

Zoot suits are flamboyant, long-jacketed, baggy-panted suits predominantly worn by jazz-loving Mexican-American youths. Often associated in the press with delinquency, crime, and street gangs, they also run afoul of the WPB regulations on fabric use for suits after March, 1942, and are seen as unpatriotic in some areas for their obvious flouting of rationing restrictions. The so-called Zoot Suit Riots in Los Angeles are part of ongoing unrest between white and ethnic groups in California, with clothing used as an excuse for violence and discrimination.

NOVEMBER

Japan starts to send balloon bombs across the Pacific to mainland America. The only casualties of the six-month campaign are an adult and five children, who trigger a device trapped in a tree while attempting to retrieve it.

1945

APRIL

12th: President Roosevelt dies after a prolonged illness. Vice-President Truman takes over as the 33rd President of the United States.





CHAPTER 4

In the Service of One's Country

"Your task will not be an easy one. Your enemy is well trained, well equipped, and battle hardened. He will fight savagely."

- Dwight D. Eisenhower

There are many ways a person can serve their country in time of war. They can become part of the military, willing to die for their country on the battlefield, or they can wage a more covert war against the enemy, one of surveillance and sabotage. And then there are those who stay behind, manning the domestic barricades and preserving the home. This chapter gives an overview of the structures of the military, intelligence, and auxiliary services operational during the Secret War. More in-depth detail on the armed forces and secret services can be found in *Achtung! Cthulhu: the Fate Keeper's Guide to the Secret War*.

IN THE ARMY NOW

As is so often the case, few lessons are learned by the victorious Allied nations from the carnage and stalemate of the Great War. Germany, though stripped of its military might at Versailles, is able to build a new army with the coming of the Nazis, and with this new army develop fresh strategies reflective of the modern era. While the British still view tanks as infantry support vehicles, the Germans recognise their potential and build the concept of *Blitzkrieg* ("Lightning War") around their ability to punch through enemy lines.

This new, modern form of warfare takes much of Europe by surprise, as most countries are expecting German aggression to follow essentially the same patterns as those of the Great War. Static defence is still seen as the order of the day in France and the Low Countries, but the army the Allies now face has tested its mettle in the bitter fighting in Spain supporting the fascist leader Franco, and is well-practised in fast, dynamic combat. In France, the Germans simply

bypass the Maginot Line, the French network of bunkers and emplacements that span the German border, while the British Expeditionary Force supporting the French Army is forced into retreat, again and again, as the inferiority of their equipment and the ferocity of the veteran German forces take their toll.

Much of the French Army is forced to surrender after the Fall of France, and the British lose a huge amount of equipment on the beaches of Dunkirk. However, the struggling Allies, soon to be joined by the United States, are able to rearm and finally learn from their experience with the new German Army. With weapons and materials now reaching the British Isles, despite the efforts of the German U-boats that roam the Atlantic, the Allies are regrouping in preparation for a return to Europe.

Great Britain

Britain, despite many years of blatant German rearmament, is relatively unprepared to fight a war. Though the Royal Navy remains an effective and powerful force, the Army is still comparatively small, albeit professional, and fully mechanised. The Royal Air Force, despite having well-trained pilots coupled with first-rate communications and an invaluable radar network in place along the south and east coasts, has insufficient aircraft. The British people are broadly supportive of Neville Chamberlain's attempts to avoid war, and so when hostilities are declared, the economy is far from being on a war footing.

The disaster of the British Expeditionary Force in France, and the subsequent Miracle of Dunkirk during which some 200,000 British and 140,000 French troops are rescued from the beaches of northern France under constant fire from the

Luftwaffe, are Britain's wakeup call. As the RAF fights desperately with the *Luftwaffe* over southern England, and the Blitz rains bombs down upon London and the southeast, the nation prepares for war and militarises at a rate unseen in any other democratic nation.

Supported by American materials and equipment, provided under the terms of the Lend-Lease Act, and bolstered by the rhetoric and leadership of Winston Churchill, Britain has become the largest military base in the world.

THE BRITISH ARMY

The British Army has expanded dramatically since the start of the war. Starting as a small mobile force of some 300,000 men, by 1941 the Army consists of around 2.2 million troops. Although over 1.5 million men volunteer for military service, Britain introduces conscription upon the outbreak of war, even extending it to include women in 1941, though not for combat duties.

Although still hampered by over-cautious and methodical strategies, by 1943, British infantry formations are well-trained, well-disciplined, and well-equipped. While not as flashy or daring as their American Allies, British soldiers are known for their determination and bravery, and have

Nicknamed the Red Devils, the prototype Paras' first major action is the capture of the Würzburg radar station...

a historically-proven reputation for engaging and defeating numerically superior enemies. At section level, British troops are equipped with rifles and Bren light machine guns, and can count on considerable artillery and armoured support when needed. As a mechanised army, infantry travels using lorries and the Universal Carrier, a light, armoured vehicle equipped with either a machine gun (Bren or Vickers) or a Boys anti-tank rifle, allowing rapid deployment on the battlefield.

The five infantry regiments of the Foot Guards: the Grenadier Guards, the Coldstream Guards, the Scots Guards, the Irish Guards, and the Welsh Guards, are some of the oldest, the most senior, and the most able of the British Army. Tasked with the protection of the King and other ceremonial duties, the Guards are widely held to be the most professional soldiering units in the British armed forces, and can be said to be their beating heart.

The Parachute Regiment represents the evolving face of infantrymen in World War Two. Nicknamed the Red Devils, the prototype Paras' first major action is the capture of Würzburg radar station at Bruneval in France. The success of this mission demonstrates the potential for an airborne infantry regiment, and the Parachute Regiment is officially formed in 1942. Designated to land ahead of other troops and capture key installations, the Paras serve in a range of

theatres, including North Africa, Italy, and Normandy, not to mention the infamous Operation Market Garden.

Despite being early pioneers of tank warfare, Britain begins the war trailing the Germans in tank design and doctrine, and never truly catches up. At the start of the war, Britain fields only two armoured divisions, rising to nine by the close of the war. British armour is split into two main types: infantry support, designed to advance with infantry and neutralise enemy strong points, and cruiser tanks which operate independently of infantry and are intended to engage in mobile war against enemy tanks. Later in the war, the British expand their armour significantly, adopting the American medium tank in large numbers, particularly the ubiquitous Sherman tank.

The British still field a significant artillery force, providing support to the infantry with precise and accurate fire guided by forward observers who advance with the infantry. British radio communication is well-organised, allowing more efficient command and control, though equipment is prone to malfunction in the field.

While the British Army suffers some major defeats in the early years of the war, they weather the storm and are ready to take the fight to Germany.

THE ROYAL NAVY

Despite treaties limiting naval construction before the war, the Royal Navy is still the largest in the world, with modern ships and many more under construction, including fifteen battleships and battle cruisers, seven aircraft carriers, and several hundred cruisers and destroyers, plus a fleet of sixty submarines. Despite heavy losses in the early years of the war, the Navy achieves a series of successes with the sinking of Germany's capital ships, effectively ending the threat presented by the German Navy's surface fleet. The Navy's most vital duty is the protection of the crucial Atlantic link, defending vulnerable convoys against the silent hunters of the German U-boat patrols.

The Royal Navy lost much of its naval aviation capabilities after the Great War when the Royal Air Force was formed, and only regains control of the Fleet Air Arm in 1937. As a result, both their carriers and aircraft are outdated, falling far behind the standards of both the US and Imperial Japanese Navies, though antiquated Swordfish biplanes are instrumental in sinking the German battleship *Bismarck*, proving that British naval aviation still has teeth.

The British submarine fleet is locked in a constant battle beneath the Atlantic with the numerically superior German U-boat fleet. While the German submarines, operating in wolf packs, stalk the vital merchant convoys, British submarines operate primarily alone, engaging in more clandestine operations, or hunting their German counterparts. During the North African campaign, British submarines do get the opportunity to hunt Axis shipping, but their targets are limited when compared to German submarines.

THE ROYAL AIR FORCE

Having only officially been formed in 1918, the RAF is fortunate to be relatively unscathed by old doctrines and strategies and, despite being heavily outnumbered during the Battle of Britain, is able to engage and repel the relentless German bombing offensives that signal what would have

The RAF has a large contingent of foreign pilots among its ranks, particularly from France and Poland.

been the invasion of Great Britain. Though their aircraft at the start of the war are of mixed capability, the RAF's pilots are among the best in the world and, once the Hawker Hurricane and Supermarine Spitfire are introduced, the RAF becomes even more formidable.

The RAF's main combat strategy is the use of strategic bombing to destroy Germany's capability to wage war, engaging in night bombing raids against German cities and developing precision bombing techniques, the most famous example of which is the Dambusters raid in May 1943. Initially RAF Bomber Command restricts itself to bombing only military targets, but after the *Luftwaffe* destroys much of Rotterdam in May 1940, authorisation is given to bomb any target east of the Rhine.

The RAF has a large contingent of foreign pilots among its ranks, particularly from France and Poland. During the fall of their nations, many pilots fly their aircraft to the nearest friendly territory rather than let them be taken by the invading Germans, and these men now fight alongside their British comrades.

COMMANDOS

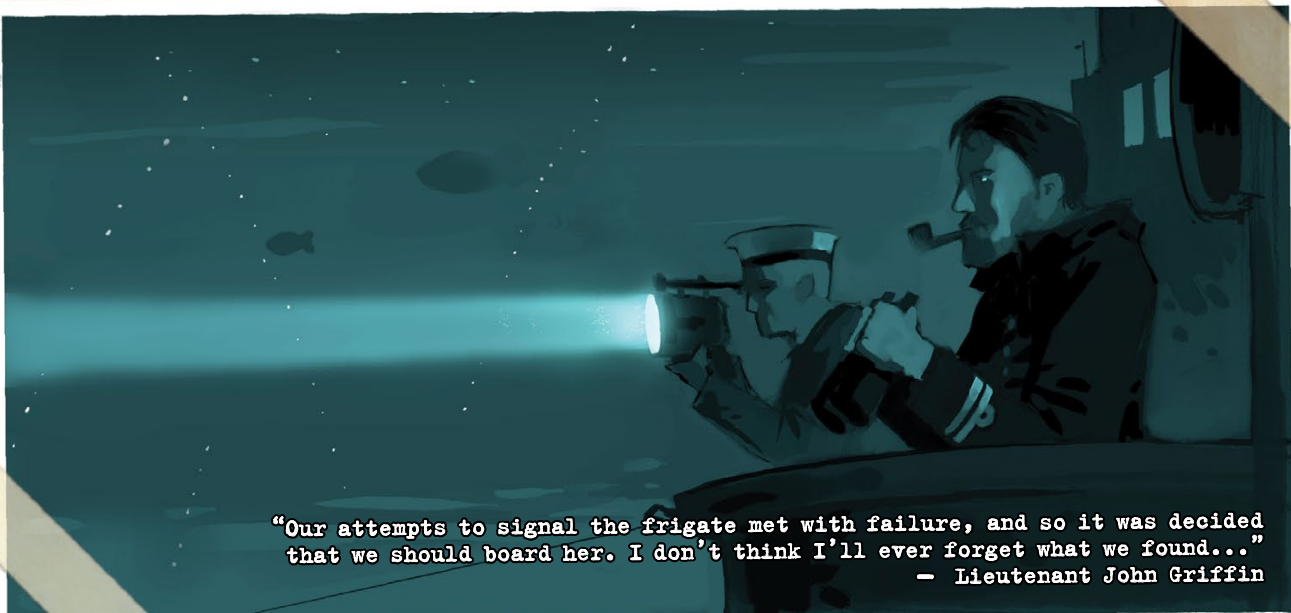
The Commando, or Special Service, brigades are the most influential Allied special forces formation in World War Two. Virtually all subsequent British special forces units derive from the Commandos.

Based on an idea by Lt. Col. Dudley Clarke, the Commandos are formed at Winston Churchill's insistence in 1940 after the fall of Dunkirk, as a means to take the war to the Germans and bolster morale at home, although the trademark green beret isn't formally adopted by them until 1942. Before this, men wear their original regimental head-dress and insignia.

From 1940-1943, Commandos are used as small, highly mobile raiding forces, not intended to be in the field for more than 36 hours. From 1943, the Commandos' role becomes spearheading Allied landing forces, a role they perform in the Operation Torch landings in Tunisia, the Allied invasion of Sicily, and the Normandy landings on D-Day.

The following Commando units are of special note:

- No. 10 (Inter-Allied) Commando is a commando unit consisting of nationals of Axis-occupied countries, including Jewish Germans and Austrians serving under a *nom de guerre*. Never deployed as a whole unit, troops and individuals are detached for specific missions which require their linguistic or regional knowledge.
- No. 30 Commando (later 30 Assault Unit) is an intelligence gathering unit working in the vanguard of the Allied advance post D-Day. Staffed by Royal Navy officers and guarded by Royal Marine Commandos, these raiders are search specialists trained in the recognition of military technology, enemy documentation, safe cracking, and prisoner interrogation.



"Our attempts to signal the frigate met with failure, and so it was decided that we should board her. I don't think I'll ever forget what we found..."

— Lieutenant John Griffin

- No. 62 Commando (or the Small Scale Raiding Force) is a small commando force under the control of the Special Operations Executive (p.41) carrying out cross-channel intelligence gathering raids, as well as field-testing tactics and equipment.

United States

At the outbreak of the war in Europe, the United States military is in transition. Although its naval capabilities are excellent, the Army and Marines are relatively small and outdated, and its Air Force is still subordinate to the Army. Fortunately, while Europe is thrust into war, ready or not, the United States is spared direct conflict for another two years, giving all services ample time to rearm and prepare for the coming storm.

Despite the crippling effects of the Great Depression and the strong isolationist movement working in the United States, which believes that the country should remain neutral and let Europe deal with its own problems, President Franklin D. Roosevelt signs the Lend-Lease Act in March 1941, creating a programme through which the United States can provide the Allied nations in Europe and China with materials and munitions, effectively ending the US pre-tenure of neutrality.

When the Japanese Navy launches their spectacular raid on Pearl Harbor six months later and, under the terms of their treaty with the Japanese, Germany declares war on America, the Axis wakes a sleeping giant which (by the end of the war) possesses a military second only in numbers to the Soviet Union, and without a doubt forms one of the most technologically advanced armed forces in the world.

US ARMY

In 1939, the US Army is a professional force of around 175,000 men, though one hampered by obsolete equipment and a peacetime officer class more interested in political careerism than military matters. Fortunately, the nation's neutral stance gives the new Chief of Staff, General George Marshall, the opportunity to rapidly overhaul the army and, by 1940, through limited conscription, the US Army has grown to 1.4 million men and updated their equipment and vehicles significantly.

Unlike the British or French, the US Army bases promotion on personal merit and individual leadership, as opposed to class and status distinctions, and encourages innovation and free-thinking amongst its officers. Unfortunately this culture credits an officer who takes daring risks, often at the cost of many lives among his own men, more than an officer who protects the lives of his troops.

Surprisingly, the enlisted men in the US Army do not have a similar culture to their British and French allies, being treated simply as resources to be shifted between units as required. Unlike other armies, which pull depleted units out of combat to reinforce and restore them, the US Army

chooses to insert new, green troops into weakened units, resulting in a loss of cohesion amongst soldiers. The veterans tend to treat the newcomers as outsiders, resulting in a loss of morale and combat effectiveness. In addition, as the newcomers do not receive the benefit of learning from the veterans, as further losses are taken, the veteran element is further whittled away.

Aside from this flaw, the US soldier is well-trained and equipped, more so than his British ally, and has the advantage of better health and a better diet than any other soldier in the world. The higher standard of living, and the levels of nutrition available to the average American despite the Great Depression, produces a fitter and more durable soldier.

At squad level, troops are armed as standard with the M-1 Garand rifle, providing greater firepower than the bolt-action rifles of other armies, though the weapon's requirement to expend a full magazine before reloading can prove difficult at times, particularly the unique metallic "ping" made as the clip automatically ejects, alerting enemy troops to a soldier with an empty weapon. The standard squad level support weapon is the Browning Automatic Rifle (BAR), a powerful but limited weapon, both in terms of ammunition capacity and rate of fire, especially compared to the German MG34. Fortunately, due to the abundance of resources available to them, most squads often sport multiple BARs to compensate for this deficiency.

While the majority of US Army units serve with distinction during the war, a number deserve additional mention.

FIRST SPECIAL SERVICE FORCE

Also known as the Black Devils, the 1st Special Service Force (FSSF) is created in 1942 as a winter warfare special forces unit to harass German troops in Norway. However, operational requirements change, and the FSSF first sees combat in Italy in 1943-4, before moving on to fight in southern France, until late 1944 when it is disbanded.

Consisting of volunteers specifically recruited for their outdoor skills, the FSSF is unique in that it is a combined American and Canadian unit of 2,000 men, under the command of Colonel Robert T. Frederick, giving rise to yet another nickname—Freddie's Freighters. Trained as commandos, mountain warfare specialists, and parachutists, the FSSF uses unique clothing, rations, equipment, and weapons, as well as a homogenised command structure. The brigade's nickname is purportedly taken from a reference to the blackened faces of the unit's troops found in a German officer's personal diary.

US AIRBORNE

An American Colonel, Billy Mitchell, is the first strategist to suggest the insertion of assault troops by parachute. It is the USSR that first experiments with the concept, and Nazi Germany that first uses it in combat in their spectacular invasion of Crete.

The most famous US Airborne units are the 82nd and the 101st (Screaming Eagles) Divisions.

US ARMY RANGERS

The US Army Rangers are formed in 1942, and are the American equivalent of the Commandos. The 1st Ranger Battalion first sees action as part of the Dieppe raid of 1942, within two months of the unit becoming active. The 1st Ranger Battalion is then transferred to North Africa where it plays a pivotal role in the Algerian and Tunisian campaigns, performing night raids and behind-the-lines attacks.

3rd and 4th Ranger Battalions are created from 1st Ranger Battalion, and all three battalions, also known as Darby's Rangers, are sent to Sicily, and then Italy in 1943. All three battalions are virtually eliminated to the last man by the fighting at the Battle of Cisterna in early 1944.

The 2nd and 5th Ranger Battalions are raised in the United States, and participate in the Normandy landings in June 1944, seizing a coastal battery at Pointe du Hoc, and breaking out of the beachhead at Omaha beach respectively. The two battalions fight through France, Belgium, and Germany until 1945. Attached to cavalry units, the battalions are used for infiltration, river crossings, and seizure of road junctions and prisoner-of-war camps.

US NAVY

The US Navy is already a considerable size in 1939, including fifteen battleships, five aircraft carriers, and thirty-seven cruisers. Naval thinking has always assumed that the Japanese navy presents the greatest threat to the United States, and as a result only the US Navy is capable of rivalling Japanese expertise in naval aviation and warship technology.

After the Japanese sneak attack at Pearl Harbor, in which eighteen warships are destroyed and over 2,400 men lose their lives, the US Navy enters an emergency programme of shipbuilding, ordering dozens of new vessels (including sixteen large and nine smaller aircraft carriers). By the end of the war, the US Navy has more ships than the combined navies of all other combatants in the war, including the British Royal Navy.

Much of the US Navy's activity centres around the Pacific theatre, fighting a long series of battles against the formidable Imperial Japanese Navy, and supporting the US Marines in their campaign to liberate the Pacific islands occupied by the Japanese aggressors. In the Atlantic, the US Navy cooperates with the British to keep the Atlantic shipping routes open and defend convoys from the ever-present threat of the German U-boat fleet.

Like the Japanese, the US Navy focuses its fleets around its aircraft carriers, and is a leader in naval combat using aircraft, especially dive bombing and torpedo bombing. Several of the key battles of the Pacific take place between the air fleets of the Japanese and US carrier forces (see *Achtung! Cthulhu: Guide to the Pacific Front* for further details).

The US submarine fleet comprises less than two per cent of the Navy's strength, yet it is responsible for causing over thirty per cent of Japanese naval losses, including eight aircraft carriers. They contribute to the isolation of the

Japanese economy from overseas imports, but at a terrible cost. The US submarine force loses over fifty boats and more than 3,500 men in the battle beneath the waves.

US ARMY AIR FORCE

Unlike their British counterparts, the US military does not maintain an independent air force during the Second World War. Instead, military aviation falls under the command of the US Army Air Force, or in the case of naval aviation, the US Navy. However, under direction from Roosevelt, the USAAF undergoes a massive expansion programme in 1939, and by the time America enters the war in Europe, she brings a huge number of bombers and fighters to the fray, coupled with a virtually global logistics network capable of supplying and maintaining such a massive combat force.

While the RAF specialises in night bombing raids, the USAAF maintains a policy of precision daylight raids creating the nightmare of "around the clock" bombing, which in the later years of the war extends from military targets to the near obliteration of German cities.

Despite the heavy defensive armaments of the US B-17 and B-24 bombers, losses in early bombing raids are terrible, mostly due to the lack of US fighter escorts, which leaves the enormous bomber formations vulnerable to the elite pilots of the still-intact *Luftwaffe*. However, the introduction of the likes of the P-51 Mustang ensure greater protection and, by the closing stages of the war, with the *Luftwaffe* no longer a threat, the daily bombing raids operate with relative impunity.

Like much of the United States at this point in history, the USAAF is subject to racial segregation, with most African-American soldiers barred from combat positions. However, several USAAF squadrons are composed of African-American aviators, including the 332nd Fighter Group ("The Red Tails") and the 99th Fighter Squadron, which earns three Distinguished Unit Citations during the course of the war.

France

In 1939, the French Army stands at 900,000 regular soldiers, with millions more in reserve. France, with her shared border with Germany, and the memories of the Great War still fresh, begins to rearm in 1936, and at the outbreak of war her army is considered one of the strongest in the world. Unfortunately, French military thinking has been stagnant for several decades, with the first French armoured divisions only being formed as the war begins, and defence being very much the overriding strategy.

The French place great faith in the Maginot Line, the huge complex of defences and emplacements stretching from Luxembourg to Switzerland along the German border, to provide protection against German aggression. Composed of three interdependent lines of fortifications containing anti-tank emplacements, pillboxes, and artillery positions it is a formidable barrier, but one that proves



ultimately useless when the German Army invades through the Ardennes Forest, completely circumventing the Line.

Though French soldiers fight with great bravery against the encroaching German units, a lack of strong leadership forces them into retreat. Though around 140,000 French soldiers are evacuated from Dunkirk, the majority are returned to France after a few weeks rest, and subsequently join the thousands of French POWs in German hands, leading to the French Republic Army effectively ceasing to exist in 1940. The evacuation itself is only such a miraculous success thanks to the sacrifice of 35,000 French soldiers, who form the rear guard and fight on as the last ships disappear from the beaches.

Of those soldiers who escape the beaches at Dunkirk, around 3,000 stay in Britain and join Charles de Gaulle's Free French Army in London. By the end of 1940, the Free French Army has swelled to around 7,000 men, many of whom come from the French colonies in North Africa. As the war continues and the tide begins to turn against Germany, the number of volunteers steadily increases, and units of Free French are integral to the Normandy landings. Initially their role is limited to a handful of pilots flying with the RAF, but as the war continues the Free French Army fields nineteen divisions, including several armoured ones.

After the Fall of France, the British become concerned that the French Navy, much of which is out of port when the nation surrenders, might fall into German hands and become part of the attack against Great Britain. The French warships are given an ultimatum: either join the Allies, or

adopt neutrality. When the ultimatum is rejected, the British launch an assault against French ships in the Algerian port of Mers-el-Kébir, resulting in the deaths of almost 1,300 French servicemen, the sinking of one battleship, and the damaging of five other vessels. This attack, though necessary, continues to cause bad blood between the two allies.

Germany

Following the defeat of Germany in the Great War, and the stringent restrictions placed upon her by the Treaty of Versailles, Germany's military is seriously curtailed for much of the inter-war period. The army, the *Reichswehr*, is limited to 100,000 men, while the navy is restricted to a mere 15,000 men serving on a dramatically reduced fleet (consisting of only six battleships, six cruisers, and no submarines). Armed aircraft, tanks, and armoured cars are prohibited, as is the production of machine guns, rifles, and other war munitions.

Following Adolf Hitler's rise to power, Germany shows an ever-growing disregard for the terms of the Treaty and begins a concerted rearmament process. This rearmament allows Germany to discard the outdated military doctrine that still exists amongst the Allied militaries, and develop new strategies and tactics more befitting a modern industrial war machine. These new doctrines are tested in the Spanish Civil War, as the German military provides support for Franco's Fascists, proving their worth and giving German troops experience that comes into its own in the opening moves of the war.

THE WEHRMACHT

Formed in 1935 from the remnants of the *Reichswehr*, Germany's defensive force, the *Wehrmacht*, quickly expands through the introduction of conscription. Though German propaganda often shows the *Wehrmacht* as a mechanised force storming across Europe, in reality at the start of the war, only around ten percent of infantry units are equipped with transports, with the rest still moving on foot, or in some instances using bicycles. Later in the war, mechanised forces increase to around half of the army, but attrition in the field and the crippling of Germany's industrial output by Allied bombing severely hampers transportation.

While core units of the *Wehrmacht* are well equipped, industrial shortages often result in other units being given older equipment. Regardless of their supply status, German soldiers are generally well-trained and highly motivated at the beginning of the war, characterised by aggressive tactics in the field. Officers are given the freedom to accomplish objectives rather than being forced to carry out orders to the letter. Later in the war, as Germany's fortunes wane, political infighting and punitive punishment of transgressions begins to wear down morale. However, German soldiers fight to the bitter end in the defence of Germany against the Soviet Red Army, down to the last inch of ground.

A common misconception is of the German Army, supported by hundreds of unstoppable tanks, smashing a path through enemy formations. In reality, German armour at the start of the war, while newer in design, does not perform any better than Allied armoured vehicles. The German *Blitzkrieg* tactic, punching through enemy lines in force and at speed, is effective due to the integration of armour, infantry, and artillery support, not the strength of German tanks. German advances in tank technology,

The Allies are saved from a number of terrible defeats by the arrogance and egotism of Hermann Göring.

particularly the Panther and Tiger tanks, do not appear on the battlefield until Germany has suffered significant losses against superior Soviet armour. Although plagued by supply and repair problems, German armour is universally feared by enemy troops and is never taken lightly when encountered.

German artillery, like its British counterpart, is characterised by large, heavy-calibre weapons deployed at divisional and corps level for barrage fire. German advances in rocket technology lead to the development of such weapons as the *Nebelwerfer* rocket artillery, which combines sheer destructive power with the psychological terror caused by the screaming sound the rockets make as they fire. One weapon of note among German artillery pieces is the infamous 88mm. Originally designed as an anti-aircraft

weapon, the 88mm is rare in its class for being traversable to a horizontal attack plane. This feature allows it to be deployed as an anti-tank weapon with stunning success. Eventually, when the Germans develop the Tiger tank, the 88mm is chosen as its main weapon but due to the size of the loading mechanism, it is mounted on its side within the cramped Tiger turret.

THE LUFTWAFFE

German military aviation effectively ended after the Great War, but begins to take form again soon after Hitler assumes power, under the overall command of Hermann Göring, a vain and arrogant Great War fighter ace. Göring has little direct involvement in the development of the *Luftwaffe* during its early years, though his political influence does ensure that the *Luftwaffe's* membership is far more ideologically Nazi than the other military arms, with the exception of the *Waffen-SS*.

The *Luftwaffe*, unlike British and American military aviation, places little emphasis on strategic bombing, fielding primarily medium bombers during the Battle of Britain and the Blitz. Though these bombers cause terrible devastation across southeast England, their relative strength is dwarfed by the mass raids conducted by the RAF and USAAF with their squadrons of heavy bombers. However, German aircraft technology is among the best in the world, leading to the development of such lethal aircraft as the Messerschmitt Bf109 fighter, which engages in desperate dogfights against the RAF's Spitfires and Hurricanes, and the terror-inducing Junker Ju-87 dive-bomber, known as the *Sturzkampfbomber*, or *Stuka*.

The Allies are saved from a number of terrible defeats due to the arrogance and egotism of Göring, who blindly believes in the supremacy of his aviation force. As the British Expeditionary Force retreats towards the beaches of Dunkirk, Göring insists that it is the *Luftwaffe* who should drive the Allies into the sea, preventing the deployment of the *Wehrmacht* which would probably have destroyed the British forces. Equally, the *Luftwaffe's* failure to defeat the RAF during the Battle of Britain crushes German plans for invasion.

THE KRIEGSMARINE

The German Navy, severely restricted in size after the Great War, undergoes a massive rearmament and expansion programme just prior to World War Two though, like the British, German naval thinking still focuses on the use of large battleships. However, by the outbreak of war, only around twenty percent of the planned vessels are completed. Despite some early successes, the *Kriegsmarine* suffers serious losses during the Battle of Norway, and a concerted effort by the British Royal Navy to neutralise German battleships results in the fleet being reduced to providing artillery support along the Baltic coast for much of the later war.

While the German surface fleet fails to fulfil its potential, the same cannot be said of the U-boat fleet. Through

vastly superior numbers, German U-boats are able to operate in wolf packs, hunting down the merchant convoys that cross the Atlantic supplying Britain and the Soviet Union with much needed materials and supplies. The Fall of France increases the danger presented by German U-boats as the Germans build huge, reinforced submarine pens along the French Atlantic coast, enabling the wolf packs to operate further from home. These new bases, combined with a network of resupply ships and even resupply submarines, mean that the U-boat fleets remain a constant threat throughout the war.

EYE SPY

By the beginning of the Second World War, the Great Game of espionage is long out of its infancy and being played upon the world stage by every nation, whether they are directly involved in the conflict or not. Below is an overview of the various intelligence agencies employed by the Allies and Germany.

British Intelligence

The British have, without a doubt, the longest history of using espionage to further their political, military, and even economic goals, with Sir Francis Walsingham's Elizabethan network of foreign and domestic agents being one of the earliest examples. Operating on an essentially informal basis for the next few centuries, and using diplomats and military attachés as the main operatives, activity is largely restricted to periods of outright hostility.

In 1909, the War Office authorises the establishment of the Secret Service Bureau (SSB) to coordinate the ever-expanding role of the intelligence community. Organised into a series of military intelligence departments and identified by a number with the prefix "MI", the men (and later women) of the SSB are drawn from the ranks of the Army, Navy, and the Metropolitan Police, and serve with distinction during the Great War. Though several departments of the SSB are dissolved during the inter-war period, the Secret Intelligence Service (SIS, or MI6) and Security Service (MI5) continue their work. The list below highlights a few of the nineteen "official" departments operating during the Second World War. For details of the others, see *The Other Secret War*, *Achtung! Cthulhu: the Fate Keeper's Guide to the Secret War*.

- **MI5.** The Security Service, responsible for internal security and counter-espionage.
- **MI6.** The Secret Intelligence Service, with jurisdiction over the collection of foreign intelligence.
- **MI8.** The Radio Security Service (RSS), responsible for monitoring and analysing radio transmissions for enemy intelligence.

- **MI9.** The Escape and Evasion department, responsible for developing and delivering escape aids to prisoners of war.
- **MI17.** The secretariat providing clerical and administrative support for the other departments.

With the spectre of war looming over Europe and efforts to maintain peace crumbling, steps are taken to establish new intelligence departments specifically geared towards combatting German aggression. The activities of the first of these, Electra House (EH), are considered to be un-gentlemanly by the Foreign Office, even though they established it. Operating from 1938, and charged with the creation and dissemination of propaganda, EH is largely unsuccessful in its remit.

Section D, SIS' own sabotage and propaganda arm, is set up not long after EH. Along with MI-R, the guerrilla warfare section, the three departments work on shoestring budgets with little official support and frequently at cross-purposes, with Section D and EH often duplicating propaganda operations. Results from these offices are mixed, and Section D is often unsuccessful in its early sabotage missions. MI-R shows greater success, and is instrumental in the creation of the Independent Companies that go on to form the basis of the Commandos, as well as helping to train the Auxiliary Units, Britain's secret resistance army (see p.46).

Late in 1939, having realised that certain operations are beyond the purview of the regular intelligence and espionage services, enquiries are begun that lead to the foundation of Section M, Section D's sister organisation charged with investigating and dealing with the growing threat from German occult and mystical groups. A multinational affair from the outset, Section M is closely supported by its own Special Service Unit, nick-named "Badger's Commandos" after their leader, Captain Eric "Badger" Harris. For further details on Section M, see *Secret and Occult Societies, Achtung! Cthulhu: the Fate Keeper's Guide to the Secret War*.

After the Fall of France, in July 1940 Churchill orders the establishment of a single sabotage organisation with orders to "set Europe ablaze", leading to the integration of Section D, EH, and MI-R, and the birth of the Special Operations Executive (SOE). Only Section M and MI-R's research unit remain separate, with the tinkers and boffins from MI-R going on to form what will become known as "Churchill's Toyshop", MD1.

Big Boys' Toys

Besides Ministry of Defence I (MD1), there is also the Admiralty's Department of Miscellaneous Weapons Development (DMWD), better known as the *Department of Wheezers and Dodgers*. Both are charged with designing weaponry for both the regular and irregular British forces.

The department which emerges as the SOE, also known as the Baker Street Irregulars after the location of its new headquarters, is initially organised into three sections: SO1 (propaganda), SO2 (active operations), and SO3 (planning). However, SO3 is quickly absorbed into SO2, and SO1 becomes the Political Warfare Executive (PWE) within the year. The SOE's main task is the sabotage and subversion of the German war effort, targeting rail networks, industrial targets, and the Nazi military infrastructure to hamper their operations. Due to the often complex political landscapes of the countries in which they are working, there are frequently multiple SOE sections per country to ensure co-ordination; France alone has six.

Although the SOE has few agents in the occupied territories upon its foundation, there is soon a robust network of spies, informers, and saboteurs all across Europe. The organisation is also less susceptible to the problems caused by recruiting almost exclusively from the "Old Boys Network" of public school acquaintances that hampers military intelligence, instead drawing on all sections of British society to fill their ranks, even the criminal fraternity. It is also one of the few arms of the British military to accept women for active field work. Each new recruit undergoes an intensive training programme, covering a variety of combat styles, ways of avoiding the enemy once in the field, demolition and sabotage techniques, radio operation, cryptography, and the rather essential parachute training.

THE ARMED FORCES

Rather confusingly, the British military maintains its own intelligence operations outside those provided by the MI departments. The Army's Intelligence Corps (AIC) is formed in 1914 at the outset of World War One, only to be disbanded in 1929, prior to reactivation in July 1940. While the SOE conduct their dirty war in occupied Europe, the men of the AIC focus their efforts on supporting the British Army through their ranks of interpreters, imagery analysts, and signals interception units. Along with the other military intelligence arms, Army Intelligence tends to look down upon their SOE colleagues, and throughout the war there exists a reticence to share information, despite many AIC operatives joining SOE operations in occupied territories, particularly in Europe and the Far East. Approximately forty percent of the Army personnel at Station X belong to the Intelligence Corps.

As their name suggests, the AIC operate at both a strategic and tactical level to support the Army. At the strategic level, their work in photographic analysis and interpretation proves invaluable in identifying, amongst other things, radar sites, as well as providing essential support in locating V1 rocket sites. At the tactical level, the AIC maintains a fleet of vehicles known euphemistically as "Gin Palaces", packed with radio detection equipment to intercept and locate enemy radio transmitters.

The Naval Intelligence Division (NID), initially established as the Foreign Intelligence Committee in 1882, is also

known as "Room 39" due to its location in the Admiralty. Probably the oldest of the British military intelligence departments, its role has changed over the years from that of a naval staffing department with an intelligence-gathering remit, to one focussed solely on covert operations. Unlike the other services, Naval Intelligence does not operate at a tactical level, restricting itself to providing strategic intelligence regarding enemy ship movements and analysing enemy signals. It is behind the formation of the Special Intelligence Unit in 1942, which later becomes 30 Assault Unit, part of the Commandos.

The youngest of the British services, the RAF's Intelligence Branch officially dates from 1939, although it can trace its roots back to the origins of the service itself in the Royal Flying Corps' reconnaissance activities. During World War Two, it takes over control of Signals Intelligence at Station X, as well as continuing in its role of analysing and interpreting aerial reconnaissance images, working from RAF Medmenham in Buckinghamshire in what becomes known as the Central Interpretation Unit (CIU). A sister organisation to Bletchley Park, this unit incorporates the Bomber Command Damage Assessment Section and the RAF's Night Photographic Interpretation Section.

The Battle of Britain brings additional responsibilities, as RAF Intelligence operatives take on the interrogation of enemy airmen shot down over the UK. As the war begins to turn and the Allies start to carry out raids over Germany and occupied Europe, RAF Intelligence also develops a network of operatives, in conjunction with SOE and local resistance, to provide downed Allied airmen with assistance in escaping capture by German forces so that they can return home.

The SOE's main task is the sabotage and subversion of the German war effort...
to hamper their operations.

US Intelligence

It is only in the late 19th Century that the American intelligence services are formally established with the creation of the Office of Naval Intelligence (ONI) and the Army's Military Intelligence Division (MID), although informal operations have existed since the birth of the nation. ONI continues to provide world-wide intelligence throughout the Great War and into World War Two, while MID undergoes a number of reorganisations, eventually becoming the Military Intelligence Service and, one month before the Japanese attack on Pearl Harbor, the Fourth Army Intelligence School.

THE OFFICE OF STRATEGIC SERVICES

President Roosevelt, concerned at the demonstrable lack of espionage and counter-espionage activity carried out by ONI and MID, commissions William "Wild Bill" Donovan to draft a strategy for the creation of a central intelligence service capable of undertaking the type of special operations

Joining the Establishment

Section M and Majestic have been designed to offer characters umbrella organisations under which they can pursue their Mythos- (and war-) related activities. Both recruit the best and brightest they can find, and work closely with the military where necessary, allowing a wide range of character types the chance to work together when, under normal circumstances, they would be unlikely to frequent each other's company.

necessary if the United States is going to enter the war. Based on the strength of his report, Donovan is appointed Coordinator of Information in 1941, and by mid-1942 the Office of Strategic Services (OSS) is founded.

Like its British counterpart, the SOE, the OSS is involved in espionage and sabotage, with additional responsibility for black propaganda. It, too, suffers from petty rivalries, in this case with the FBI, the MID, and the ONI, which all fight to protect their existing areas of command. This leads to Donovan focussing the OSS on active operations in the field, with agents present in every accessible theatre of war, often working in cooperation with their SOE brethren. However, the initial relationship between the two agencies is occasionally fraught, hampered by British prejudices concerning American inexperience, and American concerns over dependency on their more senior British cousin.

Two thirds of all OSS agents are drawn from the officers and enlisted men of the US Army and Army Air Force. One quarter is made up from civilians possessing the skills and contacts needed for covert operations who, on recruitment, are given commensurate military rank. The remainder come from the Navy, Marines, and US Coast Guard. Like the SOE, the OSS has a large female contingent.

Also like its British cousin, the OSS has a sister organisation tasked with managing the more esoteric threats mounted by the Axis forces and various enemies within. Majestic (MJ), as the group is known, is established by Donovan at the same time as the OSS, but is run largely independently of its cover organisation. It also enjoys far friendlier relations with its European allies, as many of its staff work initially for Section M. For further details on Majestic, see *Secret and Occult Societies*, *Achtung! Cthulhu: the Fate Keeper's Guide to the Secret War*.

THE FEDERAL BUREAU OF INVESTIGATION

The FBI, under the watchful gaze of J. Edgar Hoover, operates as both a federal criminal investigation unit and the United States' counter-espionage agency. Before the outbreak of war, the FBI is largely focused on the fight against organised crime, as well as internal security, but as the Axis

powers march inexorably across Europe, its responsibilities rapidly escalate. On the homefront, its attention is focussed on potentially dangerous German, Italian, and Japanese nationals, with an active internment campaign against Japanese citizens taking place after Pearl Harbor.

Outside of the United States, the FBI has a fairly restricted role, although they have formed the Special Intelligence Service to operate in Latin and South America, with instructions to closely monitor the rapidly expanding German spy community. Unusually, their relationship with Majestic is quite good, with a relatively high degree of information-sharing, particularly when it comes to "unusual" material.

German Intelligence

Intelligence operations in the Third Reich follow a very different pattern from those of Britain and America. The *Abwehr*, the German military intelligence agency, is similar in structure to its Allied counterparts, but the operations of the *Sicherheitsdienst* (SD) and *Gestapo* secret police focus on uncovering real or imagined enemies of state within their own borders. Unlike the Allied intelligence and security services, these two agencies operate with impunity, using fear as a key weapon in their repressive activities, which they make little effort to disguise. Further details on the SD and *Gestapo* can be found in *Achtung! Cthulhu: the Fate Keeper's Guide to the Secret War*.

THE ABWEHR

Germany's military intelligence agency technically predates the foundation of the nation itself, coming into existence in the 1860s during Prussia's war with Austria. Having survived German unification, its agents are still active during the Great War, but the organisation is officially abolished under the terms of the Treaty of Versailles.

Reforming in 1921, the *Abwehr* acts as a purely counter-intelligence force dealing with reconnaissance, communications monitoring, and counter-espionage, reporting to the *Oberkommando der Wehrmacht* (OKW, "Supreme Command of the Armed Forces"). It is the only German intelligence department not directly controlled by the Nazi party. The rise of the SD, the Nazis' own intelligence agency, marginalises the *Abwehr* during the 1930s, and only the arrival of a new director, Wilhelm Canaris, prevents it from once again being dismantled.

In 1938, Canaris reorganises the *Abwehr* into three main sections: Central Division (planning, strategy, and administration), Foreign Branch (analysis, and General Staff of the Army and German Foreign Ministry liaison), and *Abwehr I, II, and III* (foreign intelligence collection, sabotage, and counter-intelligence, respectively). Though hindered by their constant battles with the SD, the *Abwehr* is a largely capable organisation, and during the early years of the war it stages a number of successful operations. Many of its officers, although they are nationalists, are not supporters of the Nazi regime.

The French Resistance

The Fall of France and the subsequent armistice of June 1940 see the great Gallic nation reduced to a mere dominion of the Third Reich. In the north, in the German Occupied Zone, life continues almost as normal for most citizens, though purely at the whim of the Nazi invaders. In the south, the collaborators of Philippe Pétain's puppet Vichy regime administer the French State under the careful eye of their new masters.

The stark choice for every citizen is either to collaborate with the occupying forces or to join the small but growing insurrection. From his base in London, Charles de Gaulle rallies the Free French Forces to fight for their country alongside their British and American allies. Meanwhile, in the towns and cities of occupied France, directly supported by the SOE and the OSS, new Resistance movements are appearing. There are eight main Resistance groups in France: the Communist *Front National* and *Franc-Tireurs et Partisans* (FTP), the predominantly Socialist *Libération-Nord*, and *Libération-Sud*, the predominantly Gaullist *Combat*, as well as the *Organisation Civile et Militaire* (OCM), *Ceux de la Libération*, and *Ceux de la Résistance*. There is also the highly politically diverse and

loosely organised *Maquis* rural guerrilla force, operating with far more freedom than their urban compatriots within Vichy France, secretly supported and aided by the local populace.

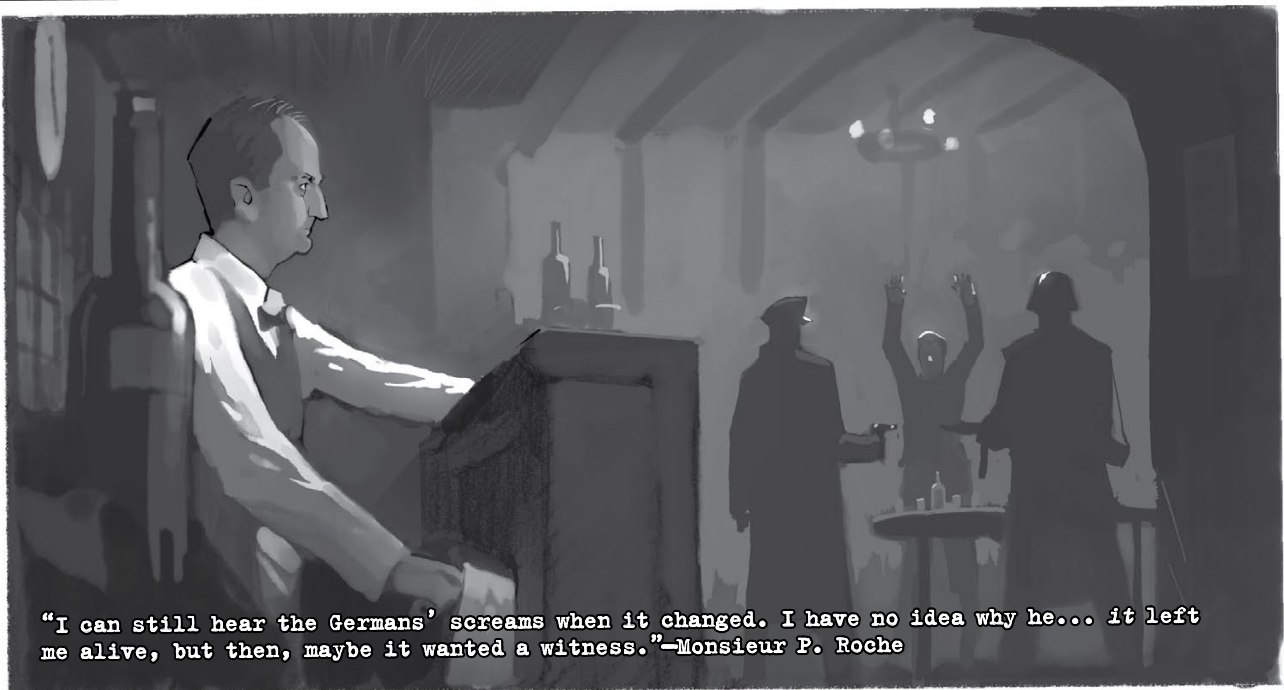
Although the political affiliations of each resistance cell vary on a group by group basis, all are committed to the battle for French liberation and are united, albeit loosely at times, by a shared hatred of their common enemy. There is a wide variation in the capabilities of each cell, ranging from enthusiastic amateurs operating illegal underground printing presses, all the way up to battle-hardened left-wing partisan veterans of the Spanish Civil War.

During the early days of the conflict, the Resistance is tasked with carrying out acts of sabotage and subversion, as well as providing assistance to the British, American, and Free French (BCRA) intelligence services, wherever possible. They are heavily involved in providing safe passage for those fleeing the clutches of the *Gestapo*, saving the lives of countless Allied airmen and Jewish refugees. Later in the war, as plans for the invasion of Normandy proceed apace, they focus on destroying transport and communication networks, as well as other distraction and delaying tactics, often at great personal cost.

Using whatever equipment they have available to them, the Resistance initially makes do as best it can, with many still bearing the arms issued to them as members of the French Army before the inglorious Fall. Later, following multiple SOE and OSS clandestine air drops, they become better armed, with the ubiquitous Sten gun rapidly becoming synonymous with Resistance activity. The Allies are keen supporters of the French Resistance, partly in order to maintain their political relationship with de Gaulle, but also because they are ferocious and dedicated fighters, with little left to lose and so much to gain.

Vive la France?

There are other paramilitary forces operating within France during the time of the German occupation, and details of these collaborationist groups can be found in the French timeline, along with further information on some of the Resistance units mentioned above, starting on p.26.



"I can still hear the Germans' screams when it changed. I have no idea why he... it left me alive, but then, maybe it wanted a witness."—Monsieur P. Roche

SUPPORTING ROLES

For those who decide not to join up, or who are unable to do so, there are a variety of auxiliary groups to join. Many of these are increasingly staffed by women as the conflict escalates, thereby freeing up men to fight on the frontlines. Some are attached to the military; others are purely civilian, with some seen as good training for military service.

Entertainment

The British auxiliary created to entertain the troops and other war workers in September 1939 is the Entertainments National Service Association (ENSA), a branch of the Navy, Army, and Air Force Institutes (NAAFI). A different interpretation of the acronym is soon coined: "Every Night Something Awful". The American equivalent is the fully civilian United Service Organizations (USO), who provide recreation services for US troops when on leave and on base, as well as staging camp shows. They are supported by the Special Services Unit of the United States Army when abroad.

A Woman's Work

CIVILIAN

The American Women's Voluntary Services (AWVS) is set up in New York to mobilise and train American women in all aspects of voluntary war work and support. It is non-political and open to all, and follows in the footsteps of the Women's Voluntary Service (WVS) in Britain. Both services are uniformed and crucial to the war effort, particularly in the case of the WVS which is responsible, amongst other things, for organising and supervising British evacuation protocols. In Germany, similar activities are carried out by the *Nationalsozialistische Frauenschaft* (NSF), the women's branch of the NSDAP.

Feeding the nation is a major goal during wartime. To ensure this continues, the Women's Land Army (WLA) is reactivated in Britain shortly before the outbreak of war. Known as Land Girls, they make up ten percent of the rural workforce. In the American equivalent, the girls are known as "farmerettes". A branch of the British WLA, the Women's Timber Corps (WTC; the "Lumber Jills"), contains a large number of female graduates due to the surveying and logistics work it involves.

MILITARY

All three branches of the military: Army, Navy, and Air Force, set up female auxiliary units. In Britain, the Auxiliary Territorial Service (ATS) is the women's branch of the British Army. The American Women's Army Auxiliary Corps (WAAC) attains full military status in 1943, and changes its name to the Women's Army Corps (WAC). Although not in the frontline, ATS members are amongst the last

Doing Their Bit

The camp shows of the USO and ENSA help to bolster troop morale, and many famous actors, singers, and comedians give concert tours to help the war effort, including Bob Hope, Marlene Dietrich, Laurel and Hardy, Al Jolson, George Formby, Vera Lynn, and Arthur Askey. But many stars of the silver screen are military personnel themselves, such as David Niven, John Mills, and James Stewart, or work for the intelligence services, such as Noël Coward and Josephine Baker.

evacuated from France after the German invasion, and WACs serve behind the lines all over the world, although most remain Stateside. Their roles include clerical, postal, and logistical work, driving, telephony, radar operation, and anti-aircraft gunnery.

For the British Navy, there is the Women's Royal Naval Service (WRNS, more commonly known as the "Wrens" or "Jennies"). The American Navy has its own female auxiliaries, officially known as the US Naval Reserve (Women's Reserve), but also referred to as the Women Accepted for Voluntary Emergency Service (WAVES). SPARS, a nickname based around its parent organisation's motto, is the US Coast Guard's Women's Reserve. The women serve in a variety of roles, including flying transport planes, acting as mechanics and electricians, working as analysts and intelligence operatives, and in clerical work.

The Women's Auxiliary Air Force (WAAF) of the RAF, unlike their Navy counterparts, are not permitted to fly aircraft but otherwise carry out similar activities. Perhaps their most iconic role is as plotters in operations rooms across the country. The Women's Airforce Service Pilots (WASP), attached to the US Army Air Force (USAAF), starts life as the Women's Auxiliary Flying Squadron (WAFS). Their duties include ferrying planes for the USAAF in America, a role that is fulfilled by the civilian Air Transport Auxiliary (ATA; both male and female pilots) in Britain.

In Germany, women can join the *Marinehelferinnen* (Navy Auxiliary), various Army Auxiliaries, including the *Nachrichtenhelferinnen* (Signals Auxiliary, where the women are also known as *Blitzmädel*), and the *Luftwaffenhelferinnen* (Air Force Auxiliary), although the militarisation of the female population is strongly resisted by the German hierarchy, and most of the women are volunteers. Although largely confined to clerical and administrative duties, these ladies also serve as anti-aircraft auxiliaries, the *Flakhelferinnen*.

Britain's First Aid Nursing Yeomanry (FANY) is established as a mounted, rapid response auxiliary unit to aid the Royal Army Medical Corps (RAMC) before World War One, and one of the few entry qualifications when World

War Two starts is the ability to drive. FANY also acts as the military identity for women serving in the SOE. British nurses can also join a variety of other services, including Queen Alexandra's Imperial Military Nursing Service (QAIMNS) and the Voluntary Aid Detachments (VAD). The American Cadet Nurse Corps is formed as part of the Public Health Service to cope with nursing shortages in both the Army, and Navy, Nurse Corps. In Germany, nurses can join one of the religious nursing sisterhoods or the German Red Cross (DRK).

Civil Defence

Being so close to mainland Europe, the threat of aerial bombardment is recognised as a risk long before war breaks out, and the Air Raid Precautions (ARP) service is set up in Britain as a volunteer force several years in advance of the commencement of hostilities. Its members are replaced by paid, full-time wardens in 1940 and renamed Civil Defence (CD) wardens a year later as their duties widen. It is their job to enforce the blackout, drive ambulances and provide first aid, and help with rescue, demolition, and decontamination. The Citizens Defense Corps (CDC) performs similar duties in the United States under the auspices of the Office of Civilian Defense (OCD). In Germany, the *Reichsluftschutzbund* (RLB) is responsible for training civilians in air raid precautions and organising their services. Although membership is initially voluntary, by 1935 it becomes compulsory for all able-bodied adult citizens not otherwise engaged.

In order to give the public as much warning as possible of an imminent air raid, the Observer Corps, later the Royal Observer Corps, is mobilised to track aircraft movement in

the skies above Britain. The Seaborne Observers are formed in 1944, and attached to the Royal Navy. A similar service, the *Luftschutzwarndienst* (LSW), is used to track aircraft and warn of air raids over Germany. The American Aircraft Warning Service (AWS) acts as a civilian branch of the US Army's Ground Observer Corps.

As well as the bombing risk, there is also a danger of invasion for Britain, however slim. A civilian fighting force, the Local Defence Volunteers (LDV), is formed from those men not eligible for conscription in May 1940 to protect against such an eventuality. Often said to stand for "Look, Duck, and Vanish", it is later renamed the Home Guard at

The Local Defence Volunteers (LDV)... said to stand for "Look, Duck, and Vanish", is later renamed the Home Guard.

Churchill's insistence. The Home Guard's main role, however, becomes carrying out Civil Defence tasks, freeing up regular soldiers for battle training. Within the Home Guard is a clandestine, last line of defence organisation known as the Auxiliary Units (AU). Recruited from men with superb local knowledge, such as gamekeepers and poachers, it is the AU's job to sabotage, destroy, assassinate, and resist to the death if Germany does invade.

When the National Guard is called up for military service from 1940 onwards, the individual states of America form their own State Defense Forces (SDF), with the exception of Arizona, Montana, Nevada, and Oklahoma. These militias are exempt from national service. The German equivalent of the British Home Guard, the *Volkssturm*, is formed in the closing stages of the war from old men and boys too young to be conscripted. Their remit is the same as that of their British counterparts: to provide a last ditch heroic defence of their country in the face of invasion.

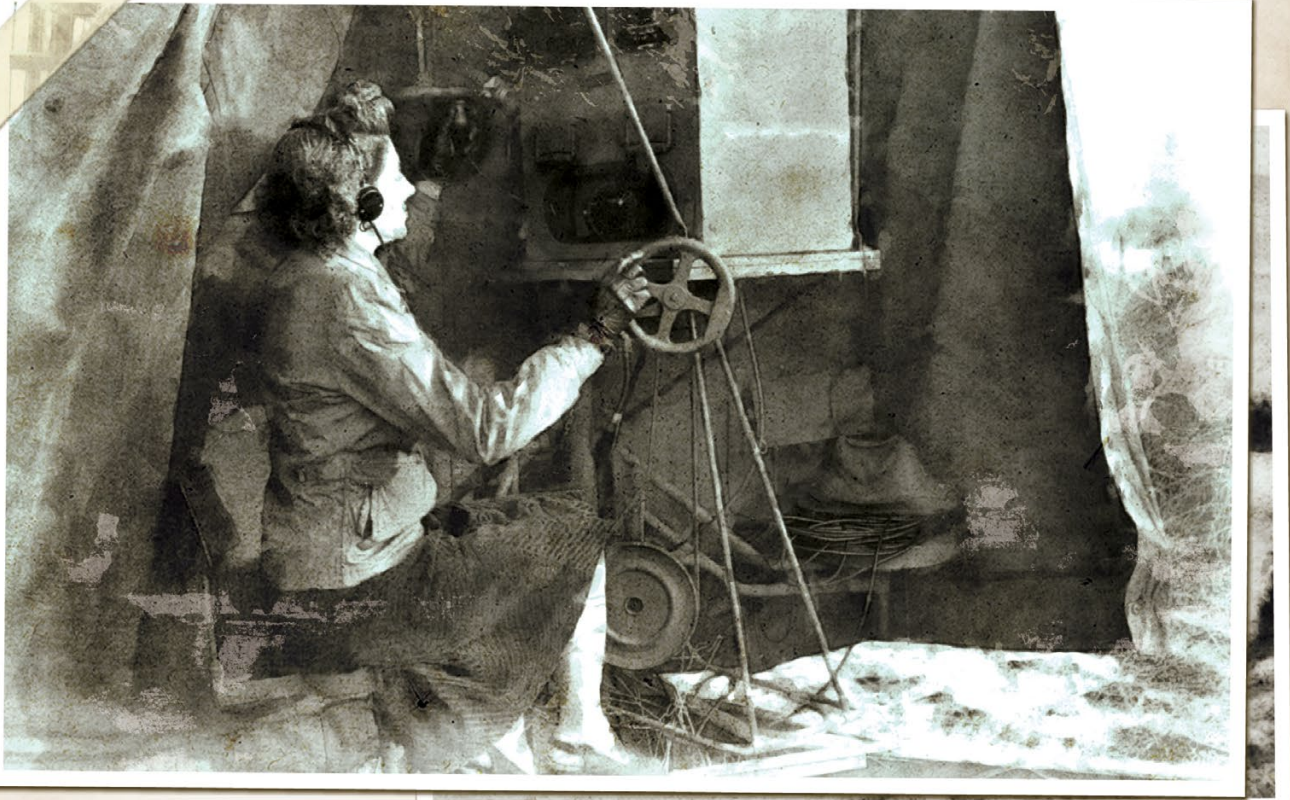
Originally beginning life as the US Coast Guard Reserve, this boat-owning, volunteer civilian force is renamed the US Coast Guard Auxiliary (USCGA) in 1941 when an official military Reserve is created. Some members of the Auxiliary join the Coast Guard's equivalent of the Home Guard, the Temporary Reserve (TR). Other wings of the USCGA are the Beach Patrol and the Volunteer Port Security Service (VPSS), and together the various subdivisions are responsible for the monitoring and protection of America's waterfronts.

The United States Civilian Air Patrol (CAP) is established to carry out anti-submarine, anti-sabotage, and border patrols, in addition to providing courier services and mounting search and rescue missions. The Air Transport Command (ATC) takes over from the earlier Ferrying Command of the Air Corps. It has both military and civilian components, and is responsible for ferrying aircraft, personnel, and mail, as well as maintaining air routes, outside the United

Actions Speak Louder Than Words

In June 1940, alarmed by the shortage of equipment and proper training for the fledgling LDV, the publisher of *Picture Post*, Edward G. Hulton, decides to take matters into his own hands. With his friends Captain Tom Wintringham, a veteran of the Spanish Civil War, and George Child Villiers, the 9th Earl of Jersey, Hulton establishes a private training facility at Osterley Park, Hounslow, running two-day courses in irregular warfare. Through campaigns in America, and with the help of the National Rifle Association, Hulton also acquires a variety of guns for the LDV. The War Office, which is understandably alarmed at having a paramilitary force operating outside its control, takes over the reins in September 1940, eventually closing Osterley Park in 1941.

Photo: National Oceanic and Atmospheric Administration Department of Commerce - SCR-658 Radio Direction Finder - Creative Commons Attribution 2.0 Generic license.



States. The ATA in Britain is engaged in ferrying planes for the RAF, and its pilots must be able to fly anything and everything, often with the minimum of training and with the most rudimentary of in-flight instruments.

And Not Forgetting...

Of the various ambulance services operating during the war, the civilian American Field Service (AFS) provides support for a large array of multinational forces, carrying the injured and dead away from the battlefield, as does the Friends' Ambulance Unit (FAU), staffed by British Quakers and conscientious objectors. The FAU also operates in mainland Britain.

Conscientious objectors in America can join the Civilian Public Service (CPS) to carry out alternatives to military service, such as environmental, agricultural, and social work. In Britain, the equivalent is the Non-Combatant Corps, whose members' tasks include bomb disposal. Conscientious objectors are also employed in agriculture and mining in Britain, or work within the RAMC.

The Coast and Geodetic Survey (C&GS), America's first civilian scientific survey, provides observers, cartographers, scientists, and meteorologists for the war effort, alongside the Weather Bureau. The Met Office in Britain, part of the Air Ministry, also provides crucial information on the weather, with cartography and surveying carried out by the Ordnance Survey.





CHAPTER 5

Your Country Needs You!

*"It takes twenty years or more of peace to make a man;
it takes only twenty seconds of war to destroy him."*

- Baudouin I, King of Belgium



*I fear for my countrymen when I run
out of Nazi soils for him to devour...*

The sudden blaze of torchlight and the whip crack of a bullet slicing through the air only inches from her head was the first Ariane knew of the patrol.

"You! Halt! Hands in the air! Schnell!" barked the sergeant, a man who barely fitted into his grey uniform.

Frozen in the light, Ariane stood with her back against the handlebars of her battered bicycle, feeling the cold, hard anger of her silent companion emanating out from its hiding place in the basket. She could almost taste its eagerness for action.

Feigning nervousness to keep them off their guard, the Frenchwoman sized up her chances. There were only three of them, probably a patrol out of Orleans put on alert after the increase in parachute missions the Allies had been mounting recently. But all three had their weapons raised, and while she might be lucky and dodge the rifle shots, that MP38 could cut her in half in a second. It had better know what it was doing. But when had it ever been wrong before?

"What are you doing out here? You know the curfew forbids it," snarled the sergeant, his accent terrible. At least this one spoke some French.

"My father, Monsieur, he is very sick. I must fetch the Doctor to him," Ariane trembled.

"I have my papers here if I may show you, Monsieur?" she continued, slowly lowering one hand to reach for the bicycle.

"Very well, make it quick though." The sergeant was growing bored of this conversation, just the opportunity Ariane needed.

"Of course Monsieur, they are in the basket. I will show you them right away."

Swiftly tearing off the blanket which shielded the basket's true contents, Ariane stepped smartly to one side, then flung herself and the bike onto the ground as her silent partner made its presence felt.

Once the screaming and shooting stopped, Ariane glanced up to see the three Germans lying twisted and motionless on the road, their bodies flickering in and out of view in the light of the torch that rocked on the ground before them. Checking to make sure that her passenger had returned to its makeshift nest, she limped away into the darkness, desperate to put as much distance as she could between her and the scene. She had a rendezvous to make. She just hoped she would make it there before the German bullet that had punched a neat hole through her side drained her strength too much to continue.

World War Two brings together people from
all nations and all walks of life..
to thwart the evil that threatens to
engulf their world.

GETTING STARTED

In order to play *Achtung! Cthulhu*, you first need to create your player characters. World War Two brings together people from all nations and all walks of life, meaning that there is a great deal of scope in choosing where your characters originally hail from, what they are doing when war breaks out, and what they plan on doing to thwart the ever growing evil that threatens to engulf their world.

In this chapter we look at how to create characters using the *Fate Core System*. Making characters in *Achtung! Cthulhu* pretty much follows the standard Fate model, for the most part. During the process you will come up with:

- The group concept (p.49)
- Your character idea (p.50)
- Your character's name (p.55)
- Your phase trio (p.55)
- Your skills (p.59)
- Your stunts and refresh (p.61)
- Your stress and consequence tracks (p.61)
- Your equipment (p.61)
- And finally, your sanity (p.61)

For convenience, each section of this chapter will direct you to the relevant pages in *Fate Core System*, while concentrating on those elements which are specific to *Achtung! Cthulhu*.

Later in this chapter, you will find a number of occupations and locations relevant to the time period; they are there to help give you some further ideas that can be used when deciding on your group concept and/or character aspects. If you want to leap into the action sooner, turn instead to the *Quick Play Guide*—Character Creation section, starting on p.118.

General Differences from Fate Core

Before jumping into making *Achtung! Cthulhu Fate* characters for the first time, there are a few things to bear in mind regarding how this build of *Fate* differs from *Fate Core*. Some of these elements are detailed in this book, but most are discussed in detail in the *Fate Keeper's Guide*.

- There are more skills in this *Fate* build than in Core and many others, representing the broad scope of the setting from an action and intellectual character perspective. Because of that, *Achtung! Cthulhu* characters possess more skills (p.59).
- Skills have sub-elements known as "specialisations", which cover having advanced knowledge or training in one area of a broader skill. Notably, this is used for academic and scientific subjects, as well as unusual lore (p.63).
- Characters will often automatically notice things that they have expertise in, either due to their high skill or their specialisations (p.65).
- There is a sanity system—the hallmark of Cthulhu Mythos gaming—that characters must pay attention to if they want to continue to fight the good fight. How sane (or insane) characters are will restrict or hamper the sort of actions that they can take—for example, sane characters have a hard time dealing with unnatural threats (see the *Fate Keeper's Guide*).
- Combat against overwhelming forces is far more dangerous than in many *Fate* games, though this version still retains the typical pulp flavour when the odds are even (see the Warzone Conflicts chapter in the *Fate Keeper's Guide*).
- Skills can be drained—that is, their ratings can be temporarily diminished. This is mostly done with the Will skill in the Sanity system, or by using Resources to acquire expensive goods or services (p.65).
- Recovery from stress and consequences is different and takes longer than normal, depending on the nature of the conflict (see the Warzone Conflicts chapter in the *Fate Keeper's Guide*).

THE GROUP CONCEPT

By default, *Achtung! Cthulhu* assumes that you will be portraying competent soldiers, sailors, spies, or non-combatants (such as academics or occultists), who are all brought together by Section M (or their American counterpart: Majestic) to deal with the unusual and, dare we say it, arcane nature of a variety of vile Nazi machinations. This character

Example Game: Creating the Game & Group Concept

Amanda wants to run *Achtung! Cthulhu* for her friends Erin, Patrick, and Robert. They look over the chapter in the *Fate Keeper's Guide* about Game Creation together, and Amanda proposes an atmosphere that mixes pulp action with Lovecraftian bleakness. They choose **Of Course it's Trouble, We're Section M** and **No End to Threats and Enemies** as their starting game aspects. With that settled, they get on to making characters.

For their group concept, they want a motley crew rather than one that's unified. Erin doesn't want to play a soldier, but an "action-socialite" (as she describes the concept), and the others are excited by what she'll bring to the table and the story. That opens up the idea of a trio mashed together because Section M is overwhelmed and is, at this point, willing to throw anybody competent toward the secret war.

High Concept & Nationality

Even if not explicitly stated as part of it, your high concept aspect always involves your nationality for any situations involving compels or invocations. Invokes should be rare—being British does not benefit you to all other Britons, for example. Likewise, compels should not be used lightly, especially when a character's high concept involves being a spy, or something equally duplicitous.

YOUR CHARACTER IDEA

(Refer to Your Character Idea in *Fate Core System*, p.31.)

Making a character in *Fate* starts with a **high concept aspect** and a **trouble aspect**, and, for *Achtung! Cthulhu*, that means having a sense of your character's role in the secret war. Everyone should discuss their character ideas and these two aspects with the GM and the rest of the group, as *Fate* does not work well if you keep the broad character concepts secret from each other—especially as you will need to reveal your aspects in order to use them.

Once you have those ideas and concepts defined, you should come up with a short piece of back-story regarding your character's life before the war, how he gained Section M or Majestic's attention, and a memorable moment he shared with another character in the group. When coming up with the high concept and trouble aspects, try to keep those latter elements in mind, as it will make tying everyone's characters together so much easier when you come to the **phase trio** stage (p.55).

creation method focuses on such characters, but that still leaves you with a broad list of archetypes to choose from.

The GM and the rest of the group will likely have a focussed idea for a game, which could be expressed as a general group idea ("We're all spies deep in enemy territory") or as a setup ("We'll all start by parachuting into a Czech forest, so we need characters where that makes sense"). As a group, talk about what that focus is, so that your high concept, trouble, and other character elements flow from there.

Likewise, chat about the game's tone: will it be a light-hearted romp? Will it be pulpy, but not treading into comedy? Or will it be dark and dangerous? How character aspects are phrased will directly impact on the game's tone, so it is a good idea to address this early on.

This process is essentially a shortened version of *Fate Core's* game creation. Alternatively, if everyone wishes, you can run through a more detailed version of game creation instead; just how you do that is discussed in the *Fate Keeper's Guide*.

Who's In Charge?

In military games, knowing who outranks whom, and what authority each character has, is important. Before proceeding with character ideas, talk about who is comfortable taking on a leadership role, and if everyone else is on board with that player doing so within the game. If not everyone is happy with this idea, work out an alternative where it is not an issue, such as building a group of spies from various agencies who have to work together, or playing as a handful of prisoners from different backgrounds who need to escape from the terrifying experiments that undoubtedly await them.

Getting Your Idea Started

Before coming up with the wording of your aspects, there are a couple things that you need to know: your nationality (see Tables 2 and 3 for some suggestions) and your role in the war (see the Character Concepts chapter following this one for more details). Take a brief look through those sections and note down what concepts excite you for the upcoming story.

For example, most members of Section M are proud Britons, but the war is bigger than just one country! Certainly other Commonwealth nations are involved, notably Canada and Australia. Resistance fighters in Europe have been known to aid Section M in their operations, and there are even some Americans who have decided to pitch in (before many of them transfer to their own Mythos-combatting agency, Majestic, later in the war; p.32).

Both agencies are filled with different sorts of people, all working together to fight a common enemy. While many are

elite soldiers (like commandos, snipers, and paratroopers), there are also spies and saboteurs in their ranks, along with more bookish types. These people are all involved because fighting the perils that face their nations requires creative and unorthodox approaches.

AN EMPIRE UNITED IN DEFIANCE

As the nations of Europe fall like dominoes under the jackboots of the Third Reich, Britain appears to be alone in the gathering darkness. However, as the lights go out one by one across Europe, Britain does not stand in isolation—she

Table 1: Comparative Allied Ranks*

ENLISTED

British Army	Royal Navy	Royal Air Force	US Army	US Navy	USAAF
Private	Ordinary Seaman	Aircraftman, Second Class	Private	Seaman Recruit	Private
—	Able Seaman	Aircraftman, First Class	Private, First Class	Seaman Apprentice	Private, First Class
Lance Corporal	—	Leading Aircraftman	Corporal	Seaman	Corporal
Corporal	Leading Seaman	Corporal	Corporal	Petty Officer, Third Class	Corporal

NON-COMMISSIONED OFFICERS

British Army	Royal Navy	Royal Air Force	US Army	US Navy	USAF
Sergeant	Petty Officer	Sergeant	Sergeant	Petty Officer, Second Class	Sergeant
Sergeant-Major	—	Flight Sergeant	Staff Sergeant	Petty Officer, First Class	Staff Sergeant
Warrant Officer Class I	Chief Petty Officer	Warrant Officer	Top Sergeant	Chief Petty Officer	Top Sergeant

COMMISSIONED OFFICERS

British Army	Royal Navy	Royal Air Force	US Army	US Navy	USAAF
Second Lieutenant	Sub-Lieutenant	Pilot Officer	Second Lieutenant	Ensign	Second Lieutenant
Lieutenant	—	Flying Officer	First Lieutenant	Lieutenant JG (Junior Grade)	First Lieutenant
Captain	Lieutenant	Flight Lieutenant	Captain	Lieutenant	Captain
Major	Lieutenant-Commander	Squadron Leader	Major	Lieutenant-Commander	Major
Lieutenant-Colonel	Commander	Wing Commander	Lieutenant-Colonel	Commander	Lieutenant-Colonel
Colonel	Captain	Group Captain	Colonel	Captain	Colonel
Brigadier	Commodore	Air Commodore	Brigadier	Rear-Admiral or Commodore	Brigadier
Major-General	Rear-Admiral	Air Vice-Marshal	Major General	Rear-Admiral	Major General
—	Vice-Admiral	Air Marshal	Lieutenant-General	Vice-Admiral	Lieutenant-General
General	Admiral	Air Chief Marshall	General	Admiral	General

*Simplified for game use.

has the support and resources of what was once the largest Empire the world had ever seen to aid in her defiance. With colonies, dependencies, and the self-governing nations of the Commonwealth and Empire quickly declaring war on Germany, Britain soon becomes a melting pot for nationalities and cultures from all around the globe.

Commonwealth countries which contribute significant resources and manpower to the war effort are:

Australia

Despite suffering severe hardship during the Great Depression, Australia follows British policy towards Nazi Germany and declares war within days of Britain. Many Australian pilots fight gallantly to defend King and Country during the Battle of Britain, while troops serve in North Africa, the Mediterranean, and extensively in the Pacific alongside American forces.

Canada

Canada joins Britain's declaration of war against Germany, and her troops serve extensively in Italy and Northern Europe. Her greatest contribution is her involvement in the Battle of the Atlantic helping to maintain the crucial supply

lines to Britain, losing thousands of men of the Canadian Merchant Navy as they brave the U-boat wolf packs to keep food and raw materials flowing into British ports. Many of her servicemen also see duty with their American compatriots in the joint First Special Service Force (p.37).

India

The Jewel in the Crown, still a key part of the British Empire, declares war against Germany with Britain and sends over three million volunteer troops to fight the Nazis alongside the Allies, while a number of Indian states donate vast sums to support the war effort. India's troops not only defend the country's borders from Japanese invasion, but they also serve with distinction in every theatre of war, while her strategic position in the Indian Ocean provides a key resupply centre for operations against Japan.

New Zealand

New Zealand declares war on Germany immediately after it has confirmation that the British ultimatum has expired. Like the Australians, the country's troops serve heroically in North Africa, Italy, and the Pacific. They also provide personnel for the Royal Air Force.

South Africa

Due to the race politics of South Africa the nation possesses a limited army, as commanders only arm men of European descent. However, they do field a large number of supply and logistics troops from ethnic communities. South African troops play significant roles in several battles in North Africa.

Table 2: Commonwealth Character Nationality

Australia	India
Caribbean*	Jamaica
Cameroon	Malta
Canada	Kenya
Ceylon (Sri Lanka)	New Zealand
Cyprus	Nigeria
Gambia	Rhodesia
Ghana	South Africa**

*Caribbean nations include: Antigua and Barbuda, Belize, the Bahamas, Barbados, Jamaica, St. Kitts, St. Lucia, and Trinidad and Tobago. Jamaica is included in this list as a separate nation due to the larger contribution it makes to the war in terms of troop numbers.

**South Africa provides a large number of support troops for the Allied cause. In addition, a number of other Southern and Central African nations contribute troops (both support and frontline) to the fight, including Lesotho, Botswana, Swaziland, Mozambique, Malawi, Namibia, Tanzania, and Zambia.

COMMONWEALTH CHARACTERS

Although we expect that most players will choose to play as either Americans or the British, characters can hail from any of the Commonwealth and Empire nations as they rally to Britain's cause. Table 2 details a number of nations that Commonwealth characters could hail from.

Table 3: Displaced Character Nationality

Belgian	Greek
Czech	Luxembourger
Dutch	Norwegian
Danish	Polish
Free French	Spanish Republican
German Exile	Yugoslavian

DOWN, BUT NOT OUT

The Nazis like to believe that resistance to their rule will end after the invasion of a nation, but they are to be proven wrong at every turn. Even as their tanks and troops rout the armies of their victims, those who refuse to bow down either take a stand and become fighters for the resistance or, in the case of their leaders, flee to Britain, which becomes home to a number of “governments in exile”. Belgium, Czechoslovakia, the Free French, Greece, Luxembourg, the Netherlands, Norway, and Yugoslavia all establish governments in opposition to the puppet regimes set up in their homelands by the Nazis. Nationals who have managed to escape from Nazi occupation, or expatriates determined to fight for liberation, flock to their uprooted government’s cause.

London in particular is now a beacon of freedom for all nations under the yoke of Nazi oppression, with every man and woman ready to play their part in the liberation of their homelands. Though they are no doubt watched closely by the security forces, these displaced nationals even include a number of exiled Germans who have fled Nazi tyranny. Some, such as the actress Marlene Dietrich, take a major stand against the fascists, publicly campaigning against them. In addition, though their country remains officially neutral in the war, a number of Spanish Republicans join the Allied cause after their defeat at the hands of Franco’s fascist army and its Nazi supporters.

The Nazis like to believe that
resistance to their rule will end after
the invasion of a nation...

Displaced Nationals

As the displaced people of Europe regroup in Britain, many join the battle against Adolf Hitler and his followers, and all make excellent choices for player characters. Table 3 makes some suggestions for potential European nationalities.

For advice on how to handle German player characters other than exiles, please see Inside the *Reich* in the *Fate Keeper’s Guide*.

High Concept Aspect

There is a reason that your parent organisation wants you for their secret missions, so crucial to defending the Allies from nefarious forces! Your **high concept aspect** covers the core of that motivation.

Start with combining those two elements (for example, **British frogman**, **French combat engineer**, or **Norwegian occult expert**), keeping in mind what you discussed would be the overall conceit for the group as a whole.

Technically, that should be enough to get you started, although in this state it is pretty bland. Read the advice on p.32 of *Fate Core System* for help in punching up your high

concept aspect and making it more interesting. In particular, consider what makes your character worthy of your organisation’s resources, compared to anyone else with the same basic description.

Here are a few examples to draw from:

- **Veteran sniper of Stalingrad**
- **Master linguist, master spy**
- **There’s nothing I can’t blow up**
- **Tough-as-nails Texan Soldier**
- **Bold, even for a Paratrooper**
- **Top scholar of Greek Occultism**

Once you have a fleshed-out high concept, do not feel forced to keep the nationality as part of the wording if it does not fit. If you do not have a good idea right now on how to punch the aspect up, continue on with character creation, and come back once you have finished the rest; by then, hopefully, you should be bursting with ideas on how to improve it.

HIGH CONCEPTS & SPECIALISATIONS

Depending on your high concept, you can take up to two specialisations for free. See p.60 for further details.

Trouble Aspect

The mission-hopping nature of *Achtung! Cthulhu* means that the usual suggestions for coming up with a **trouble aspect** are not entirely applicable. In particular, most **problematic relationships** would not come up in play, unless the game’s conceit revolves around the same grand cast of NPCs (notably by playing in one locale, such as a “spies in Berlin” set-up). Many especially harsh **personal struggles** are also not suitable for characters; bear in mind that the upper echelon in the Allied armed forces are, by necessity, going to be trusting the characters with sensitive information and secret missions, and may well be unwilling to do so if there are some nasty skeletons lurking in the closet.

Taking all of that into account, the trouble aspect therefore needs to answer the question: “What might get me into hot water on any given mission?” Here are some examples to start with:

- **Hot Temper**
- **Incurable Rakehell**
- **Cocky Even for an American**
- **Recognizable Face** (even if the enemy doesn’t know you right away, the *second time* they see you—that could be a problem)
- **Paranoid**
- **Too Curious for Her Own Good**
- **“That Belongs in a Museum!”**
- **Can’t Resist Punching a Nazi** (not normally a problem if that is what the mission is about, but becomes one when you need to avoid detection, or keep up a ruse)

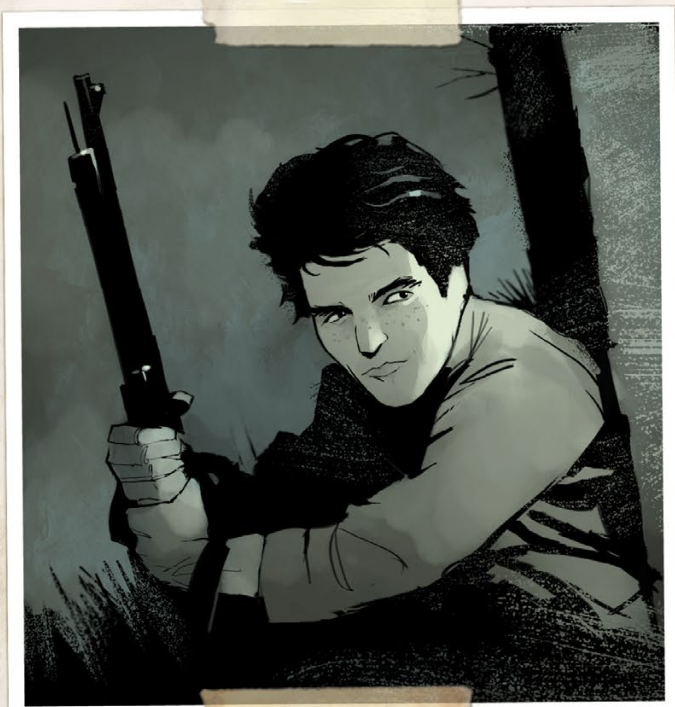
- **Wanted by the Reich** (meaning that if the Germans find out you are in the area, they will alert nearby forces to assist in your capture)
- **Old War Injury**
- **Guilt Over Shooting That Boy**
- **Bad Eyesight** (which glasses can certainly fix, until they are broken or knocked off...)

The closer your trouble aspect leads your character towards being a problem for your organisation, the more you have to make sure that your high concept justifies them taking such a risk. If anyone at the table has a problem believing that your character would be put on a mission with them, talk it out and revise your concept as necessary. At the same time, remember that this is an aspect that you *want* the GM to compel—you will undoubtedly need those fate points to handle the unearthly dangers ahead!

Note: while this is a game that involves the Cthulhu Mythos, do *not* make your trouble aspect about that. It should be something normal and mundane—only those veering down the path of insanity get Mythos-related trouble aspects.

OBSESSION TROUBLES

While not the sort of trouble aspect most characters in Section M or Majestic would have, many non-player characters (NPCs) in *Achtung! Cthulhu* will have a new type of trouble, known as an **obsession**. It is, in a sense, a hybrid of a personal struggle and a problematic relationship, and will prompt some important questions:



Thanks to
Hugo Ferdinand
Erik Reinert

- What is it that you need or want so desperately? This can be a vague concept, or something very specific. The grander the concept (such as “immortality” or “immense wealth”), the more unlikely it is that the character will actually be able to achieve this goal; if you enjoy playing a character who wants something he will never be able to get, then this is a good choice.
- How did you discover this obsession? Some knowledge is gained by reading tomes, others by hearing someone talk about it; sometimes it is passed down as a family story, or as a result of something happening to you. If it is an object, where did you first come across it? Who has it now? Have you ever been close enough to touch (or use) it?
- Why do you need or want this thing? No one ever wants something just for the sake of having it; people want items or power because of what they can do with them, whether it is to cure an affliction, to put an end to a long-term problem in their lives, or even to “bring order into chaos.” Even those who seem to just want trophies want them for a reason: as status, or to lord it over others, for instance.

Here are some examples:

- After hearing from a drunken occultist about a mysterious yellow-green gem rumoured to heal the sick, you have committed yourself to finding it so that you can use it on your polio-afflicted brother.
- Many years ago, you found a book speaking of strange locations and ways to summon angels that would transport you away. As you and your cousin lived in an abusive home, you two dared to try this ritual. It worked, but not as the book described; instead, a horrid being stole your cousin away despite all of your attempts to stop it. Years of searching have given you no hope of finding your cousin, so you have turned to destroying any such tomes of duplicitous knowledge, so that no-one else will be taken.
- As a hedonist with an insatiable appetite for pleasures wide and varied, you have tried everything imaginable. As opium dens were beginning to lose their appeal, a masked stranger handed you a viscous brew that smelled of honey and cedar. As you drank it, a feeling washed over you that you had never experienced before: clarity, a sense of purpose, and an understanding that you were just on the cusp of knowing something so much greater than yourself. This cured your former addictions, and so you seek out this masked stranger again to have him teach you how to make this concoction—not just for yourself, but to free others from their meagre ailments and bonds.

An obsession can work as a personal struggle in those moments where you must choose between following your obsession and following the mission or task at hand, especially when the lives of your friends could be on the line. Likewise, an obsession can work as a problematic relationship, for no items of power or note are without competitors also seeking them.

Example Game: Character Ideas, High Concepts & Troubles

Robert leads the group by saying that he wants to play a grizzled veteran of the Great War who can't find a place for himself in a civilian world because he's a bit of a trouble-maker, but is also too good at what he does for the service to discharge him. His high concept is **British Veteran of the Great War**, and he decides that his trouble is **Problem with Authority**—Robert's character is a sergeant who would have been promoted long ago, but his trouble aspect always interferes with that. Then he settles on a firm, gritty name: **Sgt. Frank Hobbes**.

Erin further describes her concept as a young English socialite who, though she came from money and status, can't let go of the idea of an adventurous life. But she doesn't want to just play a female soldier-type of character. She declares her high concept to be **Born With a Silver Spoon In Her Mouth and a Wrench in Her Hand**, meaning that her action nature is being a tinkerer and mechanic under fire, as well as a genius with any piece of gear. For her trouble, she picks **"Why Will Nobody Take Me Seriously?"** because she wants to play with that part of the setting, where

women aren't taken seriously in combat situations. (She could have easily chosen another trouble to avoid that entirely and asked Amanda to not play on that trope, but Erin instead wants to revel in making people take her seriously.) With that set up, she picks a bubbly, charming name: **Miss Elizabeth "Lizzie" Warwick**.

Lastly, Patrick—seeing that there's a grizzled vet and a civilian making up two thirds of the team—decides to spice things up further by making an American lieutenant; someone who technically outranks the grizzled vet but is young and inexperienced in comparison. (He and Robert plan on having fun with the differences in American and British pronunciation of "lieutenant".) But since he can't quite see how any old Yank kid would get drawn into Section M, he offers a spin that Amanda and the others like: his high concept is **American Lieutenant and Rugged Mathematician**. He writes down for his trouble **In Over My Head**, which Amanda grins at and promises to compel frequently, and then states his character's rather ridiculous name: **Lt. Dirk "Handsome" Hansen**.

NAME

Once you have your character idea down, it's time for a name. The selection of forenames in Table 4 is based on the most popular baby names given in the 1920 and '30s, many of which are perennial favourites. A selection of surnames can be found in Table 5.

THE PHASE TRIO

(Refer to The Phase Trio in *Fate Core System*, p.38.)

Fate Core's standard phase trio starts with one event and then follows your involvement in two other characters' lives. **Achtung! Cthulhu** inverts that relationship, by first having you develop details of two rather different sorts of moments in your character's past; the third phase then intertwines your story with that of another character. You can tackle your two events in either order, starting with whichever one you have an idea for first.

Event: Getting Noticed by Your Organisation

Unlike the standard "Your Adventure" phase in *Fate*, this first phase is not necessarily about an adventurous moment, but a moment where your character is tested, deals with an

especially difficult situation, or displays exceptional aptitude, for example. For some characters (such as commandos or resistance fighters), this may well read like the back cover of a pulp dime novel, but it could just as well be something cosy and down-to-earth.

To flesh out this phase, ask yourself the following story questions. As always, if you have trouble answering them, chat with your other players and the GM for help.

- Something dangerous (or potentially so) happened, and that is part of what made your organisation take notice. That danger certainly could be to life and limb, but it could also be to property, finances, reputation, and so on. What exactly was on the line?
- Did you seek out this situation, putting yourself in the path of this danger for glory or gain? Or did this situation happen to you, forcing you to escape or overcome it?
- Who or what stood against you? Did you expect the opposition you got? Did some of it come out of nowhere?
- Was it more skill or luck that saw you through this peril?
- What consequences arose from the outcome? What did you gain? What did you lose?
- How long ago did this event happen? Last week? Last month? (Note: do not go any further back than six months when answering this question.)
- Is this something you talk about to others while sharing drinks, or something you try to keep quiet and buried?

Table 4: Forenames

BRITISH AND AMERICAN		FRENCH		GERMAN	
Male	Female	Male	Female	Male	Female
Charles (Charlie, Chuck)	Doris	Albert	Andrée	Gerhard	Anna
Donald (Don, Donnie)	Dorothy (Dot, Dottie)	Henri	Denise	Günther	Edith
Edward (Ed, Eddy, Ted, Teddy)	Elizabeth (Eliza, Liz, Lizzy, Bet, Betty, Beth)	Jean	Georgette	Hans	Erika
George	Frances	Louis	Gisèle	Heinz	Gerda
James (Jim, Jimmy)	Helen	Marcel	Irène	Horst	Helga
John (Jack)	Margaret (Maggie, Peggy)	Maurice	Lucienne	Jürgen	Hildegard
Joseph (Joe)	Mildred	Paul	Madeleine	Karl	Inge
Richard (Rich, Richie, Dick, Dickie)	Patricia (Pat, Patty)	Pierre	Odette	Klaus	Ingrid
Robert (Rob, Robby, Bob, Bobby)	Ruth	René	Simone	Peter	Maria
William (Will, Bill, Billy)	Virginia (Ginny)	Roger	Yvonne	Werner	Ursula

Table 5: Surnames

BRITISH AND AMERICAN		FRENCH		GERMAN	
Broom	Jones	Bernard	Martin	Bauer	Richter
Clarke	Marsh	Bertrand	Michel	Becker	Schäfer
Davies	Robinson	David	Moreau	Braun	Schmidt
Dutton	Smith	Dubois	Petit	Fischer	Schneider
Evans	Taylor	Durand	Richard	Hoffmann	Schröder
Green	Thompson	Fournier	Robert	Klein	Schulz
Hall	Walker	Garcia	Roux	Koch	Wagner
Hughes	White	Laurent	Simon	Meyer	Weber
Johnson	Wilson	Lefebvre	Thomas	Müller	Werner
Jones	Wright	Leroy	Vincent	Neumann	Wolf

Here are a few examples. Use these if you are stuck—either as-is, or as a springboard for your own ideas.

- With most of your unit pinned down by machine gun-fire, you single-handedly took out the enemy bunker and saved most of your men.
- Deep behind enemy lines, you had to bluff your way onto a transport heading to the front.
- You were one of a handful of volunteers who swam out to enemy ships and planted explosive charges on their hulls.
- As a leader in the local resistance, you earned the ire of the German military, which routinely tore apart neighbourhoods and terrorised citizens to find you.
- You held off an advancing force for three days from your sniper position.
- Your life at Oxford suddenly held more excitement once you and your research gained the notice of a German spy.

Once you have come up with this event, write an aspect that relates to some part of what happened. The general advice on pp.40-41 of *Fate Core System* applies to this phase.

Involving the Mythos in Your Events

Most characters, even those who get noticed by Section M or Majestic, have had no prior contact with the Mythos. When coming up with events, focus on mundane threats and life in general; leave the first contact with the horrors of the unknown to play.

Of course, some players will love the idea of having a character who has already had brief contact with the Mythos. If your concept does include a brush with ancient and terrible forces, keep in mind that your character will start at his maximum Sanity threshold, **Of Sound Mind**. The incident should, therefore, be tangential—seeing cultists gathering, but not magic being done or creatures being summoned. It should be the sort of thing someone can rationalise later as something odd but not necessarily alien in nature; part of that means involving the Mythos in at most one event. It is also important to make sure that having a character with prior exposure does not violate the group concept (p.49).

For some suggestions as to how your character might have encountered the Mythos, see Chapter 9.

Example Game: Getting Noticed by Your Organization

Amanda wants Erin to start, because her non-military background will be a bit more involved to work in, and she wants to make sure the other two players have a chance to riff on Lizzie's induction into Section M. For her event, Erin describes a scene: a speeding car nearly runs Lizzie off the road while she's on her way to the ATS depot. As she rounds a corner, she finds that car skewed across the road, steam pluming from its engine. The gentleman inside was definitely the worse for wear from the crash, but refused Lizzie's help—in fact, he warned her away. She saw this as typical treatment from a man, and decided to show him what a woman can do by fixing his car. A few moments later, another car pulled up, filled with robed lunatics set on attacking the man, and two of them went after her! Too bad for them that she's not nearly as helpless as people think, and the wrench in her hand is good for more than just fixing engines. When all the shouting and hitting was over, she calmly went back to mending the vehicle. A few days after the incident, that man—Arthur Prenderghast—offered her an... interesting job in Section M. From this, Erin writes down the aspect **A Wrench Can Be Used For More Than Just Fixing**.

Robert goes next, saying that his story for this phase is actually pretty simple. During the Great War, Sgt. Hobbes was sent with his unit into a terrible situation, and was one of the few survivors. Hobbes doesn't speak of it, but that's where his loathing of authority comes from, since it was

the Brass that gave the go order for that mission. When Amanda and the others prod for more information, Robert immediately gets into character: "You'd ask a man who's had more blood splashed on his face than you carry in your body something like that? Go to Hell." Then he grins, and says that he wants to open up in play. For now, he writes down the aspect **Survive At Any Cost**.

Patrick is excited to play with both of these characters—Lizzie because she's clearly going to have amazing scenes, and Hobbes is both intriguing and a gruff counterpart to his Lt. Hansen. But he gets a bit stuck for an idea, so Amanda asks him whether Section M noticed him because of the "American Lieutenant" or the "Rugged Mathematician" part of his high concept. After talking with the group for a few minutes, he proposes a story about being captured by strange people, also in robes, because he learned something in his studies that his captors thought would be useful. He doesn't understand much of anything about that situation, either who these people are or what they thought he knew—but he knew enough to realise that his life was at stake. He fought his way out single-handedly, then went for a drink. Patrick asks if **Personally Hounded by Dark Forces** is a good aspect for the game, and if it's okay that Dirk doesn't yet know he's personally targeted (and is also on Section M's radar for that same reason). Amanda says yes, and now Erin and Robert are as interested in his character as he is in theirs.

Event: Life Before the War

Here is where you talk about a formative event in your character's life that happened before Germany began its march on Europe. This could be a childhood event, or something that happened as you travelled on the path that led you to becoming the soldier, spy, or scholar you are today.

This event is inherently nebulous, to account for a vast array of character types. Many will come up with events that are dangerous or exciting in nature; for those, look at the questions in the above event as guidance. In any case, make this

Example Game: Life Before the War

This time, Amanda wants Patrick to start. Given that there are some elements of **Achtung! Cthulhu** that take place in Oxford (see the *Fate Keeper's Guide*), he wants to tie himself to that by saying that he went there to study mathematics. He was hailed as a prodigy, but he was also often called "too American"; in particular, he constantly got into one pub fight after another over "dames". Patrick says this is more about the "Rugged" part of his high concept, and writes down **Master of the Barroom Brawl**.

Robert jumps in next. He talks about a time not just before this war, but also before the Great War, when he was a teenager still living on his family's farm with his brothers and sisters. His sister was killed in an accident, playing around some farm machinery. Being the eldest sibling, Hobbes feels responsible—and no-one could ever convince him that it wasn't his fault, because "Bloody Hell, I should have been watching Maggie!" (Robert is already enjoying getting into character.) He writes down **Little Girls are Precious**, and that tugs at everyone's heartstrings. Amanda can already see many sad compels, and the whole group can see a potential character relationship between Lizzie and Hobbes.

Erin decides to take a different route, and meld this story with the one from phase one. Always curious about cars and engines, Lizzie tried to do the right thing and be a dutiful daughter, attending all those society balls and trying to behave in a ladylike fashion, and not spending every waking moment tinkering with machines and hanging around garages. She even agreed to her arranged marriage to keep the peace but, on the day of the wedding, decided that she really couldn't go through with a life of servitude to a virtual stranger, and promptly legged it when Arthur Prenderghast offered her that rather interesting job. She writes down **Runaway Bride**, and Amanda says that the only way she can see to make that work in the story is if said husband-to-be comes up in the story as, oh, a nefarious agent and cultist. Erin would have it no other way.

event something that the rest of the table finds interesting and makes them want to watch your character's story unfold.

Here are a few mundane examples. Use these if you are stuck—either as they stand, or to help generate your own ideas.

- Being bullied in school, or defending someone else from such abuse
- A particularly hard moment growing up in a rough home
- Dealing with a rival in basic training or university
- That time when you loved and lost (or fought to not lose)
- The brawl that lead to you earning your nickname
- Convincing your professors that your theory was sound

Once you have come up with this event, write an aspect that relates to some part of what happened. Again, the advice on pp.40-41 of **Fate Core System** applies to this phase.

Crossing Paths

Often, **Achtung! Cthulhu** campaigns start with the characters having worked together before in some capacity. But because the two events above do not typically involve the other characters, the Crossing Paths phase works differently from that found in **Fate Core**.

First of all, use whichever method of choosing the focus character that the group wishes (such as the character to your left).



During this phase, state a situation where the focus character was also present. Talk with that character's player until you have a situation that makes sense—it could be on an earlier mission, or perhaps somewhere on base, or in a nearby locale. If it makes sense, you can link the focus character into one of your two events.

Once you have that squared away, describe *how the focus character helps your character out of a jam*. All player characters in **Achtung! Cthulhu** are competent, so you will describe someone else being competent. Then—and here is where this phase diverges significantly from **Fate Core**—*that player will write an aspect based on what you have described*. It is up to them to figure out what that aspect is, interpreting the situation as broadly as is needed.

Likewise, *you will write an aspect based on what someone else says in their Crossing Paths phase about your character*.

Use this opportunity to celebrate each other's characters as being worthy of your organisation's attention and for being player characters in general.

If the game's situation involves these characters not having met yet, then just have that player write your character's name down and otherwise skip this step. That player will, at any point before, during or at the end of the second session, create an aspect relating to something that is happening (or has just happened) to the two of you.

Use this opportunity to celebrate each other's characters as being worthy of your organisation's attention.

EXTENDED CROSSING PATHS

In **Fate Core**'s default phase trio, there are two times that you cross paths with another character, rather than the one listed above. If you prefer that, then follow this optional setup: do the two rounds of Crossing Paths, but do not create aspects for your characters yet. Once everyone is done, each person makes one aspect based on something they rather liked and think would be fun to use in play, based either on the Crossing Paths they did or the Crossing Paths that others did with them. (This means you have four stories to choose from, rather than two, so hopefully you will make some fantastic aspects!)

SKILLS & SPECIALISATIONS

There are several more skills in **Achtung! Cthulhu** than in the **Fate Core** default skill list, which can be found in the Skills and Stunts chapter later in this book, starting on p.63. For that reason, characters have more skills than **Fate Core**'s default.

Example Game: Crossing Paths

Since none of the trio detailed events that could have reasonably intersected with each other, they have to make up events for this phase. The group set the first session aside for character creation, so instead of taking the option of filling this aspect in during play, they come up with new events. Amanda sets up the order: Robert (Hobbes) will cross paths with Erin, Erin (Lizzie) will cross paths with Patrick, and Patrick (Hansen) will cross paths with Robert. Since they know they're going to offer stories that the other person will take as an aspect, they want to make sure that this phase offers as much as the other two did.

Robert starts off, looking at Lizzie's character so far and wanting to see more of her socialite life come up in the story. He describes Hobbes having a bit too much to drink one night after a particularly stressful mission, then getting into a brawl in the street with some drunken thugs. Arrested for disorderly conduct, Lizzie stepped in and pulled some strings—for she still has some influence, just far less than she used to—and had the police drop the charges and release him. Erin quite likes this, and writes down **Not Without Influence, Even Now** as her final aspect.

Erin thinks about how Lizzie and Lt. "Handsome" may have crossed paths, and struggles a bit. Patrick offers that he'd like it to lead to the aspect **Secret Crush on Lizzie**, so maybe he's helpful to her. That melds with some other ideas Erin's had about Lizzie, like how she can still have money after being cut off from her family, so she relies on Dirk's mathematical genius to help her invest and utilise what she does have to start a new life. Patrick grins, loving that. (This shows some of the range of what you can do with Crossing Paths—not just establish potential edges or hindrances, but also aspects based around relationships.)

Then Patrick, inspired by Robert's being in character, raises a glass just like he's in a pub. "There we were, on our last mission. I was captured and taken into the forest by three enemy soldiers—I thought I was a goner, for sure. As they raised their rifles, I closed my eyes—who really wants to see the end? I heard a commotion, and when I opened my eyes again, I found Hobbes standing before me and the three soldiers lying dead on the ground." Patrick wants to show how amazing Hobbes is, and the sort of action that he wants to see Hobbes do in the game. Robert breaks character and shouts "Yes!", then writes **Quick as a Flash** on his sheet.

With that, the game has two aspects and our trio each have five aspects, a backstory, and a name! The hard work is over, though they still have to choose skills, specialisations, and stunts.

When creating your character, choose either a deep focus or a broad focus. Characters with a deep focus have fewer skills, but have two that are rated as Great; characters with a broad focus have more skills, but with only one rated as Great.

BROAD FOCUS

- 1 *Great* (+4) skill
 - 2 *Good* (+3) skills
 - 4 *Fair* (+2) skills
 - 7 *Average* (+1) skills
- (For a total of 13 skills.)

DEEP FOCUS

- 2 *Great* (+4) skills
 - 2 *Good* (+3) skills
 - 3 *Fair* (+2) skills
 - 5 *Average* (+1) skills
- (For a total of 11 skills.)

Mediocre (+0) is the default for any skill that you do not take, though several skills will state that they can only be used by characters who do take them; in those cases, they cannot be rolled or otherwise used in an action by characters that have not taken them.

The one skill that is prohibited at character creation is the Mythos skill (see the *Fate Keeper's Guide* for more information). That skill is gained as a result of grievous exposure to the otherworldly, and thus is handled in-play.

Skill Options

If your group prefers the point system for assigning skills, characters have 25 points rather than the default 20. The skill cap is still at Great (+4), and the skills must fit within the skill column paradigm as per p.258 of *Fate Core System*.

For groups who want to play higher-powered characters that look to take on anything and everything, use 30 skill points instead of 25. The skill cap is still Great (+4), and you are limited to two Great skills in character creation. Such characters also have one additional refresh (p.61). For groups that choose this option, everyone should agree to it; otherwise, some characters will not have as much spotlight.

Specialisations

You may take up to two specialisations at character creation for free, provided that they relate to one of your aspects. More may be taken as stunts. For more on specialisations, see that section of the Skills chapter (starting on p.61). If you have problems coming up with two specialisations in character creation, you can elect to leave those specialisations unfilled, and instead reveal having a specialisation in play.

What Languages Does My Character Know?

Common languages are not skills in and of themselves. You can read and fluently speak the language of your nationality (though you can, for whatever reason, choose to make a character who does not; although you gain no benefit from doing so). Other languages can come from your character's aspects—the *Spymaster Deep in Germany* would surely also be fluent in German (he is not likely to last long if he isn't). Likewise, someone with the *Former Priest* high concept would know Church Latin, and having the *Raised in New York and Paris* aspect certainly suggests knowing American English and French. You need not spend any skill points or stunts on these languages; write any such languages down on your character sheet and let your GM know about them.

Languages are not skills, because other skills are covered in their use: Academics, Investigate, Lore, Sciences, and others for researching material in another language; and Deceive, Empathy, Provoke, Rapport, and others for social interactions. Having (or not having) a language simply determines whether an action is accessible in a given situation.

If you wish to know other commonly spoken languages beyond those your aspects suggest, consider the following stunt:

- **Polyglot.** You know a few languages with passing familiarity. Choose six commonly spoken languages: you can speak and read the basics. Any actions to deal with complex situations involving these languages, such as social interactions or investigation, are attempted using the lower of Average (+0) or your skill rank for that action. You can choose to reveal some of these languages in play, rather than defining them immediately. If you take this stunt multiple times, you can choose another six languages for each additional time you take it.

Obscure, dead, and secret languages are covered as Academics or Lore specialisations, such as Ancient Egyptian as part of Academics (Ancient Egyptian) or Latin as Lore (Occult) or Lore (Theology).



Example Game: Skills & Specialisations

Patrick and Erin both choose the deep focus option for their skills. Robert wants Hobbes to be broad rather than deep, to represent his years of experience. Amanda asks them to come up with at least their Great and Good skills, but doesn't mind if they fill the others in during play if they draw blanks. However, since they're all caught up in character creation, they opt to fill everything out.

Patrick pins everything back on "Rugged Mathematician", putting Fight and Sciences as Lt. Hansen's Great skills. He knows he's going to take Mathematics as a Sciences specialisation. For his Good skills, he decides that the Will skill will be very useful as he's constantly targeted by cultists, and Empathy plays into the idea that he can read people—something that didn't come up in character creation so far, but is in Patrick's head. Because Hansen is a green lieutenant, Patrick also knows he's going to put his Soldier skill at Average, so he writes that down right away.

Robert sees Hobbes' aptitudes are straightforward. He naturally picks Fight as his one Great skill. Soldier and

Survival make up his Good skills. Like Patrick, he already knows that he'll pick a specialisation for Survival: Forest.

Erin thinks about Lizzie for a few moments. It's clear that Mechanics is one of her Great skills, but is torn between Fight and Will being the other one. She settles on Will, deciding that she's more wilful than she is skilled at combat. In fact, she decides to entirely ditch Fight as an idea once she comes to a stunt concept (p.62). For her Good skills, she says that Lizzie still has some contacts, so she takes Contacts, but Lizzie also needs to be able to make *new* friends, so she also takes Rapport. For her specialisations, she takes Motor Vehicles for Mechanics and The Upper Crust for Contacts.

The trio's full stats are on pp.120-121. Notice that Patrick and Robert each took only one specialisation, because that's how their character concept shook out. They can at a future point declare another specialisation, either in the moment at the cost of a fate point, or in between sessions or critical moments for free.

STUNTS & REFRESH

Characters in *Achtung! Cthulhu* have the same default three stunts and refresh of 3, and may increase to four or five stunts by reducing refresh accordingly. See p.48 of *Fate Core System* for further details.

STRESS & CONSEQUENCES

This works exactly as per Stress and Consequences in *Fate Core System*, p.50.

EQUIPMENT

Equipment is loosely handled in *Fate*. Rather than a detailed equipment list and a budget to buy or acquire items as part of character creation, it is assumed that characters have common items befitting their aspects (especially high concepts), skills ranked at Good and Great, and any stunts that detail an item or require an item for use. These items might be owned by the character, or lent to the character by a patron or employer (which is very much the case for military characters).

In *Fate*, most equipment falls into just acting as colourful detail, or permission to use a skill that requires an item to use—such as a toolbox to use Mechanic. However, it is

useful to know what sort of gear various characters of the time period would have access to. The equipment chapter, starting on p.85, includes basic information useful for civilian and military characters, as well as additional rules regarding special equipment, weapons, and armour, etc.

Review the information in that chapter, talk with the GM about what sort of noteworthy gear your character might have, and then write down the appropriate details on your character sheet. For added flavour, you might also want to include something personal that calls back to one or more stages of your Phase Trio (see Chapter 11 for some examples).

For a quick callout of what a typical soldier might have, see "Pack Up Your Troubles" on p.90.

SANITY

All characters begin with the sanity threshold **Of Sound Mind**, with all of their sanity boxes unchecked. For the rules dealing with sanity, see the *Fate Keeper's Guide*. Every character has the same three sanity tracks with the following boxes.

<i>Of Sound Mind</i>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<i>Disturbed</i>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>
<i>Unhinged</i>	<input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/>

Taking the Incredulous Mind stunt (p.84) will increase the number of sanity boxes for each of the sanity tracks: Of Sound Mind, Disturbed, and Unhinged.

Example Game: Stunts & Refresh

Robert keeps his stunt list trim, because he wants to have a high refresh—he senses he'll need it to rescue the others from trouble. He takes the **Body Language Reader** stunt for Survival (p.82) and the **Tough as Nails** stunt for Physique (p.76). He also wants a stunt that represents his adept nature in the wilderness, so he makes up (with Amanda's help) **Lie of the Land**, which once per scene gives him a free invoke on an aspect that has to do with using wild terrain to his advantage. Those are his three free stunts, and he doesn't take any additional ones, so his refresh is 3.

Erin already has her stunts figured out: **Better Than New!** for Mechanics (p.74), **Best Foot Forward** for Rapport (p.77), and **Hard to Shake** for Drive (p.71). She took Drive at Average, so the stunt represents that while she might not be the best at dealing with dangerous roads and obstacles, she won't be deterred when chasing down some bad guys. Finally, she wants to take another stunt that represents her being good at fighting off people when she has a wrench or other tool in her hand, so she wants to be able to use Mechanics as a Fight skill whenever she's fighting with such a weapon. Amanda thinks that might be

overpowered, since Lizzie will often have tools on her, but then Erin suggests that this *only* works for attacking, and not for defence. Amanda is happy with that arrangement, since that seems like it'll lead to interesting and dangerous situations. Erin names this stunt **Grease Monkey Fighter**, which will cost her one refresh since this is her fourth stunt. She's happy now, and notes down a refresh of 2.

Patrick sees part of his role in the story as the brains of the outfit—not a leader, but an adept character who will discover many of the clues about the horrible unknown. Since this is **Achtung! Cthulhu**, Patrick knows that Hansen's sanity will be often at stake because of this, so he starts by taking **Incredulous Mind** for Will (p.84); he also takes a Sciences stunt: **In Theory** (p.78). He, too, wants to get on the custom stunt bandwagon, so he makes up **Charming Bar Patron**, where he gets a +2 to Rapport rolls when buying drinks and similar hospitable moments. Amanda likes this side of Patrick's character, so she's happy with that stunt. With three stunts taken, that leaves him with 3 refresh.

Example Game: Stress, Consequences & Sanity

To see each character's stress tracks, consequence slots, sanity tracks, and description of equipment, see pp.120-121.

YOU'RE ALL SET!

At the end of this process, you should have a character with:

- A name
- Five aspects, along with some backstory
- At least 11 skills, the highest ranked at Great
- Between three and five stunts
- A mental and physical stress track of 2-4 boxes each
- A refresh rate of 1-3 fate points
- A description of your gear
- Clear sanity tracks, starting at Of Sound Mind

Now you are ready to fight the good fight—not just for your country, but for all mankind!



Thanks to Brett

It doesn't matter if we can't get it through official channels, we know people who can get their hands on anything. And when I say "anything", I really mean ANYTHING.

-R.D.



CHAPTER 6

Getting Your Hands Dirty

"I never worry about action, only inaction."
- Winston Churchill

Skills and stunts in *Achtung! Cthulhu* follow *Fate Core*'s standard principles: each skill covers overcoming obstacles, creating advantages, and possibly attacking and defending. Many of the skills are similar (and a few nearly identical) to those listed in *Fate Core System*. For your convenience, all of the skills used in *Achtung! Cthulhu* are listed in this chapter.

Rules for building stunts are the same as usual in *Fate*. The stunts found in this chapter are repeated from *Fate Core System* for all those that still apply to this version of the rules, though some are renamed to give them a more appropriate period feel; you will also find new, game-specific stunts appearing as well.

The scope of this skill list revolves around what normal people can do. Otherworldly beings (as well as some especially insane people) have different skills, which can be found in the *Fate Keeper's Guide*.

In general, *Fate* characters with a given skill are competent at a huge number of things.

For Those New to Fate

If you are used to other Mythos-oriented games, particularly *Call of Cthulhu*, you will notice that this chapter has far fewer skills than in other games. This is because characters in *Fate* are broadly competent—a character with Shoot at Fair is equally skilled at pistols, rifles, submachine guns, and so on. One with Academics at Great is inherently a prodigy with mathematics, history, and other subjects that form a classical education.

That is not to say that characters cannot become focussed. You may take a stunt that makes you more proficient in a given subcategory, such as being deadlier with pistols, or especially adept at using Contacts within the criminal underworld. But in general, *Fate* characters with a given skill are competent at a huge number of things.

For a list of what each skill in the *Call of Cthulhu* edition of *Achtung! Cthulhu* corresponds to in this edition, see the end of this chapter (pp.83-84).

NEW SKILL & STUNT RULES

Specialisations

Some particularly broad skills—notably Academics, Lore, Mechanic, Sciences, and Soldier—have **specialisations** associated with them, representing advanced education or specialised access relating to that skill. Skills with specialisations have them listed in their descriptions. *You can only select a specialisation for skills ranked at Fair (+2) or higher.*

Specialisations come into play with overcome actions, or when creating an advantage revolving around gaining information (where having specialised knowledge or access is either beneficial or required for the action). For situations where having knowledge about the specialisation is **required**, if you have the relevant specialisation, then you can use the skill as normal. If you do not have the specialisation, but you have the skill ranked at Fair or higher, you can attempt to use the skill as though it was two ranks lower (so a Fair Academics is treated as Mediocre in that circumstance, for example)—this represents that you may have

incidentally picked up what you need to know through your more general schooling. If you do not have the skill, or only have it at Average, you cannot attempt an action that has a required specialisation.

Noticing Things: Survival

If you are familiar with *Fate Core*, you will see that there is no Notice skill in here. The functions of that skill are split into other skills: situational awareness is part of Survival; detailed forensics is still part of Investigate; and discovering details relating to academic or practical disciplines is related to those skills and specialisations.

In addition, most skills can be used to casually notice things relevant to that skill, such as seeing at a glance that a chemical formula is wrong, when you weren't even looking for that in the first place. For cases of situational awareness where a given skill might be particularly useful, use the higher of Survival or that skill, such as using the higher of Survival or Tradecraft (our renamed Burglary skill; p.82) in noticing the tell-tale scratch marks of someone breaking open a door.

For the most part, if the characters are in a situation where they need to notice something (such as a possible enemy or threat, or something odd in the surrounding area), roll Survival if it doesn't involve expertise in another skill. Still, *always* keep in mind the automatic noticing rules, as that pushes play—not just to keep giving characters information, but because automatically noticing horrific things will also push at sanity loss.

Example: Dr. Cyrene has uncovered an Ancient Egyptian cartouche, and wants to decipher the symbols. That is an Academics overcome action, and the GM decides that the Ancient Egyptian specialisation is required. The good Doctor is a world-renowned archaeologist with a Great (+4) Academics, but her focus was not in Ancient Egypt, so she does not have that specialisation. That means she can still attempt the action, but only at Fair (+2).

Sometimes a specialisation is not required, but it is **beneficial**—having some obscure information in your head can make putting the pieces together faster, or otherwise provide you with some additional insight into the task at hand. In those cases, if your character has the specialisation, treat the skill as one rank higher (with no cap, so a Great skill can be treated as Superb). You can only get one bonus on a given action, even if you have multiple beneficial specialisations. If the action has a required specialisation, you cannot get a bonus from a beneficial specialisation if you do not have the required one.

Example: Sergeant Bonner is tracking... something... in the woods that seems to move like a horse, but has rather unusual hoof prints. He has the Survival specialisation of Forests, and the GM decides that this will be beneficial, as it is an overcome action about gathering information.

Specialisations do not convey additional aptitude in direct actions, including attack actions, defend actions, and overcome or create an advantage actions where such knowledge is only tangentially connected. Unlike skills, specialisations are not pre-defined lists, and there may be overlap between various specialisations; for example, Academics (History) and Academics (Ancient Egypt) both cover the history of Ancient Egypt, but the former covers many histories while the latter is more in-depth, covering the spirituality, culture, and languages of those people.



At the GM's discretion, a specialisation may be so obscure that a character without it cannot use it at all if he does not have it. If no-one in the group has it, there should be a particularly compelling reason for involving an obscure specialisation in the story, as that otherwise leads to boring (and, potentially, frustrating) play.

GAINING & ENHANCING SPECIALISATIONS

You may take up to two specialisations at character creation for free, provided they relate to one of your aspects (see p.60). Beyond that, look to the Broad Education stunt on Academics, which can also apply to other skills. (As mentioned in the character creation chapter, you can elect to leave those specialisations unfilled at character creation if none seem obvious, and fill them in later.)

Automatic Noticing

In some cases, you won't need to roll to notice something. Your character automatically succeeds in noticing anything interesting or peculiar relating to skills taken at Good (+3) or higher, as well as any specialisation taken (regardless of the associated skill's rank). The GM will just simply give you the necessary information, and possibly also an aspect. Indeed, you cannot choose to fail, which becomes important when your character discovers facts that could risk his sanity (known as a "sanity trigger," detailed in the *Fate Keeper's Guide*).

This does not convey automatic situational awareness (and thus cannot help you notice an ambush or any other surprising, or dangerous, circumstances), just facts or out-of-place elements that others without such training would miss. It will also not cause you to automatically succeed on situations where focussed scrutiny or lengthy research is required; it represents your character's ability to see at a glance something that others would miss. Given that having automatic noticing comes from possessing a high skill or having a specialisation, you will likely find what you are researching when you do go looking for it—it will just take more time than this rule covers.

If you have a stunt that allows you to swap one skill for another in a given situation, and that effectively makes the skill in use ranked Good or higher, then that also counts for automatic noticing.

Example: Adam McCreary has *Sciences* at Good, with a *Physics* specialisation. When he walks into the home of a deranged ex-professor, he immediately notices that the formulae on the chalkboard use odd, non-Euclidian mathematics. (Unfortunately, this also acts as a sanity trigger for Adam.)

Example: In the above example where Sergeant Bonner is tracking something in the woods, his high *Survival* skill is enough to immediately know that whatever he is following has a stride that seems as wide as a running horse, but is not all that heavy—no

heavier than a medium-sized dog, in fact. His specialisation of *Forests* also tells him what his player would likely suspect anyway: that no woodland creature known to man leaves such tracks. (The GM also mentions that the information is too confusing to be an immediate sanity trigger.)

Example: While walking toward the infirmary on base, Nurse Sutter sees someone who seems to be just a little "off"—not saluting in quite the right way, looking shifty, and generally not commanding the right airs for someone wearing a captain's stripes. This is because she has a *Good Soldier* skill. Her *Great Medic* skill also tells her that he is certainly not acting like someone who is actually drunk. (There is nothing particularly inhuman about this, so it is not a sanity trigger. In fact, it is a German saboteur in way over his head.)

Note that in all of these examples, the character is not specifically looking for such knowledge. McCreary will have to do research to understand what those mathematical symbols mean; Bonner will have to track the creature to find out what it is; and Sutter only knows that the man is odd, not what that man is actually doing there.

Skill Drain

Skill drain (or just "drain") is the effect of temporarily losing ranks in a skill. This is most common with *Resources* and *Will*. When a skill suffers drain, it temporarily loses one (or, rarely, more) ranks, though it can never go lower than *Mediocre* (+0). This only affects actions, and not other benefits of a skill such as additional stress boxes, consequence slots, or automatic noticing.

The circumstance around regaining lost ranks varies with each situation. A peaceful night's sleep will regain a lost *Will* rank (see the recovery rules in the *Fate Keeper's Guide*). Regaining *Resources* depends on the current rank—regaining to *Average* takes a day, to *Fair* takes a few days, to *Good* takes a couple weeks, and to *Great* or higher takes around a month. Note that these are the defaults, and individual story situations may hasten or delay recovery.

For stunts that replace skills, if that stunt would become a detriment—such as the *Field Medic* stunt replacing *Medic* with *Soldier* in battlefield situations (p.80)—the character may switch back to using the original skill, until the stunt becomes useful again.

*Noticing things isn't nosiness -
it's natural curiosity. Problem is,
curiosity killed the cat...*

- Peggy

SKILL LIST

Athletics

The Athletics skill represents your character's general level of physical fitness, whether through natural talent or military training. It is how good you are at moving your body with speed, grace, or precision. (Contrast with Physique, p.75.)


Overcome: Athletics allows you to overcome any obstacle that requires physical movement—jumping, running, climbing, swimming, etc. If it resembles something you


would do in the decathlon, then you roll Athletics. You use overcome actions with Athletics to move between zones in a conflict if there is a situation aspect or other obstacle in your way. You also roll Athletics to chase or race in any contests or challenges that rely on these types of activities.

Create an Advantage: When you are creating an advantage with Athletics, you are jumping to high ground, running faster than the opponent can keep up with, or performing other acrobatic manoeuvres that confound your foes or otherwise make a situation to your benefit.

Table 6: Skill Overview

Skill	Use	Skill	Use
Athletics	General physical aptitude regarding movement, callisthenics, etc.; used to avoid being physically harmed	Mythos	Ability to understand, and even command, the unknown; this skill is described in the <i>Fate Keeper's Guide</i>
Academics	Knowledge from academia and classical education	Physique	Strength and capacity to endure physical harm
Contacts	Having associates and knowing how to find useful people	Provoke	Intimidating, scaring, or otherwise hostilely manipulating others
Deceive	Lying, misdirection, and other subtle ways of manipulating others without their knowledge	Rapport	Command of a friendly and personable nature
Demolitions	Making, planting, and disarming explosives	Resources	Having wealth and capital, or at least access to some
Drive	Talent for operating automobiles and similar vehicles in stressful situations Variations: <i>Helm</i> —Drive skill for large seacraft <i>Operate</i> —Drive skill for tanks and similar <i>Pilot</i> —Drive skill for airplanes <i>Ride</i> —Drive skill for horses, camels, etc. <i>Sail</i> —Drive skill for small boats	Sciences	Knowledge of sciences and technology
Empathy	Ability to read other people	Shoot	Using firearms to inflict harm from a distance Variations: <i>Archery</i> —Shoot skill for bows and other natural missiles <i>Cannon</i> —Shoot skill for vehicular weapons <i>Heavy Weapons</i> —Shoot skill for rocket-propelled grenades, flamethrowers, etc
Fight	Physical, close-quarters fighting—fists, knives, etc.	Soldier	Professional skill of being employed in a military
Investigate	Capacity for detailed research, interviewing, and other information gathering and collating skills	Stealth	Ability to go unnoticed
Lore	Knowledge from esoteric and obscure subjects	Survival	Hunting, tracking, and general situational awareness; used to notice things and for initiative in physical combat
Mechanics	Aptitude for working with machines (and for blowing them up, with the Combat Engineer stunt)	Tradecraft	Burglary, disguise, sabotage, and other spy-oriented skills
Medic	Diagnosing and treating the sick and injured	Will	Ability to keep one's composure; crucial for retaining sanity

 **Attack:** Athletics is not meant as an attack skill.

 **Defend:** Athletics is a catch-all skill to roll for defence in a physical conflict, against close quarters and ranged attacks, provided you are aware of the danger. You can also use it to defend against characters who are trying to move past you, if you are in a position to physically interfere with whoever is making the attempt. (Contrast with using the Survival skill to defend against ranged attacks, which involves huddling down in a defensible position rather than moving about.)


Notice: This skill covers things like noticing how someone else is moving his body. In particular, you might notice someone moving in a way that human beings should not normally be able to.

ATHLETICS STUNTS


- **Sprinter.** You move two zones for free in a conflict without rolling instead of one, providing that there are no situation aspects restricting movement.
- **Rooftop Runner.** +2 to overcome actions with Athletics if you are in a chase across rooftops or a similarly precarious environment.
- **Dazing Counter.** When you succeed with style on a defend action against an opponent's Fight roll, you automatically counter with some sort of nerve punch or stunning blow. You get to attach the *Dazed* situation aspect to your opponent with a free invoke, instead of just a boost.

Academics

The Academics skill is about knowledge gained from academia and/or a classical education. It includes essential skills required to navigate and utilise an education (such as library use), and a basic understanding of a variety of subjects: art, history, geography, mathematics, literature, etc.

 **Overcome:** You can use Academics to overcome an obstacle that requires applying your character's knowledge to achieve a goal or answer a question. For example, you might use Academics to know if a given arrangement of human remains has a cultural significance, to understand the purpose behind strange mathematical equations left on a blackboard, or to decipher an ancient language on a tomb wall.


Use Academics when you need to know if your character can answer a difficult question relating to the scholastic subject he has studied, where some tension exists in not knowing the answer.


 **Create an Advantage:** Academics provides a lot of very flexible opportunities to create advantages, as long as you can research the subject in question. More often than not,

Specialisations & Physical Skills

None of the physical skills in this chapter list specialisations. This is because they are of limited use, since you do not gain any benefit in combat from having a specialisation. As specialisations allow you to automatically notice things, enterprising players may find ways to use one rooted in a physical skill. That, however, is a discussion to have with the GM, and outside the default assumptions of these rules.

you will be using Academics to get a story detail, some obscure bit of information that you uncover or know already, but if that information gives you an edge in a future scene, it might take the form of an aspect. Likewise, you can use Academics to create advantages based on any subject matter your character might have studied, which gives you an interesting way to add details to the situation.

 **Attack:** Academics is not used to attack.

 **Defend:** Academics is not used to defend.

Notice: Anything relating to the classical subjects you have studied (including any specialisations) is covered by Academics.

Specialisations: Any academic specialty that would require post-graduate or particularly focussed study would qualify as a specialisation, including: accounting, anthropology, archaeology, genealogy, fine art, law, psychology, specific histories (such as Ancient Egyptian), etc.

ACADEMICS STUNTS

- **Broad Education.** You were practically raised by books. You have two additional Academics specialisations.
- **I Know Where to Look!** With lengthy access to an appropriate facility, you can attempt to use an Academics specialisation you do not have at 1 rank lower than your skill, rather than the usual 2 lower.
- **Renowned Scholar.** Between being published in journals and speaking in numerous universities, you have become well known in your sphere of expertise. You can use Academics instead of Contacts or Rapport, when your influence in any specialisations you have comes into play.
- **University Backing.** You may substitute Academics for a Resources action, if you can illustrate how your university or other institution can get the desired objects or services on your behalf. Drain normal for Resources does not apply to Academics as a whole, but it does apply to this use of it. Difficulties and regaining Academics for this purpose may vary from standard Resources use.

- **Unquestioningly Brilliant.** When you use an Academics specialisation to create an advantage, it has one additional free invocation.

The “I’ve Read About That!” and “Shield of Reason” stunts in *Fate Core* do not apply to *Achtung! Cthulhu*.

Contacts

Contacts is the skill of knowing people and making connections with them. It is a measure of your character’s reputation and social clout. This varies based on the character’s aspects, especially the high concept aspect. Someone with a shady background will more likely know fences in the area who will treat him fairly, or at least know who to ask to find one. Antiquarians will have connections with museum curators, librarians, and collectors of the exotic. Journalists keep in touch with people who are willing to talk about noteworthy stories. Military characters have contacts in a world all of their own, and these vary depending on rank—a corporal might know who will let an unofficial equipment requisition through, and a lieutenant could be well-connected with the upper echelon.

Overcome: You use Contacts to overcome any obstacle related to finding someone you need to find. Whether that means asking around in the appropriate environment (pubs, docks, government buildings, etc.), polling your information network, or searching archives, you are able to hunt down people or somehow get access to them.

Create an Advantage: Contacts allows you to know who the perfect person to talk to is for anything you might

need, or to decide that you know the perfect person already. It is likely that you will create story details with this skill, represented by aspects. (“My contacts tell me that William Fitzgerald is a Brilliant Mathematician—we should talk to him about these numbers we’ve found.”)

You can also create an advantage that represents what the word on the street is about a particular individual, object, or location, based on what your contacts tell you. These aspects almost always deal with reputation more than fact, such as Known as a Ruffian or Notorious Swindler. Whether that person lives up to their reputation is anybody’s guess, though that does not invalidate the aspect—people often have misleading reputations that complicate their lives.

Contacts could also be used to create aspects that represent using your information network to plant or acquire information.

Attack: Contacts is not used to attack.

Defend: Contacts can be used to defend against people creating social advantages against you, providing that your information network can be brought to bear in the situation. You might also use it to keep someone from using Deceive or Contacts to keep his head down, or to interfere with Investigate attempts to find you.

Notice: As it is a skill for finding someone, Contacts is not useful for noticing. (Empathy, p.71, can be useful for noticing that someone is trying to keep you from finding a given person, though.)

Specialisations: This skill covers people that can normally be found in the general populace. Anyone that requires special access—Members of Parliament, military generals, reclusive scholars of the Mythos, people locked away in asylums, etc.—needs a specialisation relating to that group of people. (Having Contacts at Good or higher still allows an attempt at Average, though that is more likely to find someone who will get you once step closer in your search, rather than direct access to that person.)

CONTACTS STUNTS


- **Ear to the Ground.** Whenever someone initiates a conflict against you in an area where you have built a network of contacts, you use Contacts instead of Survival to determine turn order, because you got tipped off in the nick of time.
- **Rumourmonger.** +2 to create an advantage when you plant vicious rumours about someone else.
- **The Weight of Reputation.** You can use Contacts instead of Provoke to create advantages based on the fear generated by the sinister reputation you have cultivated for yourself and all the shady associates you have. You should have an appropriate aspect to pair with this stunt.




Photo (right): Photo: National Archives and Records Administration, Image tag 5957435 – Private Ware applies last second make-up to Private Plaud, England 1944 – Public Domain image.


Deceive


Deceive is the skill of lying to and misdirecting people.

 **Overcome:** Use Deceive to bluff your way past someone, or to get someone to believe a lie, or to get something out of someone because they believe in one of your lies. For a casual encounter, this is just an overcome roll; for characters in more intense situations (including lying to another character), it will be a contest, with the target opposing with Empathy. Winning this contest could justify placing a situation aspect on your target, if buying into your lie could help you in a future scene.

You can also use Deceive to do small tricks of sleight-of-hand and misdirection.

 **Create an Advantage:** Use Deceive to create momentary distractions, cover stories, or false impressions. You could feint in a fistfight, putting an opponent Off-Balance and setting you up for an attack. You could do the whole "What's that over there!" trick to give you a Head Start when you run away. You could establish a Wealthy Noble Cover Story for when you attend a royal ball. You could trick someone into revealing one of his aspects or other information.

 **Attack:** Deceive is an indirect skill that creates a lot of opportunities you can capitalise on, but it does not do direct harm to an individual.

 **Defend:** You can use Deceive to throw off Investigate attempts with false information, and to defend against efforts made to discern your true motives with the Empathy skill.

Notice: Deceive does not typically convey any awareness. For that, see Empathy (p.71).


DECEIVE STUNTS

- **Lies upon Lies.** You have a +2 to create a Deceive advantage against someone who has believed one of your lies already during this session.
- **Mind Games.** You can use Deceive in place of Provoke to make mental attacks, as long as you can make up a clever lie as part of the attack.
- **One Person, Many Faces.** Whenever you meet someone new, you can spend a fate point to declare that you have met that person before, but under a different name and identity. Create a situation aspect to represent your cover story, and you can use Deceive in place of Rapport whenever you are interacting with that person.
- **Trained Performer.** You have years of theatre or other, similar, training. In addition to using Deceive for a legitimate performance, the skill covers Contacts in such worlds, as well as other potential situations where your acting comes into play.


Demolitions


Demolitions is the skill of constructing explosives, and defusing said explosives. As such, it also covers knowing the best place to plant an explosive device for maximum effect in any given situation. This includes timed bombs, tripwire or pressure plate mines, and all manner of other explosive devices. (Note that this skill does not cover *throwing* a grenade in the heat of action; that's just throwing something, which is handled by Athletics. Having said that, ingenious uses of grenades definitely falls under Demolitions.)


It also covers knowing the best
place to plant an explosive device
for maximum effect.

 **Overcome:** Demolitions allows you to create, jury-rig, or dismantle an explosive, presuming you have the time and tools needed. As with the Mechanics skill (p.73), often such actions happen as one component of a more complex situation, such as racing against the clock to get your bomb in place before the enemy officer's vehicle drives past. (For rules on creating explosives, see the Warzone Conflicts chapter in the *Fate Keeper's Guide*.)

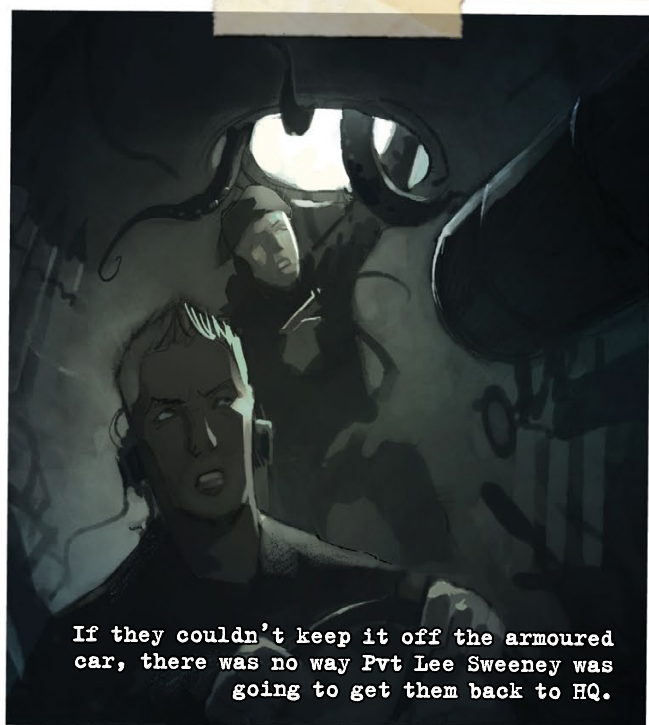
Demolitions could be used for searching an area for explosives, as that knowledge comes in very handy for identifying both good places to plant one and what sort of form different ones can take.

 **Create an Advantage:** You can use Demolitions to create aspects related to things going boom, such as *Debris Everywhere*, *Panic and Chaos*, or *Breach in the Wall*. (Stealthy aspects, such as *Well-Hidden Bomb*, are handled by the Tradecraft skill on p.82, as that skill relates to subterfuge.)

 **Attack:** Demolitions is used to harm in an indirect fashion, which is rarely the sort of action that is a direct attack. For an immediate attack, the appropriate physical skill (usually Athletics) is used. See the Warzone Conflicts chapter in the *Fate Keeper's Guide* for details.

 **Defend:** Demolitions is not used to defend (though sometimes the best defence is a nice, distracting explosion).

Notice: Demolitions can be used to identify an explosive, before or after it goes off, based on tell-tale elements. If a bomb-maker is infamous enough, it might also be able to identify who made a given device (or, at least, the nationality or agency that made it). Along with that, the skill is useful for spotting places where explosives could best be planted, as mentioned above. Demolitions is also great for identifying potential equipment or chemicals in a given location that could be used to build a makeshift bomb.



If they couldn't keep it off the armoured car, there was no way Pvt Lee Sweeney was going to get them back to HQ.

DEMOLITIONS STUNTS

- **Master Defuser.** With steady hands and nerves of steel, you are adept at disarming explosives. When doing so, you have a +1 to your skill. Additionally, if you succeed at a cost on such an action, you can choose for it to be a mild consequence related solely to the stress of the job, like *On Edge* or *Too Much Adrenaline*, rather than anything that happens to the scene or another character.
- **Sixth Sense for Explosions.** A life of handling bombs has given you a preternatural sense of when they are about to explode. When avoiding or defending against an impending explosion, you can use your Demolitions skill in place of Athletics (for diving for cover), Survival (for situational awareness), or whatever other skill would normally be used in the situation.
- **Stealth Bomber.** You are adept at hiding your death-dealing devices. You can use Demolitions in place of Tradecraft for such actions.

Drive (& Helm/Operate/Pilot/Ride/Sail)

Drive and its related skills are all about directly operating vehicles (or in the case of Ride, horses)—i.e. being the person responsible for making the vehicle move and manoeuvre. These are separate skills, as one does not convey aptitude over another. The default description uses Drive, but the skill works essentially the same for the other versions.

Drive refers to automobiles, including motorcycles. Helm refers to large naval vessels. Operate refers to heavy machinery, notably tanks and other tracked vehicles. Pilot

naturally refers to aircraft (and not boats, in this instance). Ride refers to horses, camels, and other animals that are typically ridden. Sail refers to small boats, including motorised boats. For complex vehicles, such as large naval vessels, this skill only covers the cockpit or helm.

Note that you do not need to have the Drive or Ride skill in order to drive a vehicle, if your high concept aspect suggests that you would have some basic training, though you will be at a disadvantage in difficult situations as your skill will only be Mediocre. For vehicles that require specialised training, and for those with backgrounds that do not justify the basics of Drive or Ride, you are unable to use such skills.

Overcome: Drive is the equivalent of Athletics when you are in a vehicle—you use it to successfully accomplish movement in the face of difficult circumstances, like rough terrain, small amounts of clearance, or stunt driving. Obviously, Drive is also ripe for contests, especially chases and races. The various Drive skills each cover overcoming obstacles relating to common equipment (such as radio use issues with Pilot and Sail).

Create an Advantage: You can use Drive to determine the best way to get somewhere in a vehicle, and a good enough roll might even allow you to learn features of the route that get expressed as aspects, or declare that you know a Convenient Shortcut or something similar.

You can also refer to the Athletics description, and then apply it to a vehicle. Advantages created using Drive often revolve around getting good positioning, gaining benefit from doing a fancy manoeuvre, or putting your opponent in a bad spot.

Attack: Drive is not usually used as an attack skill (though stunts can certainly alter this). If you want to ram a vehicle, you can attack with Drive, but you take the same shifts of harm you inflict. The Equipment chapter touches on this (see p.85 for further details).

Defend: Avoiding damage to a vehicle in a physical conflict is one of the most common uses of Drive. You can also use it to defend against advantages being created against you, or overcome the actions of someone trying to move past you in a vehicle.

Notice: Drive can be used to assess how someone is driving a car—aggressively, drunk, trying to tail someone, etc.—and anything familiar or odd about the way a car looks or sounds. Noticing the same vehicle in multiple locations is also covered. (For other versions of this skill, use the appropriate vehicle type and activities.)

DRIVE STUNTS

Stunts with one Drive skill do not automatically convey to another. Some stunts will not apply to every single Drive variant—for example, Ramming Speed! does not work with Ride.


- **Hard to Shake.** You have a +2 to Drive whenever you are pursuing another vehicle in a chase scene.
- **Pedal to the Metal.** You can coax more speed out of your vehicle than seems possible. Whenever you are engaged in any contest where speed is the primary factor (such as a chase or race of some kind) and you tie with your Drive roll, it is considered a success.
- **Ramming Speed!** When ramming another vehicle, you ignore two shifts of damage. So if you ram and hit for four shifts, you only take two yourself.
- **Behind Any Wheel.** Your talent for vehicles is unsurpassed. You can use Drive for another version of this skill (such as Ride, Sail, etc.). Any stunts that you have with Drive also count for that skill, when appropriate.


You might use Empathy to catch a change in someone's attitude or intent.

Empathy


Empathy involves knowing and being able to spot changes in a person's mood or bearing.


As with most social skills, this skill only works with people, and even then is difficult to use in regards to insane people.

 **Overcome:** You do not use Empathy to overcome obstacles directly—normally, you use it to find out some useful bit of information, and then use another skill to act. In some cases, though, you might use Empathy to see if you can catch a change in someone's attitude or intent.

 **Create an Advantage:** You can use Empathy to read a person's emotional state and get a general sense of who they are, presuming you have some kind of interpersonal contact with them. Most often, you will use this to assess the aspects on another character's sheet, but sometimes you will also be able to create new aspects, especially on NPCs. If the target has some reason to be aware that you are trying to read them, they can defend with Deceive or Rapport.

You can also use Empathy to discover what circumstances will allow you to make emotional attacks on someone, figuring out his breaking points.

 **Attack:** Empathy is not used to attack directly, though it can be used as above to create advantages that other skills use (such as Provoke or Rapport).

 **Defend:** This is the skill to go to in order to defend against Deceive actions, allowing you to pierce through lies and see through to someone's true intent. You can also use it to defend against those creating social advantages against you in general.

Special: Empathy is the skill you use to help others recover from consequences that are emotional in nature, barring those relating to losing sanity. More on stress and consequence recovery in *Achtung! Cthulhu* can be found in the *Fate Keeper's Guide*.


EMPATHY STUNTS


- **Grounding Presence.** You have a +2 to all Empathy rolls made to understand and communicate with the clinically insane and others not of sound mind.
- **Lie Whisperer.** You have a +2 to all Empathy rolls made to discern or discover lies, whether they are directed at you or someone else.
- **Nose for Trouble.** You can use Empathy instead of Survival to determine your turn order in a conflict, providing that you have a chance to observe or speak to those involved for at least a few minutes beforehand during this scene.


The Psychologist stunt in *Fate Core* does not work in *Achtung! Cthulhu*. Detailed rules on consequence recovery can be found in the *Fate Keeper's Guide*.


Fight

The Fight skill covers all forms of close-quarters combat, both unarmed and using weapons. For the ranged weapons counterpart, see Shoot.

 **Overcome:** As you do not use Fight outside of a conflict, it is not often used to overcome obstacles. You might use it to display your fighting prowess in a demonstration, or to participate in some kind of regulated bout or sport fighting, which would allow you to use this skill in a contest.

 **Create an Advantage:** You will use Fight for many of the advantages you create in a physical conflict. Any number of special moves can be covered here: striking to stun, using an underhanded trick, disarming, and so on. You could even use Fight to assess another fighter's style, spotting weaknesses in his or her form that you can exploit.

 **Attack:** You use Fight to make physical attacks against opponents in the same zone.

 **Defend:** You use Fight to defend against any other attack, or create an advantage attempt made with Fight, as well as pretty much any action where violently interposing yourself could prevent it from happening. You cannot use this skill to defend against Shoot or other ranged attacks.

Notice: As suggested above, Fight can be used to notice things like what sort of formal combat style an opponent is using. And, as with Athletics, it can be used to spot ways in which a person should not be able to move or react.


FIGHT STUNTS

- **Heavy Hitter.** When you succeed with style on a Fight attack and choose to reduce the result by one to gain a boost, you gain a full situation aspect with a free invocation instead.
- **Backup Weapon.** Whenever someone is about to hit you with a *Disarmed* situation aspect (or something similar), spend a fate point to declare you have a backup weapon. Instead of a situation aspect, your opponent gets a boost, representing the momentary distraction you suffer having to switch.
- **Killing Stroke.** Once per scene, when you force an opponent to take a consequence, you can spend a fate point to increase the consequence's severity (so mild becomes moderate, moderate becomes severe). If your opponent was already going to take a severe consequence, he must either take a severe consequence *and* a second consequence, or be taken out. The GM may refuse the fate point if, for whatever unnatural reason, what you are fighting cannot be so affected.


Investigate


Investigate is the skill of using concentrated effort, in-depth scrutiny, and the resources at your disposal to find things out. As with Academics and many other skills, Investigate covers a wide variety of related disciplines: searching an area for clues or evidence, canvassing witnesses, using the library or other information repositories for research, photography and photo-interpretation, surveillance, and the ever-useful skill of putting disparate clues together to form a bigger picture.


Note that investigation in this era can take considerable time and travel, and the science of forensics and evidence preservation is slowly growing.

 **Overcome:** Investigate obstacles are all about information that is hard to uncover for some reason: analysing a crime scene for clues, searching a cluttered room for the item you need, even poring over a musty old tome to try and find the passage that makes everything make sense.

Racing against the clock to collect evidence before cultists or cops show up, or disaster occurs, is a classic way to use Investigate in a challenge.

 **Create an Advantage:** Investigate is one of the most versatile skills you can use to create an advantage. As long as you are willing to take the time, you can find out just about anything about anyone, discover nearly any detail about a place or object, or otherwise make up aspects about nearly anything in the game world that your character could reasonably unearth.

 **Attack:** Investigate is not used to attack.

 **Defend:** Investigate is not used to defend.

Notice: As Investigate revolves around detailed effort, it is not often used for noticing things. However, there may be some things that stick out to a gifted character that would not to other people—especially connecting two pieces of evidence together that otherwise seem unrelated.

INVESTIGATE STUNTS


- **Attention to Detail.** You can use Investigate instead of Empathy to defend against Deceive attempts. What others discover through gut reactions and intuition, you learn through careful observation of expressions.
- **Eavesdropper.** On a successful Investigate roll to create an advantage by eavesdropping on a conversation, you can discover or create one additional aspect (though this does not give you an extra free invocation).
- **The Power of Deduction.** Once per scene you can spend a fate point (and a few minutes of observation) to make a special Investigate roll representing your potent deductive faculties. For each shift you make on this roll, you discover or create an aspect on either the scene or the target of your observations. You may only invoke one of them for free.


Lore


The Lore skill is about unusual collections of knowledge. Lore is about the breadth of what people believe is true about the world, not necessarily what is true. Whereas Academics revolves around a classical education, Lore involves religious study, outlying beliefs, ancient stories, studies deemed not rooted in reality, etc. This includes folklore, mysticism and occultism, mythology, theology, conspiracy theory, and fringe science.


By default, Lore only refers to common theology, mythology, and folklore. All other facets are handled as specialisations.

Note that the Mythos is not a component of this skill. That is covered in its own skill (see the *Fate Keeper's Guide* for more information), reflecting the unknowable truths of the universe versus what people believe to be true.

 **Overcome:** You would use this skill as you would Academics (p.67) in overcoming, but relating to the fields of Lore you are versed in.

 **Create an Advantage:** Likewise, you would use this skill as you would Academics when creating at advantage.

 **Attack:** Lore is not used to attack.

 **Defend:** Lore is not used to defend.

Notice: Anything relating to the fields you have studied (including any specialisation) is covered by Lore.

Investigate vs. Academics, Lore, etc.

On the surface, Investigate looks like it could replace all other skills relating to knowledge. And in an ideal world, that is true; combined with Contacts to find experts in a given subject, a character can use Investigate to piece together many things.

However, the two things that work against someone solely using Investigate are resources and time. Without an expert or an appropriately stocked library handy, no amount of investigation will uncover the clues in a strange language, the discrepancies in a work of art, a law that is out of place, and so on. (Even then, without education on the context, the information may be very hard to find or parse.) And investigations take time, whereas someone with a specific specialisation either knows the relevant fact on-hand or knows exactly where to find it, cutting the time in hours (or even days, if the character would otherwise have to travel to get that information).

That said, Investigate is a good way to get general information and then correlate it.

Specialisation: The four most common Lore specialisations are: mysticism and the Occult, conspiracy theories, specific theologies, and fringe sciences (Kirlian photography, psychic theory, and so on). The world is filled with strange notions and people who fervently believe in them.

LORE STUNTS

In addition to the Broad Education, "I Know Where to Look!," and Unquestioningly Brilliant stunts for Academics (p.68), the following Lore stunt may come in handy.

- **Intimidating Scholar.** Your command of the esoteric can be truly frightening to behold. When you can leverage your impressive knowledge in such a fashion, you may use Lore for Provoke actions.

Mechanics

Mechanics is the skill of craftsmanship and working with machinery, for good or ill. This skill covers a wide variety of areas: automobiles and other gasoline engines, radios and simple electronics, carpentry and machining, plumbing, the basics of firearms repair, and so on. It also covers using some of the gadgets, such as operating a complicated radio.

- **Overcome:** Mechanics allows you to build, break, or fix machinery, presuming you have the time and tools you need. Often, actions with Mechanics happen as one

Splitting Mechanics

Mechanics is not split off the way that the Drive (p.70) and Shoot (p.79) skills are, even though the difference between being an automobile mechanic and an electrician is not unlike the difference between driving a car and riding a horse. The reason that Mechanics is one skill and both Drive and Shoot are split is for dramatic reasons: suddenly having to jump on a horse or pick up and use a heavy anti-tank weapon when you aren't trained for that leads to interesting moments in movies and other stories, but the difference between fixing (or sabotaging) a car and doing that to a radio tower are not so dramatically interesting.

That said, if your group wants to play with that fidelity, you can split Mechanics into: Armoury, Crafts, Electrics, and Mechanics. (Note that Demolitions is, in a sense, partly a form of Mechanics already.) But the story should definitely involve the differences in these uses; otherwise, you will not get much out of this division.

component of a more complex situation, such as having to fix your broken-down car before those strange men in masks catch up to you.

- **Create an Advantage:** You can use Mechanics to create aspects representing features of a piece of machinery, pointing out useful features or strengths you can use to your advantage (*Armour-Plated, Rugged Construction*) or a vulnerability for you to exploit (*Flaw in the Cross-Beam, Hasty Work*).

Creating Mechanics advantages can also take the form of quick and dirty sabotage or jury-rigging on mechanical objects in the scene. For example, you might create a *Makeshift Pulley* to help you get to the platform above you, or you might give a car an aspect like *Ripped Brake Line*. (Unlike Tradecraft, using Mechanics to sabotage is not subtle.)

- **Attack:** Mechanics is not used to attack, though it can be used to create or manipulate weapons.

- **Defend:** Mechanics is not used to defend, though it can be used to create or manipulate instruments of defence.

Notice: Mechanics can notice idiosyncrasies in devices—seeing any tell-tale signs of a particular manufacturer, commonalities in building materials, and so on. It can also be used to notice what would be required to solve a problem with a machine, such as whether you would just need a wrench and some effort to fix a car or need to take it to a garage.



Specialisations: Most things that are sufficiently complicated, requiring more than just a toolbox and a basic understanding of various engineering principles, are specialisations of Mechanics. This includes aircraft, advanced electronics and computers, telephones and telegraphs, rockets, and so on.

MECHANICS STUNTS

- **Always Making Useful Things.** You don't ever have to spend a fate point to declare that you have the proper tools for a particular job using Mechanics, even in extreme situations (like being imprisoned and separated from all your stuff). This source of opposition is just off the table.
- **Better than New!** Whenever you succeed with style on an overcome action to repair a piece of machinery, you can immediately give it a new situation aspect (with a free invoke) reflecting the improvements you have made, instead of just a boost.
- **Combat Engineer.** You can use Mechanics in place of the Demolitions skill, representing the breadth of talent combat engineers possess to construct and demolish objects on the battlefield.
- **Surgical Strikes.** When using Mechanics in a conflict involving machinery, you can filter out unwanted targets

from whole-zone attacks without having to divide up your shifts. (Normally, you would need to divide your roll between your targets.)

Medic

Medic involves essential medical training—it is the skill for first aid and physical examination. (Note that this is just about medical practice; skills relating to bedside manner are handled through social skills, such as Empathy or Rapport.)

⚙️ Overcome: You use Medic to diagnose and address health concerns, such as determining if someone's cough is just the common cold or a dreadful contagion, setting a broken limb, treating a gunshot wound, and so on.

⚙️ Create an Advantage: In addition to determining any ailments someone has, whether short-term or long-term ones, Medic can be used to bolster someone—using just the right amount of morphine to have a patient in pain lucid but not too far over the bend, for instance. The more access you have to someone, either physically or through medication, the more you are able to use Medic with him.

You can also tell if someone is faking an illness.

Medic only covers genuine treatments. If you are knowingly administering a placebo, that falls under Deceive. (Even if you are unknowingly doing so, that is also not affected by Medic.)

⚔️ Attack: Medic is, appropriately enough, not used to attack. (In the case of something like creating poisons with the Poison Control stunt, that is more akin to creating an advantage than attacking; see the Warzone Conflict chapter in the *Fate Keeper's Guide* for more details.)

🛡️ Defend: Medic is not used to defend.

Notice: Medic can be used to notice a great number of things—either physiological or psychological—including strange prescriptions or unusual doctor's notes, whether a recovery is going faster or slower than it should be, or a human body reacting to various stimuli in unexpected ways.

Special: Medic is the main skill you use to help others recover from consequences that are physical in nature. More on stress and consequence recovery in *Achtung! Cthulhu* can be found in the *Fate Keeper's Guide*.





Specialisations: Medic specialisations including surgery, veterinary medicine, gynaecology, pharmacology, medical examination/autopsy, poisons, psychiatry, and virology. If it is a separate discipline learned in medical school, then it is a specialisation.

MEDIC STUNTS

- **Trauma Doctor.** By spending a fate point and at least half an hour, and having the right supplies on hand, you can reduce someone else's physical consequence by one level of severity (severe to moderate, moderate to mild, mild to nothing at all) by succeeding on a Medic roll with a difficulty of Fair (+2) for a mild consequence, Good (+3) for moderate, or Great (+4) for severe. You cannot use this stunt on yourself. (Normally, this roll would only start the recovery process, instead of changing the consequence level.)
- **Combat Surgeon.** When using a surgical implement (such as a scalpel), you may use Medic in place of Fight. Such implements do not have a Weapon rating, regardless of what you are using.
- **I'm a Doctor, Damn It!** You can use Medic for Rapport in various situations where being a doctor carries weight, such as making people do things or get out of the way when you're tending to someone in critical condition.
- **Poison Control.** You can use your Medic skill to create poisons, and you automatically have a Medic specialisation in poisons without needing to take it separately. See the Warzone Conflicts chapter in *Fate Keeper's Guide*. (Note that you don't need this stunt to *treat* patients who are poisoned; that's a matter of overcome to remove a situational aspect or address a consequence already incorporated into Medic.)

Physique

The Physique skill is a counterpart to Athletics, representing the character's natural physical aptitudes, such as raw strength and endurance.

-  **Overcome:** You can use Physique to overcome any obstacles that require the application of brute force—most often to overcome a situation aspect on a zone—or any other physical impedance, like prison bars or locked gates. Of course, Physique is the classic skill for arm-wrestling matches and other contests of applied strength, as well as marathons or other endurance-based challenges.
-  **Create an Advantage:** Physique has a lot of potential for advantages in physical conflict, usually relating to grappling and holding someone in place, making them Pinned or Locked Down. You might also use it as a way of discovering physical impairments possessed by the target—grappling the old mercenary tells you that he has a Bum Leg, or the like.
-  **Attack:** Physique is not used to harm people directly—see the Fight skill for that.
-  **Defend:** Though you do not generally use Physique to defend against attacks, you can use it to provide active opposition to someone else's movement, provided you are

in a small enough space that you can effectively use your body to block access. You might also interpose something heavy and brace it to stop someone from getting through. However, for unavoidable attacks and explosives, you do use Physique to defend, as your body's way of trying to endure the brunt of the physical trauma (see the Warzone Conflicts chapter in the *Fate Keeper's Guide*).

Notice: Similarly to Athletics, characters with Physique may notice the way a person is built, suggesting what sort of exercise or training they may have. Additionally, this may be used to notice people who are built in unusual, possibly inhuman, ways.

Special: The Physique skill gives you additional physical stress or consequence slots. Average (+1) or Fair (+2) gives you a 3-point stress box. Good (+3) or Great (+4) gives you a 3-point and a 4-point stress box. Superb (+5) and above give you an additional mild consequence slot along with the additional stress boxes, which can only be used for physical harm.

PHYSIQUE STUNTS

- **Grappler.** You have +2 to Physique rolls made to create advantages on an enemy by wrestling or grappling with them.
- **Hardened and Lucky.** Once per scene when dealing with an unavoidable attack (see Warzone Conflicts in the *Fate Keeper's Guide*), you can roll Physique and use stress boxes without paying a fate point.
- **Take the Blow.** You can use Physique to defend against Fight attacks made with fists or blunt instruments, though

Combat, Skills & Defence

The following skills all list how their specific defence actions apply to a combat situation, but for quick reference:

- **Athletics** (p.66) covers dodging and otherwise moving out of the way of an attack. When that won't save you, Athletics does not work as a defence.
- **Drive** defences (p.70) are effectively like Athletics, but via driving a vehicle.
- **Fight** (p.71) covers defending oneself with martial arts. It is not used for ranged attacks, or other instances where fighting back would deflect a blow.
- **Physique** defences (p.75) involve enduring an unavoidable attack, like an explosion or poison. (See Warzone Conflicts in the *Fate Keeper's Guide*.)
- **Survival** (p.81) covers hunkering down and laying low under fire. You cannot use Survival if you are in an exposed position.

you always take 1 shift of stress on a tie. This stunt gives you the advantage of being able to do something else instead of actively defending with Athletics, such as taking the blow while holding a gate open or performing a ritual.

- **Tough as Nails.** Once per session, at the cost of a fate point, you can reduce the severity of a moderate consequence that is physical in nature to a mild consequence (if your mild consequence slot is free), or erase a mild consequence altogether. The GM may refuse the fate point if, for whatever unnatural reason, whichever foul menace that attacked you cannot be so casually shrugged off.

Provoke

Provoke is the skill for eliciting a sudden or negative emotional response from someone else. It can be used with hostility, to generate fear, anger, shame, etc. But it can also be used to sound an alarm, get someone to cower to authority, and so on—in other words, it is the skill commanders use with their men (along with Rapport, p.76) and it is the skill people use to intimidate others.

To use Provoke, you need some kind of justification. That could come entirely from the situation, or because you have an aspect that is appropriate, or because you have created an advantage with another skill (like Rapport or Deceive), or because you have assessed your target's aspects (see Empathy). At the very least, Provoke can generally be used to startle someone.

- 🗡️ **Overcome:** You can Provoke someone into doing what you want in a fit of emotional pique. You might intimidate them for information, anger them so badly that they act out, scare them into running away, force them to obey an order, or heighten their alertness by berating them for being lazy. They oppose with Will.

- 🛡️ **Create an Advantage:** You can create advantages representing momentary emotional states, like Enraged, Shocked, or Hesitant. Your target opposes with Will.

- 👁️ **Attack:** You can make mental attacks with Provoke, to do emotional harm to an opponent. Your relationship with the target and the circumstances you are in figure a great deal into whether or not you can use this action.

- 🛡️ **Defend:** Being good at provoking others does not make you better at avoiding it yourself. You need Will for that.

Notice: Provoke does not typically convey any awareness. For that, see Empathy.

PROVOKE STUNTS

- **Armour of Fear.** You can use Provoke to defend against Fight attacks, but only until the first time you are dealt stress in a conflict. You can make your opponents hesitate to attack but, when someone shows them that you are only human, your advantage disappears.

- **Provoke Violence.** When you create an advantage on an opponent using Provoke, you can use your free invocation to become the target of that character's next relevant action, drawing their attention away from another target.
- **Okay, Fine!** You can use Provoke in place of Empathy to learn a target's aspects, by bullying them until they reveal one to you. The target defends against this with Will. (If the GM thinks the aspect is particularly vulnerable to your hostile approach, you get a +2 bonus.)
- **Stand to Attention!** You have a +2 bonus to Provoke when dealing with military characters under your command, and of those of lesser rank in general.

Provoke is the skill commanders use with their men, and the skill people use to intimidate others.

Rapport

The Rapport skill is all about making positive connections to people and eliciting positive emotion. It is the skill of being liked, trusted, and respected. Military commanders with high Rapport are the sort of people that enlisted men say they "would follow into Hell".

- 🗡️ **Overcome:** Use Rapport to charm or inspire people to do what you want, or to establish a good connection with them. Charm your way past the guard, convince someone to take you into their confidence, or become the man of the hour at the local pub. For simple or quick situations, this is just an overcome action, but you may have to enter a contest to sufficiently ingratiate yourself to a noteworthy character.

- 🛡️ **Create an Advantage:** Use Rapport to establish a positive mood on a target or in a scene, or to get someone to confide in you out of a genuine sense of trust. You could pep talk someone into having *Elevated Confidence*, or stir a crowd into a *Joyful Fervour*, or simply make someone *Talkative* or *Helpful*. Similarly, you can use this to rally people under your command, getting them *Inspired* or *Ready for Action*.

- 👁️ **Attack:** Rapport is not used to attack.

- 🛡️ **Defend:** Rapport defends against any skill used to damage your reputation, sour a mood you have created, or make you look bad in front of other people. It does not, however, defend against mental attacks. That requires Will.

Notice: Rapport does not typically convey awareness. For that, see Empathy. That said, you might be aware of those with whom you have established a rapport starting to act in an odd or unusual manner.

Table 7: Resources Ranks & Income

Resources Rank	Lifestyle	Expense (Britain/Europe*/US)
Mediocre (+0)	Simple home, living from pay cheque to pay cheque	£50-250/\$200-1000/\$350-1750; a simple meal, a couple of drinks
Average (+1)	Comfortable small home, able to put some money away as savings	£250-500/\$1000-2000/\$1750-3500; an exquisite meal, rail or boat travel
Fair (+2)	Large home, able to invest in stocks or own a small business	£500-1000/\$2000-4000/\$3500-7000; able to employ a cook, run a car
Good (+3)	Vast estate with servants, controlling stakes in large companies	£1000-2500/\$4000-10000/\$7000-17500; fancy meals, holidays, air travel
Great (+4)	Private islands, outright controlling stakes of multinational corporations.	£2500+/\$10000+/\$17500+; buy the restaurant, private aeroplane and/or yacht

*For characters based in Germany, use the European earnings values as stated. For characters based in France, use 75% of the earnings shown if in Paris or another large city, 50% if in the countryside. Remember, if you are playing a

more historically accurate version of the Secret War, then women, African-Americans, and other racial minorities earn anything from 20—40% less than the values shown above.

RAPPORT STUNTS

- **Best Foot Forward.** Twice per session, you may upgrade a boost you receive with Rapport into a full situation aspect with a free invocation.
- **Demagogue.** You have a +2 to Rapport when you are delivering an inspiring speech in front of a crowd. (If there are named NPCs or PCs in the scene, you may target them all simultaneously with one roll rather than dividing up your shifts.)
- **Popular.** If you are in an area where you are popular and well-liked, you can use Rapport in place of Contacts. You may be able to establish your popularity by spending a fate point to declare a story detail, or because of prior justification.
- **Inspiring Leader.** You have a +2 to Rapport when you rally your soldiers and when otherwise making connections with those you lead (whether civilian or military).

Resources

Resources describes your character's general level of material wealth and ability to apply it. This is not merely a measure of the money you have in your pocketbook, but also a measure of your line of credit, possessions, real property, holdings in corporations, etc. Having a high Resources could be due to wealth from business interests, trust funds, family inheritance, and so on.

This skill is in the default list to give you a basic, easy way to handle wealth as an abstraction without getting into minutiae or bookkeeping. To help with a sense of scale, use

Approximate Exchange Rates

£1 = \$4
 \$1 = 2.5RM
 1RM = 20F
 RM—Reichsmark; F—French Franc.

Exchange rates fluctuate massively throughout the conflict; these numbers are an arbitrary equivalent to facilitate game play, rather than reflecting a truly accurate exchange rate for any particular year.

Table 7: Resources Ranks and Income. "Lifestyle" refers to the general living conditions someone of that rank has. "Expense" refers to the sort of things that are in that price range (e.g. a skill roll).

Some people do not need Resources as a skill if they are cared for otherwise, notably those in the military. (Those who also have a high Resources skill represent the upper class or wealthy who are serving their country.)

Overcome: You can use Resources to get yourself out of, or past, any situation where throwing money at the problem will help, such as committing bribery or acquiring rare and expensive things. Challenges or contests might involve auctions or bidding wars. If simply displaying your wealth is enough to open a door, that would also count as Resources overcoming a situation.

Buying Things


In normal conditions, buying something is not worth a Resources roll. Hiring a taxi should not be a struggle for characters that are just trying to get from one part of town to the next, for instance. Only roll Resources when, for whatever reason, there is tension in success or failure. That could include buying something at a higher rank than you are currently at, acquiring a rare artefact, hiring a guide to take you to a region considered forbidden, and so on.


For the difficulty of such a roll, use Table 7: Resources Ranks and Income as a guideline, though some people you seek to buy from may value their wares higher or lower than that. (You might be able to use social skills to adjust the price, though that could also backfire.)


If you succeed at acquiring the items or services, your Resources skill is drained by one rank, as your immediate funds are somewhat depleted—see p.65. If you succeed with style, you do not suffer drain.

Simply buying expensive thing—or numerous inexpensive things in a short period—equal to your rank can be done without a roll, though you may suffer drain as above. You can roll to see if you succeed with style, and thus do not suffer from drain, though that may also invite failure (or, more appropriately, succeeding with cost).

Whether something is worth a roll or drain is up to the GM, though he should be consistent in applying these rules.

 **Create an Advantage:** You might use Resources to grease the wheels and make people friendlier, whether that represents an actual bribe (*I Scratch Your Back...*) or simply buying drinks for people (*In Vino Veritas*). You can also use Resources to declare that you have something you need on hand, or can quickly acquire it, which could give you an aspect representing the object.

 **Attack:** Resources is not used for attacks.

 **Defend:** Resources is not used to defend.

Notice: Resources is not typically used to notice things. However, there may be rare cases where watching how someone spends money or flaunts wealth could be worth using Resources, if it is higher for you than Empathy (or whatever skill would normally be appropriate).

RESOURCES STUNTS


- **Money Talks.** You can use Resources instead of Rapport in any situation where ostentatious displays of material wealth might aid your cause.
- **Savvy Investor.** You get an additional free invoke when you create advantages with Resources, provided that they


describe a monetary return on an investment you made in a previous session. (In other words, you cannot retroactively declare that you did it, but if it happened in the course of play, you get higher returns.)


- **Trust Fund Baby.** Twice per session, you may take a boost representing a windfall or influx of cash.


Sciences

The Sciences skill is about knowledge gained from a scientific education. It includes essential skills required to navigate and utilise an education, such as library use, and basic understanding of a variety of subjects: the foundations of biology, chemistry, mathematics, physics, etc. (Note that some basics have an overlap with Academia—in both, the fundamentals of research are important.)

 **Overcome:** Sciences is used in the same manner as Academics. For example, you might use Sciences to piece together the puzzling nature of a formula or to determine the root cause of a sudden change in the local rat or pigeon population. Questions of a scientific nature are covered by this skill.

 **Create an Advantage:** Again, Sciences can be used in the same manner as Academics. With time and the proper equipment (and often a laboratory), it can also be used to manufacture or alter something—such as a chemist creating a specialised compound.

 **Attack:** Sciences is not used to attack.

 **Defend:** Sciences is not used to defend.

Notice: Anything relating to the scientific subjects you have studied (including any specialisation) is covered by Sciences.

Specialisations: Any scientific specialty that would require post-graduate or particularly focussed study would qualify as a specialisation, including: advanced mathematics, astronomy, biology, chemistry, cryptology/cryptography, geology, meteorology, physics, etc.

SCIENCES STUNTS

In addition to the Broad Education, “I Know Where to Look!”, University Backing, and Unquestioningly Brilliant stunts for Academics (p.67), the following Sciences stunt may come in handy.

- **In Theory.** Your command over the natural world manifests in surprising ways. You can spend a fate point to substitute Sciences for *any other skill*, for the purposes of overcome actions or creating advantages, providing that you can justify your knowledge applying in such a way. This substitution lasts for the scene. (This is similar to the “I’ve Read About That!” stunt in *Fate Core*.)


Shoot (& Archery/Cannon/Heavy Weapons)


The counterpart to Fight, Shoot is the skill of using ranged weaponry, either in a conflict or on targets that do not actively resist your attempts to shoot them (like a bull's-eye or the broad side of a barn).


As with the Drive skill, these are broken up into multiple skills, as one does not convey aptitude over another. The default description uses Shoot, but the skill works essentially the same for the other versions.


Shoot refers to all personal firearms—pistols, rifles, shotguns, submachine guns, etc. Archery refers to bows, crossbows, and other archaic missile weapons. Heavy Weapons refers to bazookas, flamethrowers, mortars, etc. Cannon is used for large vehicular weapons, such as a tank cannon, aircraft cannon, etc. For thrown weapons, such as rocks or grenades, see Athletics.)

Note that you do not need to have the Shoot skill in order to use a ranged weapon if your high concept suggests that you would have some basic training—though you will be at a disadvantage in difficult situations, as your skill is Mediocre. Archery is similar, but fewer characters will have grown up gaining passing competence with a bow.

 **Overcome:** Unless, for some reason, you need to demonstrate your Shoot ability in a non-conflict situation, you won't be using this skill for normal obstacles. (Some weapons may have more opportunity for this than others.)

 **Create an Advantage:** In physical conflicts, Shoot can be used to perform a wide variety of moves, like trick shots, keeping someone under heavy fire, and the like. You could also create aspects based on your knowledge of guns (like placing a *Prone to Jamming* aspect on an opponent's gun), provided you are in the right situation to do so.

 **Attack:** This skill makes physical attacks. The range of each weapon is different; see p.87 of the Equipment chapter for details.

 **Defend:** Shoot does not really have a defence component—you would use Athletics for that. You could use it to lay down some covering fire—which might act as a defence for your allies, or provide opposition to someone else's movement—though it could just as easily be represented by creating an advantage (*Covering Fire* or *Hail of Bullets*, for example).

Notice: Shoot is used to identify a weapon (and possible modifications) on sight. By picking up shell casings or hearing the sound of a weapon firing, someone with Shoot might be able to determine the weapon used.

SHOOT STUNTS


Stunts with one Shoot skill do not automatically convey to another. Some stunts will not apply to every single Shoot variant—for example, Called Shot does not apply to heavy weapons.

- **Called Shot.** During a Shoot attack, spend a fate point and declare a specific condition you want to inflict on a target, like *Shot in the Hand*. If you succeed, you place that as a situation aspect on them in addition to hitting them for stress.
- **Quick on the Draw.** You can use Shoot instead of Survival to determine turn order in any physical conflict where shooting quickly would be useful.
- **Uncanny Accuracy.** Once per conflict, stack an additional free invoke on an advantage you have created to represent the time you take to aim or line up a shot (like *In My Sights*).
- **Tank Master.** You can use Operate (the Drive skill for tanks) in place of Cannon. However, you cannot drive a tank and shoot its cannon at the same time—that still takes multiple people to pull off simultaneously.
- **Natural Shot.** Your talent for weapons is unsurpassed. You can use Shoot for another version of this skill (such as Archery, Cannon, etc.). Any stunts you have with Shoot also count for that skill, when appropriate. Instead of choosing another version of the Shoot skill, you could choose Athletics for the purposes of thrown weapons (such as grenades).

Soldier

Soldier is the professional skill of being in the military. It handles the core concepts of what is taught in basic training, knowing regulations and procedures, equipment use and general maintenance, etc. Characters with high Soldier are likely to be noticed for commendation and promotion (though anyone showing bravery in action is as well). It also covers specific skills relating to your character's role in the military, also known as your Military Occupation Specialty (or MOS).

Your Soldier skill only applies to the branch of your country's armed services that you do, or have, served in. Treat other branches in your country and your branch's analogues in other countries as specialisations.

 **Overcome:** Situations where Soldier would be used to overcome an obstacle are varied, making this skill even more open to player and GM interpretation than others. It functions as a host of other skills, including Academics, but for strictly military matters; Survival, for life on base; Rapport, in formal situations; Investigate, regarding regulations; and Resources, for access to equipment (see below). Likewise, it is extended by any specialties taken.



Captain William Seddon,
poised to engage the new
and unexpected enemy...

⊕ **Create an Advantage:** As with overcoming, the ways Soldier can be used to create an advantage are numerous, in the specific condition that is military life. (It is not directly applicable to ground combat situations. For that, soldiers rely on Survival, Shoot, Athletics, etc.)

⊙ **Attack:** Soldier is not typically used to attack. See Fight, Shoot, etc.

⊙ **Defend:** Soldier is not used to defend. See Athletics, Fight, etc.

Notice: Soldier allows you to notice things or behaviours out of place in the military, whether on your base or in your regiment, an imposter claiming to be in the same branch of your country's military, and so on.

Specialisations: The direct actions of many MOS are covered in other skills—paratroopers and other commandos need peak Athletics and Survival skills, combat engineers should have the Combat Engineer stunt on Mechanics, and so on. However, there are MOS that are support or cerebral in nature. For those, treat as

Requisitioning Equipment

Being able to requisition equipment is determined partly on your rank—a private would be hard-pressed to acquire a grenade while on base, whereas a major can demand a jeep and a soldier to act as his driver without anyone hesitating.

The rules for this are flexible; if the GM thinks that your request has interesting consequences or is a bit outside your reach, you might be able to use Soldier to acquire it (and possibly acquire along with it a favour-debt owed to someone). That said, there are limits; no one is going to be allowed to take a battle cruiser out for a joyride.

specialisations, including: artillery spotting, advanced radio operation (involving frequency jamming and the overcoming of), etc.

Additionally, some academic or scientific disciplines could be specialisations, insofar as military use is concerned. For instance, meteorology is useful for aircrew and sailors, and plenty of officers were trained in cryptography (not to be confused with cryptology). Normally that would be considered Sciences, but someone trained by the military for a specific role could have that as a Soldier specialisation.


SOLDIER STUNTS


- **Artilleryman.** You are trained in the use of massive weapons, such as artillery, anti-aircraft cannons, or torpedoes. For these attacks, treat as Shoot but use your Soldier skill. (See the Warzone Conflicts chapter in the *Fate Keeper's Guide* for more information.)
- **Field Medic.** You can substitute Soldier for Medic in dealing with typical battlefield wounds and addressing physical consequences.
- **Honed Instincts.** In battlefield and normal combat situations, you can substitute Soldier for Survival when it comes to situational awareness and turn order. Once your sanity threshold is not **Of Sound Mind**, this also applies to conflicts involving Mythos beings and situations.
- **Tactician.** You can use Soldier to create advantages based on employing superior tactics, as a quick contest against another commander's Soldier skill or an individual enemy soldier's Survival skill, depending on the nature of the battle.
- **Well Connected.** You have +2 to your Soldier skill for requisitioning equipment (see the Requisitioning Equipment sidebar). In cases where the GM is solely using justification rather than a skill roll, you have access to equipment that should be well above your means)


Note: Aside from the above stunts, no stunt can add an attack or defence action to Soldier, such as allowing Soldier to substitute for normal uses of Fight or Shoot.


Stealth

The Stealth skill allows you to avoid detection, both when hiding in place and when trying to move about unseen. It pairs well with the Tradecraft skill.

 **Overcome:** You can use Stealth to get past any situation that primarily depends on you not being seen or noticed. Sneaking past sentries and security, hiding from a pursuer, avoiding leaving evidence as you pass through a place, and any other such uses all fall under the purview of Stealth.

 **Create an Advantage:** You will mainly use Stealth to create aspects on yourself, setting yourself in an ideal position for an attack or ambush in a conflict. That way, you can be **Well-Hidden** when the guards pass by and take advantage of that, or **Hard to Pin Down** if you are fighting in the dark.

 **Attack:** Stealth is not used to make attacks.

 **Defend:** You can use this to foil Survival attempts to pinpoint you or seek you out, as well as to try and throw off the scent of an Investigate attempt from someone trying to track you.

Notice: Stealth is good for noticing places that would be good to hide in, floorboards less likely to creak, which clothing in a store is better for not standing out in a given situation, and so on.


Stealth is good for noticing places
that would be good to hide in.

STEALTH STUNTS

- **Face in the Crowd.** You have +2 to any Stealth roll to blend into a crowd. What a “crowd” means will depend on the environment—an Underground station requires more people to be crowded than a small bar.
- **Vanishing Act.** Once per scene, you can vanish while in plain sight by spending a fate point, using a smoke pellet or other mysterious technique. This places the **Vanished** boost on you. While you are vanished, no-one can attack or create an advantage on you until after they have succeeded at an overcome roll with Survival to suss out where you went (basically meaning that they have to give up an exchange to try). This aspect goes away as soon as you invoke it, or someone makes that overcome roll.
- **Slippery Target.** Provided you are in darkness or shadow, you can use Stealth to defend against Shoot attacks from enemies that are at least one zone away.


Survival

Survival is the skill of making do with what is on hand to survive from one day to the next. It also includes situational awareness—representing a character’s overall perception, ability to pick out details at a glance, and other powers of observation. (The Notice skill from **Fate Core System** is integrated into this skill.)


 **Overcome:** You use Survival to overcome obstacles relating to your environment, such as finding your way through rugged terrain, gathering edible food and potable water, and so on. Survival is also used to overcome obstacles relating to reaction: noticing a danger, hearing a faint sound of someone following you, spotting the concealed gun in that guy’s waistband, etc.


(Note that this is not license for GMs to call for Survival rolls left, right, and centre to see how generally observant the players’ characters are; that is boring. Instead, call for Survival rolls when succeeding would result in something interesting happening and failing would result in something just as interesting.)

Additionally, Survival can be used to treat a mild or moderate physical consequence akin to being a field medic, provided you have the proper supplies and time.

 **Create an Advantage:** Survival allows you to create aspects based on utilising or manipulating your environment, such as making a trap or a foxhole, scrounging for supplies, building a shelter or tools, and otherwise altering the environment to suit your needs.

You use the situational awareness part of Survival to create aspects based on direct observation of your surroundings—looking over a room for details that stand out, finding an escape route in a debris-filled building, noticing someone sticking out in a crowd, etc. When you are watching people, this can tell you what is going on with them externally; for internal changes, see Empathy. You might also use Survival to declare that your character spots something you can use to your advantage in a situation, such as a convenient **Escape Route** when you are trying to get out of a building, or a **Subtle Weakness** in the enemy’s line of defence. For example, if you are in a barroom brawl, you could make a Survival roll to say that you spot a puddle on the floor right next to your opponent’s feet that could cause him to slip.

 **Attack:** Survival is not used to attack.

 **Defend:** You can use Survival to defend against any uses of Stealth to get the drop on you or ambush you, or to discover that you are being observed. Survival is also used to defend against gunfire and other such attacks, but only when you are huddled down in a defensible position, such as a foxhole or bunker. (This is the opposite of using Athletics, which involves avoiding bullets and explosives via movement.)

Notice: Survival covers most forms of noticing changes or possible dangers in the immediate area, as mentioned above. It also covers seeing things that are out of place in the locales you are specialised in, knowing what is safe to eat and drink, etc.

Specialisations: Many Survival specialisations involve different locales, such as forest & jungle, desert, arctic, sea, urban (which involves surviving on the streets), etc. Aircrew generally have one for “air/sea,” representing navigation, surviving if a plane goes down over water, etc.


SURVIVAL STUNTS


- **Danger Sense.** You have an almost preternatural capacity for detecting danger. Your Survival skill works unimpeded by conditions like total concealment, darkness, or other sensory impairments in situations where someone or something intends to harm you. (In some cases, unnatural entities that bypass any human senses will still be a problem for you.)
- **Body Language Reader.** You can use Survival in place of Empathy to learn the aspects of a target through observation.
- **Truly of the Land.** You have a +2 to any Survival roll tracking game, foraging, building and maintaining shelter, and so on.
- **Everything is Useful!** You have a +2 to any Survival roll regarding scrounging and scavenging, provided you are in a situation where scavenging is an option. If it is not normally an option, you can pay a fate point to act anyway (at the normal rank), showing that even in a desolate wasteland, you can find something useful.


Tradecraft


The Tradecraft skill covers your character’s aptitude for stealing things, sabotaging equipment and vehicles, and otherwise assessing how to get into (and out of) places that

are otherwise *verboden*. Proficiency with Tradecraft includes disabling alarms, hotwiring automobiles, lock picking, and so on. You would also use Tradecraft to disguise yourself. (Note that the Burglary skill in **Fate Core** is part of Tradecraft.)

 **Overcome:** As stated above, Tradecraft allows you to overcome any obstacle related to theft or infiltration. Bypassing locks and traps, pickpocketing and filching, covering your tracks, and other such activities all fall under the purview of this skill.

 **Create an Advantage:** You can case a location with Tradecraft, to determine how hard it will be to break into and what kind of security you are dealing with, as well as discovering any vulnerabilities you might exploit. You can also examine the work of other burglars to determine how a particular heist was done, and create or discover aspects related to whatever evidence they may have left behind.

 **Attack:** Tradecraft is not used to attack.

 **Defend:** Tradecraft is not used to defend.

Notice: Tradecraft can be used to notice notably strong (or weak) points in a location’s security, and places where someone has already tampered or attempted to tamper with a lock, door, and so on.

TRADERAFT STUNTS

- **Always a Way Out.** +2 on Tradecraft rolls made to create an advantage whenever you are trying to escape from a location.
- **Demolitions Spy.** You can use Tradecraft for Demolitions actions.
- **Security Specialist.** You do not have to be present to provide active opposition to someone trying to overcome security measures you put in place or worked on. (Normally, a character would roll against passive opposition for that.)
- **Talk the Talk.** You can use Tradecraft in place of Contacts whenever you are dealing specifically with thieves and spies.
- **Poison Crafter.** You can use your Tradecraft skill to create poisons. See the Warzone Conflicts chapter in *Fate Keeper’s Guide*.

Survival & Notice

As mentioned previously, Survival inherits some of the roles of the Notice skill from **Fate Core**, specifically those relating to conflict. If you are used to running **Fate** games, be aware of this shift, and that other uses of Notice, such as uncovering clues about a situation, are covered in most of the other skills. Refer to “Noticing Things: Survival” on p.64 and Automatic Noticing on p.65. In short, if you would normally call for a Notice roll in a situation (especially spotting an enemy or threat, or discovering something odd about the surrounding area) and it is not specifically linked to another skill, then roll Survival.

Will

The Will skill represents your character’s general level of mental fortitude, in the same way that Physique represents your physical fortitude. This skill is also inextricably tied to your sanity; for the sanity system, see the *Fate Keeper’s Guide*.


 **Overcome:** You can use Will to pit yourself against obstacles that require mental effort. Puzzles and riddles can fall under this category, as well as any mentally absorbing task, like deciphering a code. Use Will when it is only a matter of time before you overcome the mental challenge,

Table 8: Fate & Call of Cthulhu Skill Equivalencies

Call of Cthulhu	Fate	Call of Cthulhu	Fate
Accounting	Academics*	Hypnosis	Rapport*
Aeronautical Systems	Mechanics*	Institutional Lore	Academics, Lore, Soldier, Sciences, or other skills representing the institution in question
Anthropology	Academics* or Empathy	Jump	Athletics
Archaeology	Academics*	Jury Rig	Mechanics
Art	Academics	Kick	Fight
Artillery	Soldier**	Languages	None; see p.60
Astronomy	Sciences*	Law	Academics*
Bargain	Rapport (or possibly Provoke)	Library Use	Academics, Investigate, Lore, or Sciences
Biology	Sciences*	Listen	Survival
Chemistry	Sciences*	Locksmith	Tradecraft
Climb	Athletics	Martial Arts	Fight
Close Combat	Fight	Mathematics	Academics or Sciences
Combat Engineer	Demolitions or Mechanics	Mechanical Repair	Mechanics
Command	Provoke or Rapport	Medicine	Medic
Comptography	Academics* or Sciences*	Melee Weapon	Fight
Conceal	Deceive or Tradecraft	Meteorology	Sciences* or Soldier*
Craft	Many; see sidebar	Military Doctrine	Soldier
Credit Rating	Resources	Natural History	Academics or Sciences
Cryptography	Academics*, Sciences*, or Soldier*	Navigate	Survival
Cthulhu Mythos	Mythos	Occult	Lore
Damage Control	Mechanics	Operate Heavy Machine	Operate
Demolitions	Demolitions	Parachute	Survival*
Disguise	Tradecraft	Perform	Deceive*
Diving	Athletics	Persuade	Provoke or Rapport
Dodge	Athletics	Pharmacy	Medic*
Drive	Drive	Photo-Interpretation	Investigate
Drive Tracked	Operate	Photography	Investigate
Electrical Repair	Mechanics	Physics	Sciences*
Electronics	Mechanics*	Pilot	Pilot
Espionage	Tradecraft	Psychoanalysis	Empathy*
Fast Talk	Deceive or Rapport	Psychology	Empathy
Fieldcraft	Soldier or Stealth	Radio Operator	Mechanics or Soldier
First Aid	Medic or Survival	Ride	Ride
Fist/Punch	Fight	Ride Motorcycle	Drive
Folklore	Lore	Rifle	Shoot
Forensics	Investigate	Rifle Grenade	Shoot
Forgery	Tradecraft	Rope Use	Survival
Geology	Sciences*	Sabotage	Mechanics or Tradecraft
Grapple	Fight or Physique		
Handgun	Shoot		
Heavy Weapons	Heavy Weapons		
Hide	Stealth		
History	Academics*		

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...Table 8, continued from previous page.


<i>Call of Cthulhu</i>	<i>Fate</i>
Scrounge	Survival
Shorthand & Typing	Academics
Shotgun	Shoot
Ski	Athletics
Sneak	Stealth
Spot Hidden	Survival
Spotter	Soldier*
Submachine Gun	Shoot
Surgery	Medic*
Survival	Survival
Swim	Athletics
Tactics	Soldier**
Teach	None; see p.84
Telephony	Mechanics
Theology	Lore*
Throw	Athletics
Torpedo	Soldier**
Track	Survival


*This is a specialisation for this skill


**This is covered as a stunt for this skill

and Academics, Lore, Sciences, etc. if it takes something more than brute mental force to get past it. Many of the obstacles that you go up against with Will might be made part of challenges, to reflect the effort involved.

Contests of Will might reflect particularly challenging games, like chess, or sitting a hard set of exams. And, of course, contests involving retaining your sanity involve Will.

 **Create an Advantage:** You can use Will to place aspects on yourself, representing a state of deep concentration or focus.

 **Attack:** Will is not used for attacks.

 **Defend:** Will is the main skill you use to defend against mental attacks from Provoke, representing your control over your reactions. It is also your defence against psychic and unnatural assaults on the mind, as well as defending against sanity tests.

Special: The Will skill gives you additional mental stress boxes or consequence slots. Average (+1) or Fair (+2) gives you a 3-point stress box. Good (+3) or Great (+4) gives you a 3-point and a 4-point stress box. Superb (+5) and above gives you an additional mild consequence slot

Crafting in Fate

The ability to make something akin to *Call of Cthulhu*'s Craft skill is covered by a variety of different skills.

Mechanics is certainly an obvious choice, but far from the only one—those with the Tradecraft skill would also know how to craft appropriate items and equipment. Academics with the right specialisation conveys the aptitude to create things, such as those with an Art or Music specialisation being able to demonstrate more than just critique and theory. This goes for many of the skills in the skill list.

Teaching in Fate

Fate skills do not inherently cover situations where you would teach them to someone else—such things are long-term actions. However, you can attempt to create an advantage around giving a quick lesson to somebody, using the lower of your Rapport skill and the skill related to what you are trying to teach. You have to have both skills at Average or higher to attempt this.

along with the additional stress boxes, which can only be used for mental harm.

In addition, if you have the Mythos skill, you have a maximum Will rank. See the *Fate Keeper's Guide* for more details.

WILL STUNTS

- **Strength from Determination.** Use Will instead of Physique on any overcome rolls representing feats of strength.
- **Hard Boiled.** You can choose to ignore a mild or moderate consequence for the duration of the scene. It cannot be compelled against you or invoked by your enemies. At the end of the scene it comes back with a vengeance, though; if it was a mild consequence it becomes a moderate consequence, and if it was already moderate, it becomes severe.
- **Incredulous Mind.** Add two boxes to the Of Sound Mind, Disturbed, and Unhinged sanity tracks. This stunt may be taken a second time to add two more boxes to each sanity track.
- **Steeled.** You have +2 to defend against Provoke attacks specifically related to intimidation and fear that come from non-supernatural sources.

Note: No Will stunts can affect sanity tests, nor can another skill be substituted for Will in regards to sanity triggers (see the *Fate Keeper's Guide* for more information). The Will skill alone is the only armour you have against the unkind terrors ahead.



CHAPTER 7

The Tools of the Trade

"What puffs and patters? What clicks and clatters?
I know what, O what fun! It's a lovely Gatling gun."
- Nazi children's rhyme, c.1930s

EQUIPMENT & FATE

Fate Core does not give any special consideration to a character's equipment, beyond colour (such as carrying around a lucky charm because that is part of your character's backstory), narrative justification (such as not being able to fix that jeep without a toolbox or shoot someone without a gun), or possibly as part of a character's aspect. **Achtung! Cthulhu's Fate** edition is not much different; there are a few rules regarding the danger in the setting, but in most cases, this assumes the general sensibilities as mentioned on p.96 of *Fate Core System*.

The rules below concern Weapon and Armour, and overall rules about Warzone Conflict can be found in the *Fate Keeper's Guide*, which interface with those below. If you prefer other weapon-based *Fate* extras, please feel free to use those, too! Most should apply to **Achtung! Cthulhu** without too much fiddling.

A Note on Interesting Items

As with NPCs, some items might be interesting enough to have aspects in their own right, like *Untested Prototype* or *Old and Rusted*. You can create advantages that apply to items, like *Better Than New* for something you fix or *About to Fail Catastrophically* for something you sabotage. Generally, something you can do to or with a character is something you can also do to or with an item. (If you are familiar with the Gear Aspects section on p.16 of *Fate System Toolkit*, this is akin to that concept.)

Particularly special or noteworthy items might even grant a stunt to whoever uses them, such as a boost or a constant +2 bonus to a particular situation, a skill substitution of some sort, or some odd effect that requires a fate point to take advantage



of. All of this is already inherent to *Fate*, even the item stunt element, as per the Bronze Rule of *Fate* (*Fate Core System*, p.270), but it is worth explicitly pointing out again here.

Most gear that the characters start out with on any given mission won't be that interesting, unless it is core to the mission at hand. Usually, this is discovered or created in play.

WEAPONS

The lethality of weapons in *Achtung! Cthulhu* is covered under a single, general rating noted as an item's **Weapon rating** (quite similar to Weapon ratings on p.277 of *Fate Core System*). Weapons are rated from 0 to 2. Below are some examples and benchmarks.

- Unarmed attacks, batons, and blunt improvised weapons are Weapon:0.
- Knives, small pistols, and single shots from submachine guns or low-calibre rifles are Weapon:1.
- Large pistols, high-calibre rifles, short bursts of submachine gunfire, and vicious weapons like chainsaws and flamethrowers are Weapon:2.
- Anything higher generally has **offensive scale** on a human target; see p.86.

These are not hard distinctions; for a given situation, the GM may declare that a weapon may be more or less dangerous than listed here, though never lower than Weapon:0. (At that point, it is not an attack, but may still create an advantage.) The weapons in the rest of this chapter do not have a rating listed; use these guidelines to judge the situation.

When you successfully attack someone with an item that has a Weapon rating, you add that rating to the number of shifts. For instance, someone succeeding with 3 shifts using a Weapon:1 pistol inflicts 4 shifts of damage. This can be particularly potent, as it means that the target will have to use consequences sooner than he might have expected to in an unarmed fight.

A special effect of using an item with a Weapon rating is that if you tie on the attack roll, it is treated as a success with the number of shifts equal to the rating, rather than just a boost. This means the defender has to beat, not just meet, the attack roll to be unscathed.

Weapon rules only apply to physical conflicts. There is much more on harming and killing others in the Warzone Conflicts chapter in the *Fate Keeper's Guide*.

Scale

Scale is detailed in the Warzone Conflict chapter in the *Fate Keeper's Guide*. For the purposes of this chapter, here is the short explanation: if a weapon is so vast as to be devastating to people and capable of assaulting larger things, like tanks, it has **offensive scale**—it is treated as having Weapon+4

The Freeform Nature of Fate

You may notice that many of these rules involve phrases like “depending on the situation” and other unspecific language. That is because *Fate* is a game that relies on all of the players at the table to determine when to use or trigger a rule. It is not a tight resource game when it comes to equipment, because it focuses on *Fate's* truly important resources: aspects and fate points.

If you are looking for a game where equipment matters significantly and has more defined rules, you may wish to check out the other editions of *Achtung! Cthulhu*.

(meaning that if it does not have a Weapon rating, it is rated at Weapon:4; otherwise, its rating increases by 4). One can also have **defensive scale**, which means that its defence actions have a +4 bonus. Scale can apply to other facets of conflict as well.

Explosives always have scale, and are also detailed in the Warzone Conflict chapter of the *Fate Keeper's Guide*.

A Note on Ammunition

Fate does not generally concern itself with ammunition and other weapon statistics, instead relying on a combination of knowing what makes sense in the story (to the entire group, not just the GM) and using compels to cause dramatic moments, like suddenly being out of ammo. Depending on the circumstances, running out of ammo could be a form of success at a cost—as could other moments like a gun jamming, a knife flying out of someone's hand, etc. (Also see “Automatic Fire and a Hail of Bullets” in the *Fate Keeper's Guide*.)

If you would all have more fun tracking your ammunition, then by all means do so! Should you run out, though, it would not trigger a compel, as you are not using narrative logic to handle ammunition.

ARMOUR

Some items have the ability to blunt the damage from attacks, which is to say that they have **Armour ratings** (unlike Weapon ratings, this does not reflect the optional rules in *Fate Core*). Almost everything that provides such protection is denoted as Armour:1, and not necessarily in every situation. Flak jackets offer Armour:1 against shrapnel, small arms fire, etc., but one should not expect it to help in a knife fight. Rare protection offers Armour:2, such as being hunkered down behind sandbags.

Ranged Weapons & Effective Distances

Normally, **Fate** abstracts shooting to be effective up to two zones away. Because of the host of different weapons in World War Two and how fluid zones are, here is a slightly more detailed abstraction:

- **Personal range:** weapons that only have an effective range of a few yards fall in this category, such as a shotgun firing shot. These weapons only affect someone in the same zone.
- **Thrown range:** generally, you can throw a grenade up to a zone away.
- **Pistol/Submachine gun range:** small arms like pistols and submachine guns are generally effective up to two zones away; perhaps also one zone further away, depending on what the scene looks like. This range covers flamethrowers as well.
- **Rifle/Cannon range:** rifles and crew weapons (like tank cannons) go a fair distance farther than pistol fire. In game terms, they are effective up to four zones away, possibly up to five or even six. Weapons like machine guns, rocket launchers, etc. also fall into this range.

- **Sniper/Artillery range:** with weapons like these, there is no range cap. Of course, narrative restrictions apply, like needing to see your target when sniping, or being in a hardened underground complex protecting you from surface fire.

Again, the shape of the zones makes a lot of difference. For more on that, read "Battlefields, Zones, and War Story Logic" in Chapter 8 of the *Fate Keeper's Guide*.

Optional Rule: In some cases above, we mention flexibility in determining the effective range of a weapon, but you might want to try a long shot at someone fleeing or charging in from a distance. In those cases where it is technically plausible but beyond the weapon's effective range, the GM might give the other side the boost **Ineffective Range** for this one defence. This technique is useful when characters are forced to use the wrong tool for a given situation, and could apply not just to shooting at a distance. (But never use it for character incompetence; that's no fun.)

When hit with an attack that armour can blunt, you add its rating to the number of shifts your physical stress boxes and consequences reduce this attack by. For example, if you are hit for 3 shifts of damage from a pistol and you have Armour:1, then your 2-shift physical stress box is considered a 3-shift box, which you can check and avoid taking a consequence. If, later, you take 5 shifts of damage from an attack, you can use your moderate consequence to absorb all 5 shifts, rather than the normal 4.

If you have multiple sources of Armour, you can only use the highest—they do not stack. Particularly flimsy armour may only last for one defence or one exchange, depending on the situation.

Note that having Armour:2 is the same as a free invocation for +2 to the defence roll. If the armour is situational, it is likely better covered by just creating an advantage or writing an aspect down that has a free invocation.

Armour rules only apply to physical conflicts.

BITS & BOBS

While **Fate** does not especially concern itself with the gear your characters have, it can be fun to know the sort of stuff that an operative in Section M or Majestic, or a serving military character, might carry when on a mission. Civilian characters will have to improvise on this, but there is always a thriving blackmarket during wartime (or truly inventive characters could attempt to build their own!).

The rest of this chapter is to help the players and the GM come up with as much narrative detail as they like regarding how a story set in World War Two plays out. Use it to add colour to your story, as a way for characters to sound like they are soldiers and spies in war-torn Europe. GMs, use it to spice up moments of tension or complication: for instance, perhaps the characters find some ammo for weapons, just not ammo that fits *their* weapons. Above all, these are tools to make your story pop; use them when you want to, and let them fall to the side if they get in the way.

Common Military Clothing & Equipment

BAYONET

All servicemen issued with a service rifle are also issued with the accompanying bayonet. In reality, the bayonet is used more for opening tin cans than sticking the enemy. Bayonets come in three forms: sabre (blade longer than 6"/15cm), knife (blade less than 6"/15cm), and spike.

BOOTS

Often hob-nailed, most forces issue ankle-height boots. The Germans are the exception in issuing jackboots but, as wartime shortages bite, ankle boots and puttees are issued in their place. Paratroopers are issued "jump boots" which provide greater support for the ankles when making parachute landings, and are worn as a badge of honour. Tank crews wear boots that are easy to take off. Those in the air

are issued with sheepskin-lined boots for warmth, and later versions provided by the RAF are known as "escape boots", where the upper portion detaches to enable conversion into civilian-style shoes for downed airmen.

ENTRENCHING TOOL

Almost universally reviled as too heavy and cumbersome, entrenching tools are used to create foxholes and trenches, and thus are vital, especially if you are in the middle of an artillery bombardment. German, American, and British tools all have either a folding or separate handle. Sharpened entrenching tools can also be used as fearsome melee weapons in hand-to-hand combat.

FIRST AID KITS

All servicemen are issued with personal first aid kits, to be used by themselves in the event of injury or by others if they are incapacitated. American troops have a bandage dressing and antibacterial powder in a special pouch on their webbing, whereas the British carry a field dressing in their front right pocket, and a shell dressing in their back pocket. The Germans carry large and small field dressings in their inside tunic pocket.

For the D-Day landings and later, American troops are issued with an additional first aid kit, consisting of a wound dressing, a morphine syrette, antibacterial tablets and powder, and a tourniquet. This is often attached to the soldier's helmet. American aircrew wear the same first aid pack on their parachutes.

Medics carry specialised bags containing wound dressings, bandages, adhesive surgical plaster, scissors, safety pins, iodine, burn and eye injury treatment, and other assorted battlefield medical supplies.

HEADGEAR

On the battlefield, at sea, and in the air, steel helmets are issued to protect against shell splinters and other fragmentation debris. However, most bullets fired at combat range will penetrate a helmet.

Off the battlefield berets, caps, and officers' hats are worn. The British issue service caps or berets; the US, a variety of garrison and visored caps, the most popular being the knitted, visored "Jeep" cap. The Germans issue peaked field caps and service caps. Officers' peaked caps are worn, but a form of soft, or crusher, cap is universally popular with junior officers, pilots, and U-boat commanders.

Steel helmets are also issued to police officers, fire-fighters, air raid wardens, and other officials on the home front.

IDENTIFICATION TAGS

Most servicemen are issued with two identity tags which are stamped with their surname, initials, service number, religion, and blood group. The tags are metal or fibre depending on nationality. In the event of the serviceman's death, one tag stays with the body and the other is detached and given to the soldier's commanding officer as notification of death.

RATIONS & COOKING

Whilst in barracks, servicemen are fed in the canteen. Once in the field, they are fed by the mobile field kitchen. However there are three levels of rations issued for when the troops cannot get to the field kitchen, or the kitchen cannot get to them.

Rations can be eaten cold or heated using solid fuel field stoves, which can also be used for brewing tea and coffee.

American C rations come in six round cans with enough food to feed one soldier for a day, broken down into M-units (meat) and B-units (bread and dessert). They



Table 9: Food, Glorious Food

Type	American	British	German
24-48 hours	5-in-1/10-in-1 Rations Field Ration, Type C	Compo Rations/ 14-man Rations	<i>eiserne Portionen</i>
Short Duration	Field Ration, Type K	24-hour Rations	<i>halbeiserne Portionen</i>
Emergency	Field Ration, Type D	Emergency Ration Mk. I	<i>Nahkampf-päckchen</i>

also come with an accessory pack containing sugar tablets, water purification tablets, a wooden spoon, chewing gum, cigarettes, water-resistant matches, a can opener, and toilet paper. Originally designed for aircrew and more mobile troops, K rations replace C rations from 1942. They are broken down by meal: breakfast, dinner, and supper. The D ration consists of three bars of a fairly unpalatable but highly calorific dark chocolate. The 5-in-1 and 10-in-1 rations provide the specified number of men with three meals per day.

British Compo rations feed eight men for one day, and are supplied in a metal tin approximately the size of a British four gallon (18 litre) petrol tin. The 14-man rations feed fourteen men for the same time period, and consist of a variety of tinned and packaged food. Two packs of 24-hour rations are often issued, containing technically enough food to feed a single man for one day per pack. Emergency rations come in a pre-packed tin, consisting of nothing more than a chocolate nut cake, sugar tablets, service tea powder, and matches.

The German Iron Ration (*eiserne Portionen*) consists of baked sweetened bread, crackers or crispbread, canned meat, preserved/dehydrated vegetables or pea sausage, ersatz dried coffee, and salt. Issued prior to a tactical march or when about to close with the enemy, they can only be eaten when ordered to do so. The emergency rations, like those of the Allies, contain high-calorie, sugary foodstuffs, as well as cigarettes, to provide a short-term energy and morale boost.

UNIFORM

All combatant nations issue uniforms to their service personnel. In most cases this consists of underwear and socks, a shirt, tunic or blouse, and trousers. Many women join the Wrens because they are issued, as standard, a couture-designed uniform and stockings (which are virtually impossible to get hold of in civilian life).

One of the most iconic pieces of military clothing, the greatcoat, is issued when operating in climates that require it. A tropical or summer variant of the uniform is issued to troops serving on tropical or desert campaigns. Naval uniforms are generally distinct from those of the Army and Air Force, particularly with respect to those worn by ratings.

As well as differences between the services, there are usually variations in uniform for officers and other ranks within a particular service. Some branches of the services have distinct uniforms as dictated by their role, the most obvious being paratroopers, tank crews, and despatch riders. Aircrews are issued with warm clothing for high altitude flight, most notably the famous flying jacket.

Officers are generally required to pay for their own uniforms, and are expected to have a full-dress version as well as battledress. Only Germany and the United States have a full-dress or "walking out" version of their uniforms for the other ranks. Consequently the well turned-out Americans often fare better with the local female population than British troops, who only have their battledress to wear.

German uniforms evolve faster than Allied uniforms due to wartime shortages. Germany starts the war with World War One-style tunics but ends it with simpler and shorter versions modelled on the British battledress.

Camouflage uniforms appear during the war, where they are pioneered by the Italians and used by their paratroops. The German *Luftwaffe's Fallschirmjäger* and the

Many women join the Wrens because they are issued, as standard, a couture-designed uniform and stockings.

Waffen-SS are also early adopters, with the *Wehrmacht* following on later. Most of Germany's troops are wearing at least a camouflage tunic or poncho by late 1944-45. The British respond with the Denison smock, worn by paratroops, commandos, and the SAS. American experience with camouflage uniforms is mostly confined to the US Marines in the Pacific Theatre of Operations.

Covert Clothing & Equipment

CALTROP

The SOE and the OSS supply a 3" (8cm) diameter caltrop for use against road traffic, and airfield runways. The caltrop's four-prong design means that one spike is always upright.

CONTINENTAL CLOTHING

SOE and OSS agents (and other undercover operatives) who are sent to Occupied Europe have to be very careful with what they wear, not to mention the personal effects they use, as European fashions differ from those in Great Britain and the United States. Items salvaged from refugees are issued where possible, as well as carefully made copies.

COVERT COMMUNICATION EQUIPMENT

There is a variety of radio-communication equipment available to covert operatives. The Paraset Mk.VII Transceiver (available 1940), designed by SIS, is easy to tune, store, and hide as it fits into a small suitcase, making it ideal for covert operations. Another is the Miniature Communications Receiver (MCR1; available 1943); able to counter German jamming, this is well-used by the French Resistance, to whom it is delivered in Huntley and Palmer biscuit tins. Then there is the "B2" Suitcase Wireless Set (available 1942) made by the SOE, which is also small enough to fit into a suitcase and is resistant to jamming.

A more complex device is the S-phone (available 1943), an ultra-high frequency duplex radiotelephone, homing beacon, and parachute drop spot indicator. With the advantage that the headset is soundproof and cannot be overheard, the S-Phone is used for conversations between the ground

Pack Up Your Troubles

What can the average military character expect to have equipment wise? Below is a list of the sort of gear he might find in his kitbag:

CLOTHING

Boots; battledress; dress uniform (if appropriate); service/officer's cap and helmet

EQUIPMENT

Bed roll; entrenching tool; first aid kit; flashlight; gas mask; identification tags; rations (see Table 9); tent or groundsheet; washing, dental, and shaving kits; water canteen and mess kit (eating utensils and plates/tins)

WEAPONS

Hand grenade; handgun; heavy weapon (if appropriate); knife; rifle and bayonet

user and an S-Phone equipped aircraft, allowing agents to communicate directly with their airborne London-based directors securely. If being used to identify a drop spot, the pilot knows he is in the correct location when he enters a zone of radio silence directly over the S-Phone.

EASTMAN M.B. SUB-MINIATURE CAMERA

The OSS commissions Eastman Kodak to create the Matchbox (M.B.) camera which, as its name implies, can fit into most common matchboxes. Available from 1944, the 16mm film contained within produces thirty-four 14×14mm images, although the picture quality is mediocre in comparison to the Minox (p.90).

GILHOOEY

Supplied by the OSS, the Gilhooey is a contact paper printer that can fit into a briefcase. Using the Gilhooey, the agent can reproduce letters, documents, charts, maps, newspaper clippings, line drawings, and half-tone illustrations. It comes with its own light source and a battery, and is supplied with photographic paper and developing and fixing solutions. It weighs approximately 12lbs (5.4kg).

KEY COPYING KIT

A complete kit that contains everything needed to take impressions of any desired key, create a mould, and cast the duplicate key with a low temperature metal, using the included candle to melt it. Issued by the SOE and the OSS.

LOCKPICK KNIFE

This item comprises a complete lockpick kit in the form of a pocket knife, and is issued by the SOE and the OSS. The

knife has a 1.5" (4cm) blade and five lockpick tools, used in conjunction with a small torsion bar to surreptitiously pick locked doors and cabinets.

MI9 ESCAPE KNIFE

The escape knife consists of wire cutters, a lock-breaker blade, a conventional knife blade, three hacksaw blades, and a stub screwdriver, in a pocket knife package 7" (18cm) long. The knife is smuggled to Allied POWs in the handles of cricket bats.

MINOX RIGA SUB-MINIATURE CAMERA

The Minox camera is the archetypical "spy" camera, and is used by all the belligerents in the war. Manufactured from 1938, the Minox is invented by Walter Zapp, and manufactured by VEF in Riga, Latvia. The USSR and Germany both control the factory during the war.

Made from stainless steel, the Minox is of a similar size to the M.B., and carries an 8×11mm film with fifty exposures.

WEAPONS

British Commonwealth of Nations Forces

.38/200 REVOLVER

The standard British sidearm is a .38/200 revolver. The official sidearm is the No.2 Mk.I or "Enfield". The Royal Small Arms Factory Enfield is unable to fully meet wartime requirements so the Webley Mk.IV, Smith & Wesson Military & Police and, to a lesser extent, the Colt Official Police revolvers are also adopted as standard British sidearms, with the Smith & Wesson being the popular troops' choice.

BOYS ANTI-TANK RIFLE

Named after its creator, and also known as "the elephant gun" because of its size, this anti-tank weapon sees initial success against lightweight tanks and lightly armoured vehicles. It is phased out from 1943 onwards due to its ineffectiveness against heavy armour in favour of the PIAT. Despite its limited capabilities against tanks, it can be used quite well against static fortifications, such as bunkers and machine gun nests.

BREN MACHINE GUN

The Bren gun is the standard British section support weapon. Based on a Czech design, it is named after **Br**no and **En**field. By 1944, the efficacy of automatic fire support is recognised by one Bren gun being issued for every four infantrymen.

Every British infantryman is trained to use the Bren gun, and each soldier carries two magazines for the weapon in addition to his own. The Bren gun is operated by a two-man crew, though it can be used by one man for a short duration. The gunner carries and fires the weapon, while the

loader carries extra magazines and a spare barrel, swapping overheated barrels, changing magazines, and spotting targets whilst in combat.

The Bren is used by British, Canadian, Indian, and Australian forces, and thousands are air-dropped to the Resistance in Occupied Europe by the SOE.

FAIRBAIRN-SYKES FIGHTING KNIFE

The F-S fighting knife is a unique bladed weapon originally issued to British Commandos, and designed solely for fighting and the quick elimination of sentries. The F-S knife is adopted by other Allied special forces units including the SOE, US Army Rangers, OSS, FSSF, and USMC Raiders.

FLAMETHROWER, PORTABLE, NO.2 MK.II

The No.2 flamethrower is a copy of the World War One German *Wechselapparat*. Known as the "Lifebuoy" in British service due to the shape of the fuel canister, the No.2 can fire ten one-second bursts of flame up to 120ft (36m), and is issued to engineers and the support companies of commando and airborne units.

LEE-ENFIELD RIFLE

The standard British Commonwealth rifle is the Lee-Enfield rifle. The SMLE Mk.III (now known as the Rifle, No.1 Mk.III) and the Rifle, No.4 Mk.I are the two common wartime variants. The SMLE Mk.III is widely used by the Indian Army, the Australian Army, and the British Army in North Africa and Burma. The No.4 Mk.I is available from 1941 and weighs a quarter of a kilogram more than the earlier SMLE Mk.III due to its heavier barrel. It is used by the British and Canadian Armies in Northwest Europe. There are sniper variants of the rifle, selected at the factory for accuracy.

NO.36M HAND GRENADE (MILLS BOMB)

The No.36M hand grenade is the most commonly issued British Commonwealth hand grenade. It is also supplied to resistance forces in Occupied Europe by the SOE. Invented in World War One as the "Mills Bomb", this is a "defensive" grenade—the thrower must use it from cover as the blast radius is greater than the distance it can be thrown. The 36M can be converted into a rifle grenade and fired from a cup launcher-equipped Lee-Enfield rifle.

PIAT

The Projector, Infantry, Anti-Tank, or PIAT, is the standard British infantry anti-tank weapon from 1943. As well as its anti-tank capabilities, it is also useful for bunker-busting, and "mouse-holing" (blasting through walls) in urban situations. The PIAT can be used by one soldier, but a second soldier usually acts as an ammunition carrier and loader. Firing the PIAT does not reveal the operator, unlike the Bazooka or *Panzerschreck*.

The PIAT is used by British, Canadian, and Australian forces, as well as resistance groups in Occupied Europe.

Flamethrower Fallacies

Contrary to popular myth, the flamethrower operator is not instantly immolated by his own fuel if the weapon's fuel tank is hit by a bullet or shell splinter, unless it is an incendiary bullet. The most likely result of a puncture is a loss of propellant gas, or the leakage of fuel. Both, of course, are readily flammable if there is a nearby open flame.

The effectiveness of a flamethrower is also overrated. It is difficult to take out a sealed armoured vehicle with a flamethrower unless the fuel can get into the engine or an open hatch. Troops in a bunker or a pill box can escape a flamethrower attack by retreating to the rear or partition wall—flaming fuel has to be fired through the loophole at close range to be effective—and troops in slit trenches merely need to crouch.

As a general rule, the more experienced the enemy troops are, the less effective the flamethrower is.

STEN SUBMACHINE GUN

The Sten gun is designed as an expedient measure to supplement the limited supplies of Thompson submachine guns from the USA. Named after the initials of the designers and its place of design (Shepherd, Turpin, and Enfield), the Sten is designed so that it can be built cheaply, quickly, and easily in small workshops—during the war over four million are made. The simple design is successfully copied by the Norwegian and Polish Resistance, as well as Nazi Germany to arm their *Volkssturm* in the closing days of the war.

The Sten is widely used by British Commonwealth troops, being issued to vehicle crews, despatch riders, officers, sergeants, and section leaders. It is widely supplied to resistance forces in Occupied Europe and the Far East, and a silenced version is used by the SOE.

VICKERS MACHINE GUN

The Vickers machine gun is the standard British Commonwealth medium machine gun. Tried and tested, the Vickers is capable of prolonged fire, and can also provide plunging indirect fire.

The Vickers has a crew of three, and breaks into three components for travel: gun, tripod, and cooling system. The Vickers is deployed in support or machine battalions as required. The Vickers is also mounted on universal carriers, jeeps, and trucks.

I DON'T CARE WHAT THAT LIMEY
PROF SAYS, I'M GOING TO NEED
A BIGGER GUN!

-SGT. CARTER

United States of America

BAZOOKA

The Bazooka is a recoilless rocket launcher firing a HEAT or HESH warhead; the M1A1 is the first common variant. The M1A1's rocket, the M6A1, can penetrate 3" (76mm) of armour up to an effective range of 450ft (140m).

Unfortunately the Bazooka cannot be fired prone, and the large back-blast gives the firer's position away. The effectiveness of German tank armour increases during the war, leading to the weak points (tracks, wheels, and rear engine areas) being targeted, as well as encouraging attacks against the thinner top armour from an elevated position. The Bazooka is more usefully deployed against emplacements and fortifications.

The Bazooka has an inauspicious start: examples are captured by the Germans in the Soviet Union and Tunisia before it is deployed in actual combat. The Germans go on to reverse engineer the superior *Panzerschreck* from the Bazooka.

BROWNING AUTOMATIC RIFLE

The Browning Automatic Rifle, or BAR, is the standard US squad support weapon. Like the British Bren, all US infantrymen are trained to use the BAR in an emergency. At the start of the war, one BAR is issued per eight man squad. By the end of the war it is two BARs per squad, and the US Marines issue three BARs per thirteen man squad.

FIGHTING KNIVES

The United States issues the Mark I trench knife, dating from World War One, to Army Rangers, Airborne, and Marine Raider units in 1942-43, only to be replaced by the M3 fighting knife from 1943. This knife is balanced enough to be thrown, and is issued to Army Rangers and Airborne troops. Paratroopers often wear an M3 strapped to a boot to cut themselves free from tangled parachutes, and for self-defence.

JOHNSON M1941 MACHINE GUN

The Johnson M1941 is a light machine gun used by US Army Rangers, the US Marine Corps, and the FSSF.

M1 CARBINE

The M1 carbine is designed to replace the pistol for non-frontline servicemen who need a lighter rifle than the M1 Garand. However, the M1 is issued to frontline officers, NCOs, paratroopers, ammunition bearers, and forward observers, as well as rear-echelon troops. Large numbers are also supplied by the SOE and the OSS to the French Resistance. The SAS also use the M1 carbine in preference to the Thompson submachine gun (SMG) where possible, due to its greater penetration and accuracy.

M1 GARAND RIFLE

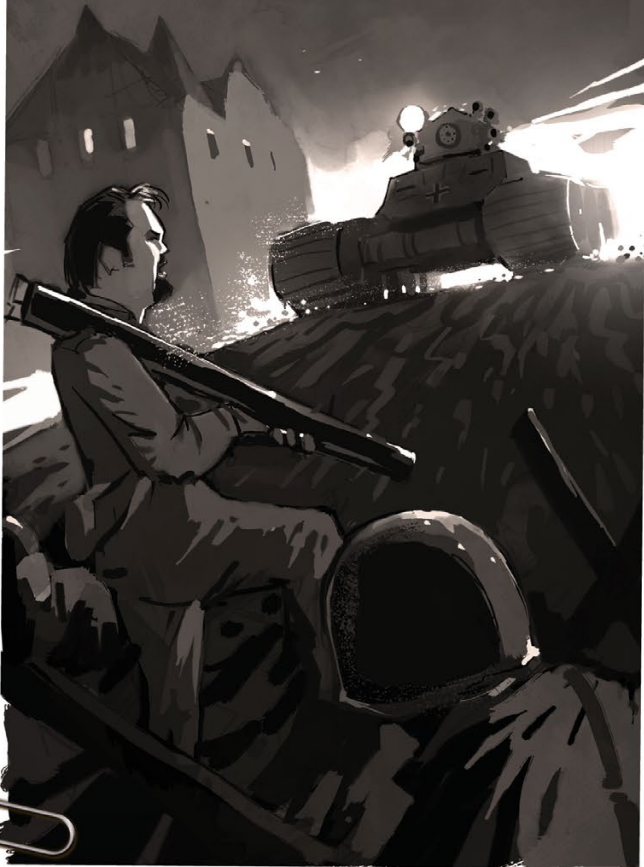
The M1 Garand is the standard issue US rifle. It is a gas-operated semi-automatic rifle with an eight round magazine, which is loaded with a pre-loaded en bloc clip of cartridges. The clip is ejected after the eighth shot is fired, causing a ping sound which becomes notorious, as it indicates that the firer is out of ammunition and needs to reload. However on a noisy battlefield, this disadvantage is often hard to hear.

M1903 SPRINGFIELD RIFLE

The M1903 Springfield is the previous standard issue service rifle of the US, replaced by the M1 Garand in 1936. A bolt-action design, the M1903A3 is the wartime production variant.

The US Marines use the M1903 until sufficient quantities of the M1 are supplied in 1943. Otherwise the M1903 is issued to Military Police and Navy Shore Patrols, and it is also used as a grenade launcher. The Free French forces are largely rearmed with the M1903A3 after the North African campaign in 1943. There is also a sniper variant, used by the Army and the Marines.

Corporal Ieinsonen readied the final Bazooka round, praying that this would be the one to stop the *Nachtwölfe* abomination in its tracks.



M1911A1 PISTOL

The M1911A1 pistol is the standard US sidearm, used by all service branches. It is issued to officers, aircrew, military police, drivers, weapon crews, tank crews, etc, and is a firm favourite of the Allied special forces. The slim profile of the pistol also allows concealment, and it is supplied in small numbers to European resistance forces.

M1919 BROWNING MACHINE GUN

The M1919 is the standard US medium machine gun. As well as an infantry support weapon, it can also be mounted on a vehicle or aircraft.

PINEAPPLE GRENADE

The standard US fragmentation grenade is another relic of World War One. It is a development of a French design, and nicknamed the "Pineapple" by US troops as a result of its shape. This type of grenade is also used in the M17 impact rifle grenade.

THOMPSON SUBMACHINE GUN

The Thompson submachine gun, or "Tommy Gun", is the standard US submachine gun issued to NCOs, crewmen, and others unable to carry a standard rifle. The Thompson is the only SMG in production outside of Europe in 1939, and is quickly adopted by the major non-Axis powers at the outbreak of war.

The Thompson is issued in higher numbers to US Airborne and Army Rangers to increase their firepower, and the Thompson is the preferred SMG of the British Commandos and the SAS.

"I prefer the Thompson."

— Ardeth Bay, *The Mummy Returns*

WINCHESTER MODEL 12 SHOTGUN

One hundred thousand Winchester M12s are in service with the US Army, Army Air Force, Navy, and Marine Corps. The riot gun version is mostly used by the Army and the Navy for base, vessel, and personnel protection, whilst the Marines use the trench gun version in the Pacific.

France

BERTHIER MODÈLE 1892 M16 CARBINE

The Berthier carbine in the M16 configuration is a sturdy and reliable bolt-action rifle proven in combat, and can be found in French Army and *Gendarmerie Nationale* service.

GABILONDOS RUBY PISTOL

The Ruby semi-automatic pistol is the result of World War One expediency. Over 700,000 are made, and over 500,000

remain in French stores at the start of World War Two. The Ruby is used by the *Gendarmerie Nationale*, and the French Resistance.

MAB MODÈLE D PISTOL

The MAB Modèle D is the most modern pistol used by the *Gendarmerie Nationale*. It is also adopted for German service by the *Wehrmacht* after the conquest of France.

MAC MODÈLE 1924-M29 MACHINE GUN

The *Fusil-Mitrailleur Modèle 1924 Modifié 1929* is the standard French squad support weapon at the start of the war, and is found in service with the French Army and the *Gendarmerie Nationale*. It has two triggers: one for semi-automatic fire, the other for automatic fire. Germany issues large numbers of captured FM Modèle 1924-M29s to the coastal defences of the *Atlantikwall*, after the Fall of France in 1940.

MAS MODÈLE 1873 REVOLVER

The MAS Modèle 1873 is issued to NCOs during both World Wars, as well as being issued to the *Police Nationale* and the *Gendarmerie Nationale*. It is also widely used by the French Resistance.

MAS MODÈLE 1892 'LEBEL' REVOLVER

The MAS Mle 1892, or more popularly the *Lebel*, is the standard French sidearm of World War One, mainly issued to officers. It is also issued to the *Police Nationale*, and the *Gendarmerie Nationale*. It has two disadvantages: its underpowered 8mm calibre cartridge, and its cartridge cylinder swings to the right for reloading.

MAS MODÈLE 1936 RIFLE

The MAS-36 is the standard French service rifle at the start of the war, and as such is issued to frontline units.

PISTOLET MITRAILLEUR ERMA MODÈLE 1935 (EMP-35)

The French inherit stocks of the German-made EMP-35 from Spanish Republicans escaping the Nationalists at the end of the Spanish Civil War, which are reissued to the French Army and the *Gendarmerie Nationale*. There is only one fatal flaw: if the firer knocks the disassembly catch behind the trigger guard, the weapon falls apart.

Covert Weapons & Explosives

BCRA KNIFE & GARROTTE

The *Bureau Central de Renseignements et d'Action* (BCRA) issues its agents with a combined bodkin-style knife and attached garrote. The knife blade is drilled to allow poison to be loaded. The user strikes the knife's tip on a rough surface to break the synthetic seal before use.

DE LISLE COMMANDO CARBINE MK.I

The De Lisle is a .45 ACP suppressed carbine, so that the only sounds audible are the working of the bolt and the hammer strike. Based on a Lee-Enfield rifle, the breech and magazine have been modified, and the barrel replaced with a Thompson SMG barrel. It is used on commando operations, and in the defence of intelligence service bases and clandestine radio stations.

ENPEN MK.I

The Enpen is a single shot .22 calibre weapon designed to look like a cheap pen. They are intended to be used to escape custody by palming the "pen" and firing it backhandedly into your captor, or to surprise an interrogator. If fired against the body of the enemy the report cannot be heard in the next room.

GP GRENADE

The GP grenade is basically 8oz (225g) of plastic explosive (PE) in a 4.3×2×2.4" (11×5×6cm) metal can with a fuse. The GP grenade can be used as a grenade against unarmoured vehicles and personnel, as a demolition charge, and to cut up to 0.8" (2cm) of mild-steel plate, or a railway line.

HIGH STANDARD HDM PISTOL

Chosen by the OSS, the HDM is a semi-automatic target pistol equipped with an integral sound suppressor, designed

to be used in a closed room or to eliminate a sentry. The report cannot be heard above traffic, and might be mistaken for a door closing.

INCENDIARY CASES

Agents can request an incendiary attaché case, briefcase, or suitcase to store sensitive documents. The cases are all lined with lead oxide paste to prevent X-raying of the contents. All cases contain one or more thermite charges that will destroy the contents of the case and start a fire, and all models detonate those charges unless the safety switch is depressed before the case is opened.

MAPPIN & WEBB NAIL KNIFE

The Mappin & Webb nail knife is triangular in cross section, and 7" (18cm) long. It is used in a stabbing thrust with its hilt in the palm of the hand. A thong tied to the hilt allows the nail knife to be retrieved from its hiding place easily.

MCLAGEN-PESKETT MK.I**CLOSE COMBAT WEAPON**

The Peskett is a nasty combination weapon sold by Cogswell & Harrison, London. It features a retractable 5.5" (14cm) spike blade and a retractable garrotte, housed in a blackened, ribbed-steel handle with a ball-end that can be used as a cosh.

NO.82 MK.I GAMMON BOMB

Developed as a replacement for the volatile and unpredictable "sticky bomb", the No.82 grenade is a multipurpose grenade whose effect can be chosen by the amount of PE used. It is issued to units such as special forces, the SOE, and the Resistance. Half a stick of PE plus some shrapnel makes an anti-personnel grenade, whereas 2.2lbs (1kg) of PE makes a powerful anti-armoured vehicle grenade.

POCKET INCENDIARY M1

The pocket incendiary is designed to start fires at a future point in time. It consists of a black celluloid case measuring approximately 4.3×3×0.8" (11×8×2cm), filled with jellied petroleum fuel, with two attached time pencils (a type of delayed-action fuse) that determine approximately when the charge explodes. It is best deployed in lumber piles, truck cabs, houses, furniture, wheat fields, oil wells, fuel and supply depots, factories, and warehouses.

SLEEVE GUN MK.I & II

Issued by the SOE, the Sleeve Gun is a silent murder weapon. It is carried on a lanyard down a coat sleeve until required, whereupon it is then slid into the hand and pressed against the victim whilst the user's thumb presses the trigger.

SMATCHET FIGHTING KNIFE

The Smatchet is a large fighting knife designed by W.E. Fairbairn, and used by British special forces and the OSS. The

Dressed for Success

What might a covert operative, someone working for any of the intelligence services (mundane and Mythos-related), have in terms of clothing and equipment. Bear in mind that some of these can (and will) change depending on the mission that the characters are carrying out.

CLOTHING*

Civilian (a suit, shirts and a tie for men; dresses, skirts and blouses for women; possibly a uniform if masquerading as enemy forces or services); coat or jacket; raincoat; shoes.

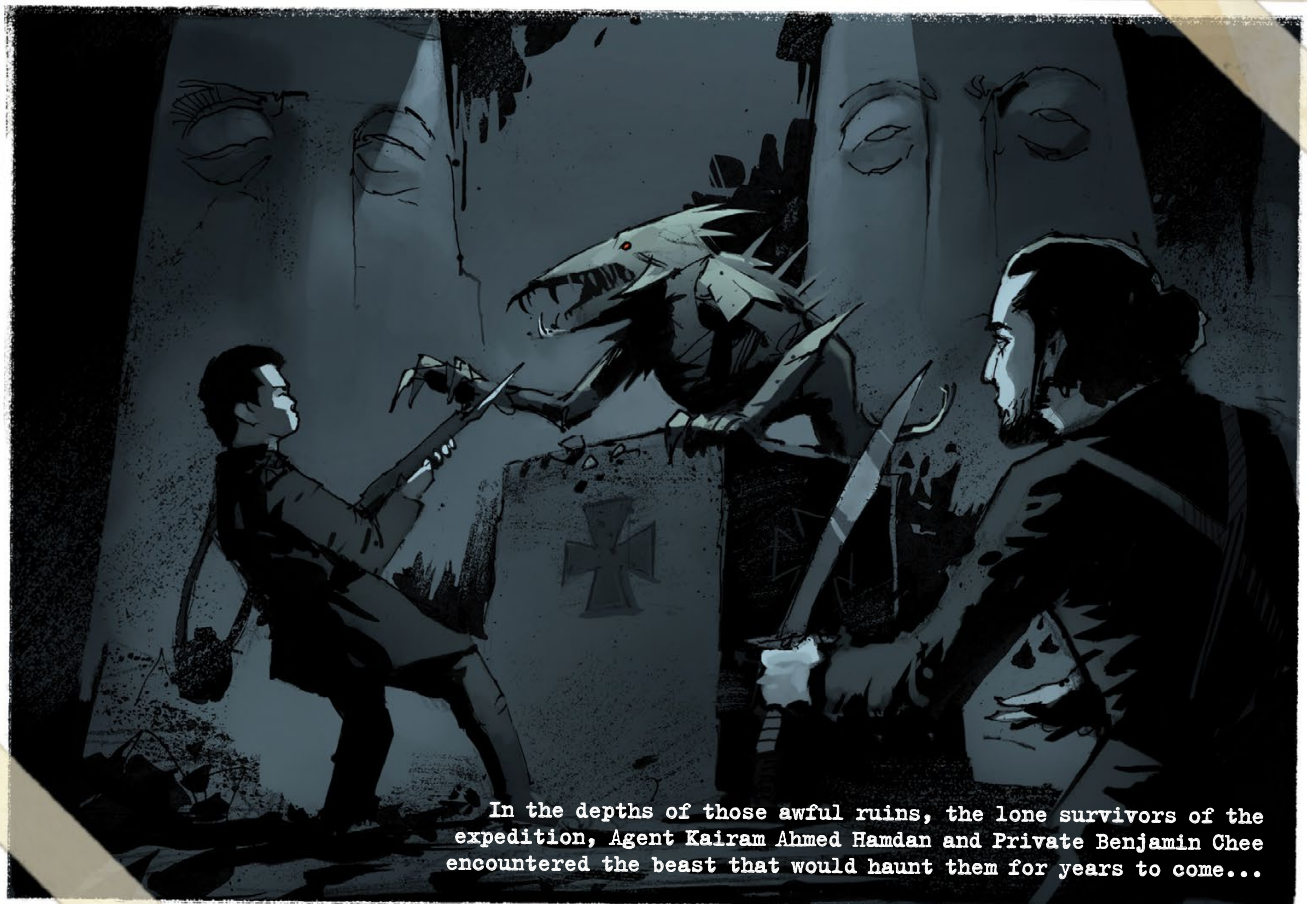
*And don't forget that clothing and shoes can have secret compartments built into them for smuggling small items.

EQUIPMENT

Communication equipment (p.89); false papers; lockpicking gear; miniature camera; protective amulet (at the GM's discretion); relevant tools for any cover occupation.

WEAPONS

Explosives; handgun (possibly disguised or hidden); heavy weapon (if appropriate); knife



In the depths of those awful ruins, the lone survivors of the expedition, Agent Kairam Ahmed Hamdan and Private Benjamin Chee encountered the beast that would haunt them for years to come...

size of a machete, Smatchet training emphasises slashing attacks to arm joints and the neck, thrusts to the stomach, and pommel smashes to the face.

SPRING COSH

The OSS issues this spring cosh. It can be hidden up a sleeve, and only extends when the agent swings their arm to hit the enemy on his temple. The spring cosh is made of two concentric springs encased in a tubular steel handle. It measures 7" (18cm) closed and 16" (41cm) extended, and weighs 10.5oz (300g).

The German *Sipo* and SD issue similar coshes.

STANDARD CHARGES, 1½LBS & 3LBS

These are the standard SOE demolition charges: 1½lbs (680g) or 3lbs (1.36kg) of plastic explosive wrapped in rubberised fabric, with a primer running through its core. The charge can be cut in half to form two smaller charges.

THUMB & LAPEL KNIVES

The SOE and the OSS issue thumb knives in varying forms. They can be sewn into clothing for concealment, and might be missed in a frisk search. The lapel knife is longer than the thumb knife. They are designed to be used against the

enemy's hands, neck, face, and cheeks in a slashing attack that is intended to allow escape as the enemy attempts to staunch the flow of blood.

TYREBUSTER

Issued by the SOE and the OSS, the Tyrebuster is a small tinned high explosive (HE) charge, which can be supplied disguised as stones or manure, and is designed to immobilise enemy vehicles.

UNITED DEFENCE M42 SUBMACHINE GUN

The M42 is a 9mm submachine gun. Designed to replace the M1 Thompson, the M42 is rejected by the military and finds service instead with the OSS and resistance forces in Europe and the Far East.

WELROD MK.IIA PISTOL

The Welrod is designed for silence. It is a compact tube designed to be used in a two hand grip—one hand holding the pistol grip/magazine, and the other supporting the barrel. Due to the efficiency of the suppressor, the gunshot cannot be recognised as such beyond 150ft (45m). The Welrod comes with luminous night sights. There is a 9mm version as well.



CHAPTER 8

Character Concepts

*"Build today, then strong and sure, With a firm and ample base;
And ascending and secure, Shall tomorrow find its place."
- Henry Wadsworth Longfellow*

A character's occupation—part of their role in the world—says a lot about them. It suggests how they live, what sort of connections they have in the wider community, what areas of expertise they hold, and so on. All of that is covered by the aspects, skills, and stunts that players take for their characters. In the first part of this chapter we have four sample characters (each built as playable characters with three aspects and two stunts filled in) as well as thirty-five other occupation concepts from all walks of life that could easily become embroiled in the Secret War. These evoke a sense of period and tone by providing a snapshot of what people were doing with themselves on a daily basis in the 1930s and '40s.

Each concept includes a description and a few skills (see the Skills chapter, p.63) that such characters generally have at Average or higher, because they are used frequently as part of that occupation. These certainly aren't the only skills to consider, though! Physique and Will are important for determining survivability, Contacts and Resources are useful for solving problems outside of brute force or direct guile, and so on. Likewise, choosing to not take one of the listed skills is just as valid a story decision, one that could play into phases and aspects. And then there is the option of mashing two of these concepts together, representing having a former livelihood before joining the service.

Some skills reference specialisations that are useful, but don't treat these as essential requirements—only take them if they fit with your personal character concept. The only stunts mentioned in these write-ups are the Artilleryman stunt (see p.80) and the Combat Engineer stunt (see p.74), as some occupations involve that additional degree of skill. (For those who are just familiar with using small, pre-made demolitions, that is covered by Mechanics.)

Chapter 2: Keep the Home Fires Burning discusses the general situation to be found in America, Britain, and parts of Europe during the run up to the war; **Chapter 3: Home Sweet Home** contains information on key dates that are important to Britain, the United States, and France (Germany's domestic timeline can be found in the *Fate Keeper's Guide*). So what else, exactly, can an occupation give you that you haven't already read about? Let us have a look at some real-life characters by way of example.

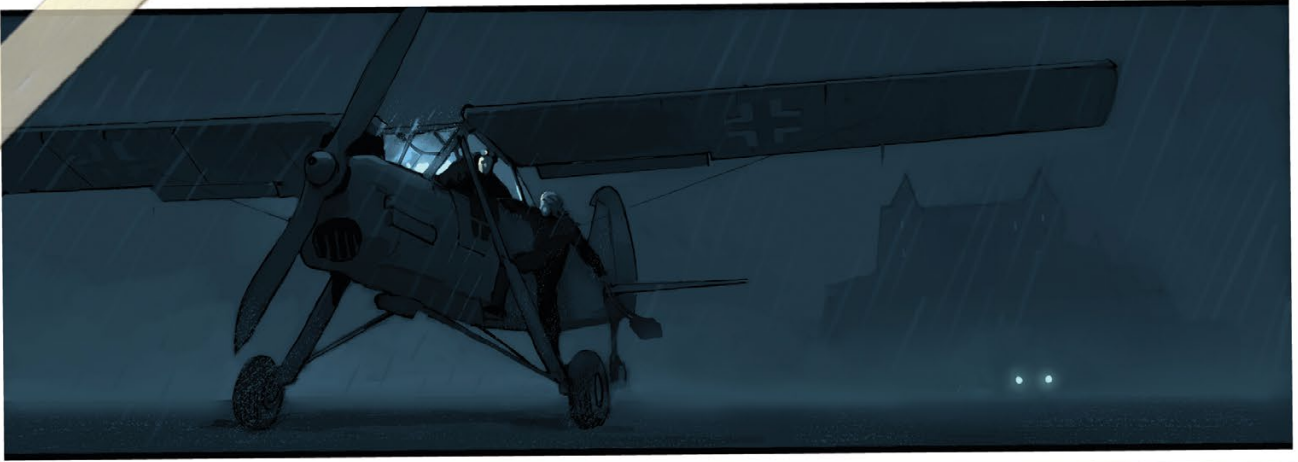
Each concept includes a description
and a few skills that such characters
usually have at Average or higher.

Amy Johnson

Amy Johnson (1903-1941). Introduced to flying as a distraction, Miss Johnson soon proves she knows how to handle an aeroplane, becoming the first woman to fly solo from Britain to Australia. Numerous other firsts and records follow, and with the declaration of war, she joins the ATA (p.23) as a ferry pilot. Sadly, there she achieves another first: that of being the first member of the ATA to die in service, with the exact circumstances leading to her death remaining unclear. *They Flew Alone*, also known as *Wings and the Woman* in America, is a film made of her life in 1942.

THE OCCUPATION

Miss Johnson is an Aviator: a civilian pilot who then volunteered to assist the military when war broke out. Her connections would be amongst others in civil aviation: airfield



personnel, aircraft manufacturers, mechanics, pilots, and the like. Because of her role in the ATA, Miss Johnson can be classed as a ferrying pilot, although she was certainly more of a trailblazer and record-breaker before that. In terms of her skills, she would (rather obviously) be able to fly aeroplanes of all different stripes, but would also have basic mechanical and electrical repair skills (so that she could get herself out of immediate trouble), as well as having radio and navigation skills (particularly acute when flying over home territory).

Aspects:

- *Trailblazing Aviatix*
- *Clear-Headed Under Pressure*
- *Woman Who Made Headlines*

Skills:

Great (+4) Pilot and Survival
 Good (+3) Contacts and Mechanics
 Fair (+2) Athletics, Rapport, and Will
 Average (+1) Academics, Empathy, Physique, Resources, and Shoot

Specialisations: Sea/Air (Survival) and Civil Aviation (Contacts)

Stress: 3 physical boxes, 3 mental boxes

Stunts: **Better than New!** (p.74) When repairing a device with Mechanics, gain a new situation aspect instead of a boost if you succeed with style.

Pedal to the Metal. (p.71) In any contest where speed is the primary, your ties with Pilot are considered successes.

Barnes Wallis

Barnes Neville Wallis (1887-1979). Initially trained as a marine engineer Wallis switches first to airships, acting as chief designer of the British R100, before being recruited by Vickers as an aeroplane designer, where he is involved in the development of the Wellington bomber. Wallis is, without a doubt, a highly gifted scientist, engineer, and inventor. He is, though, most famous for the bouncing bomb, codenamed

Upkeep, used in the raids against the Ruhr Valley dams during Operation Chastise (see p.8), and the Tallboy earthquake bomb, used against V2 rocket sites.

THE OCCUPATION

Barnes Wallis was a genius who came up with numerous amazing inventions during his lifetime. He would most definitely be a Boffin: more hands-on than a true academic, and always looking for ways to improve processes or items in the defence of his country. He would have many connections in academia, but also amongst craftsmen in his respective field, as well as amongst military engineers and officials, and intelligence personnel. Wallis is difficult to pin down in terms of a specialism—he was very much an all-rounder—but his skills would cover mathematics, science, and engineering topics, research skills and craft capabilities (for knocking up working concept models).

Aspects:

- *Brilliant All-Around Engineer*
- *Willing to Get My Hands Dirty*
- *Highly Sought After for My Mind*

Skills:

Great (+4) Mechanics and Sciences
 Good (+3) Contacts and Resources
 Fair (+2) Academics, Rapport, and Survival
 Average (+1) Athletics, Drive, Physique, Pilot, and Will

Specialisations: Aeronautics (Mechanics), Physics (Sciences), Those Interested in Aeroplane Design (Contacts), and Weapons Design (Mechanics)

Stress: 3 physical boxes, 3 mental boxes

Stunts: **Always Making Useful Things.** (p.74) You do not have to spend a fate point to declare you have a useful tool or item in an improbable situation.

Broad Education. (p.67) Two additional specialisations (included above).

David Niven

James David Graham Niven (1910-1983). Graduating from the Royal Military College, Sandhurst in 1930, Niven is transferred to the Highland Light Infantry and serves in Malta for two years. Bored, the dashing officer flees to America to become an actor after an unwise comment to a senior officer lands him under close arrest. He is becoming a recognisable Hollywood star when war is declared and returns to Britain for military service against British Embassy advice. After a brief stint in the Rifle Brigade, Niven joins the newly formed Commandos as part of the Phantom Regiment (p.101). He also works with the Army Film Unit and, as well as starring in several propaganda films, helps to set up the deception operation Copperhead, where M.E. Clifton James impersonates Field Marshal Montgomery prior to the D-Day landings.

THE OCCUPATION

Niven is a very interesting character—someone who has swapped backwards and forwards between the military and the entertainment industry. Technically, he should start out as a soldier, but in game terms it makes more sense for him to begin as an Entertainer who then signs-up (seeing as he has a seven-year break from military service). This means he has connections in the film and media, as well as old army contacts (although some of those could be quite frosty). Thanks to his acting ability, his skills will include those involving disguise and misdirection as well as performance, and on top of that he will know his way around a few weapons to boot (as well as having command experience and an understanding of military tactics, covert and otherwise).

Aspects: • *Hollywood Yesterday, Soldier Today*
• *Always the Charmer*
• *"I Don't Just Play the Hero!"*

Skills: Great (+4) Deceive
Good (+3) Empathy and Shoot
Fair (+2) Athletics, Physique, Rapport, Soldier, and Survival
Average (+1) Drive, Contacts, Fight, Stealth, and Will

Specialisations: none

Stress: 3 physical boxes, 3 mental boxes

Stunts: **Lie Whisperer.** (p.71) You have a +2 to all Empathy rolls made to discern or discover lies, whether they are directed at you or someone else.

Mind Games. (p.69) You can use Deceive in place of Provoke to make mental attacks, as long as you can make up a clever lie as part of the attack.

Juan Pujol

Juan Pujol Garcia (1912-1988). Qualifying as a chicken farmer, even though he dislikes chickens, Pujol also quickly learns to dislike fascism and communism as a result of the Spanish Civil War. Determined to become a spy, Pujol does not accept the Allies' constant rejections of his services and invents his own fictitious network of agents to feed the Germans misinformation. Taken seriously by the British once his German handlers start to trust him, Pujol moves to England and becomes the MI5 double agent, Garbo. A key figure in the British Double Cross network, his army of fictional spies is heavily involved in the deception campaign preceding Operation Overlord.

THE OCCUPATION

Garbo is more than just an ordinary spy, he is a double agent; although, to keep things simple, his parent occupation is that of an MI5 Operative. In terms of connections, he is highly likely to know not only members of the intelligence community (his handlers), but also local business people, members of the expatriate community, and informants (although maybe not, in this particular case!). His skills will cover such things as surveillance, intelligence gathering (or making up plausible stories in lieu of actual intelligence), and the use of codes and ciphers.

Aspects: • *Spanish Double Agent*
• *Doing Things My Own Way*
• *Raw Hatred of Fascism*

Skills: Great (+4) Tradecraft
Good (+3) Deceive and Empathy
Fair (+2) Fight, Investigate, Rapport, and Survival
Average (+1) Athletics, Contacts, Investigate, Provoke, Soldier, Stealth, and Will

Specialisations: none

Stress: 2 physical boxes, 3 mental boxes

Stunts: **Lies upon Lies.** (p.69) You have a +2 to create a Deceive advantage against someone who has believed one of your lies already during this session.

Talk the Talk. (p.82) You can use Tradecraft in place of Contacts whenever you are dealing specifically with the intelligence community. (Note: this is slightly modified from the original stunt.)

Additional Suggestions

Our real-life examples only cover a very small number of potential occupations that could serve as inspiration for character creation in an *Achtung! Cthulhu Fate* game (Aviator, Boffin, Entertainer, and Spy), and we have barely even

In the Army Now

Despite the patriotic sacrifices of those men who choose to make the military their lives, the Allies still need every man they can get when the conflict finally erupts. As the warring nations expand their militaries, men of fighting age are faced with a choice to either volunteer or wait to be called up. Some forces, particularly the US Navy, Air Force, and Marine Corps, only accept volunteers, and although some US Army units are volunteer only—such as Airborne—the Army is the destination service for most draftees. Conscripts go where they are needed most, and for much of the war that is the Army.

In the opening days of the war, the need for men is at its greatest, and the military are eager to accept anybody who meets the age and physical requirements for service, providing them not only with additional troops but access to their pre-war skills and occupations. At this time, most countries prohibit women from serving in combat roles, though there are many instances of women joining the fight when the situation becomes desperate enough for their nation. However, the Allied nations do call women up to serve in rear echelon occupations. Details of specific military occupations for women can be found on p.102.

*I'm not sure the military
is for everyone, but when
needs must...*
—Capt. Harris

MILITARY TRAINING

All recruits, regardless of the service they enter, are required to pass basic training ("basic") in order to be accepted into the military. Lasting 8-10 weeks, basic training focuses on physical conditioning, team and discipline building, and instruction in basic service skills. In all services, basic training is designed to toughen up an individual and prepare him for the stress of combat duty. In the most savage of regimes, basic training is used to break the individual and rebuild him as the service requires.

A major part of basic training is to work on a recruit's physical fitness to ensure that he is physically capable of carrying out his duties once in the field. As the war intensifies, the military is loath to reject a candidate and will only do so if given no choice due to extreme physical conditions or mental health issues that would present a threat to other soldiers.

Once a recruit has completed basic physical training, he is put through a gruelling course (boot camp) aimed at teaching him the basic skills required to be a soldier. Unlike the career soldier, a civilian joining the military once war has been declared has already spent many years training in his civilian profession and, due to the pressures of training men and shipping them to the front, the military cannot dedicate their resources to providing in-depth tuition. As a result, those who have volunteered or have been called up are likely to have poorer military skills than their career military brethren.

touched on military characters. The following section has some more suggestions for civilian and military backgrounds, including a brief description and some suggested skills that are linked to each occupation. Discussions with your group should help to bring out their potential character aspects, as well as providing hooks for back-story development.

AIRCREW (RAF/NAVY)

Large aircraft such as bombers and transport aircraft need more than just pilots to operate effectively. Bombardiers drop bombs accurately. Navigators plan and advise the aircraft's course, while Flight Engineers monitor systems and aid pilots. Gunners provide point defence.

Suggested Skills: Mechanics (Aeronautical and Electronics specialisations), Operate, Pilot, Soldier (Meteorology specialisations), and Survival (Air/Sea specialisation).

ANTIQUARIAN

Antiquarians collect and study ancient objects, manuscripts and civilisations, preferring to deal with the past rather than

the present. Usually in possession of some form of independent income, the Antiquarian sees his work less as an occupation and more of a vocation. Trading in antiquities is the closest an Antiquarian ever comes to getting his hands dirty. The advancements in transport over the last few decades have greatly improved access to ancient, not to mention fascinating, cultures and *objet d'arts*, but the current conflict could lead to grave difficulties in indulging the Antiquarian's passion for collecting, as one by one the countries of the world batten down the hatches against the impending storm. The book burnings in Germany are of particular horror to the Antiquarian.

Suggested Skills: Academics (specialisations relating to art or history), Empathy, Investigate, Lore (any specialisation), and Rapport.

ARTILLERYMAN (ARMY)

Artillery is the Army's most lethal weapon, and the Infantryman's friend. Artillery provides support for advancing forces and eliminates opposition. Artillery can serve on the



Thanks to Mark Margraf

frontline providing direct support against targets, behind the lines providing indirect support on call, or providing air defence against enemy aircraft. World War Two artillery is crew-served, and artillery is operationally grouped in batteries.

Suggested Skills: Drive, Mechanics (Combat Engineer stunt), Operate, and Soldier (Spotter specialisation and Artilleryman stunt).

ARTIST

Skilled in capturing reality and recording it in his own particular medium, the Artist has to make good use of other skills besides his artistic ones if he intends to keep up with more mundane things, like the rent and the grocery bills. Although war means there is likely to be less money around and wealthy patrons harder to come by, there is always the opportunity to act as a war artist. It may not be glamorous, but it's a steady income.

Suggested Skills: Academics (specialisation relating to art), Empathy, Investigate, Lore (any specialisation), and Rapport.

BLACK MARKETEER

War provides many opportunities, if you know where to look for them. The Black Marketeer is a combination thief, smuggler, gambler and entrepreneur, always on the lookout for a tasty bit of merchandise that he can sell on at a profit, with hidden caches scattered here, there and everywhere. He is frequently only a few steps ahead of the law, who take a very dim view of his line of business.

Suggested Skills: Deceive, Empathy, Fight, Rapport, Stealth, and Tradecraft.

Being a war artist may not be glamorous, but it's a steady income.

CLERGYMAN

Faith is a powerful thing, particularly during times of conflict. Steeped in religious practices, the Clergyman has a different worldview to that of his parishioners, and is well-versed in the mysteries that are central to his faith.

Depending on his creed, he is privy to many secrets, both temporal and spiritual, and is trained to deal with unusual circumstances, should they present themselves.

Suggested Skills: Academics (specialisation regarding history), Contacts (centred around the church or the congregation), Empathy, Lore (Theology specialisation, also Folklore or Occult), Rapport, and Will.

COMPTOGRAPHER

Although in their infancy, electromechanical code-breaking machines and computers have arrived by the 1940s in one form or another, including the German Z3 and the British Colossus. Specialists are required to program the settings and retrieve information vital to the war effort. This is the role of the Comptographer.

Suggested Skills: Mechanics (Electronics specialisation), Rapport, and Sciences (Comptography and Cryptography specialisations).

DIVER (NAVY)

Most naval capital ships carry sailors qualified to dive. They are required to inspect and repair damage, carry out maintenance, clear entanglements, and search flooded compartments, as well as undertake mine clearance and salvage duties.

Divers use standard hard helmet diving dress or self-contained breathing apparatus—early breathing apparatus gear has been available since 1900. This is a closed-circuit breathing device, or re-breather, that scrubs carbon dioxide and recycles oxygen. Re-breathers have a longer duration and are more easily available than the open-circuit breathing sets that appear at the end of the war.

Suggested Skills: Athletics, Demolitions (or Mechanics with Combat Engineer stunt), Fight, Physique, Sail, and Survival (Sea specialisation).

DOCTOR (CIVILIAN)/MEDIC (MILITARY)

The sick will always need someone to minister to them in their hour of need. Thanks to medical advances over the last few decades, such as the anti-bacterial sulpha drugs, there is a much greater chance that the Doctor will help them live to a ripe old age, war willing. Young Doctors just starting out are at the bottom of a very respectable pay scale with those in lucrative practices, such as Harley Street in London, being comfortably off indeed. In Britain, the Welfare State has yet to be established so, like everywhere else, medical treatment must be paid for at the point of contact.

Field medics, on the other hand, give immediate first aid on the battlefield, and sustaining care to allow the casualty to be evacuated from the battlefield through aid posts and field hospitals. Combat medics are usually unarmed, but in some theatres like the Pacific they carry arms for self-defence. Military doctors serve in aid posts and casualty clearing stations, performing triage and stabilising patients. They also serve in field and general hospitals looking after

the health of servicemen. Surgeons serve in field hospitals, treating the casualties evacuated there. Doctors can also serve as Ship's Surgeons and Flight Surgeons.

Hospital ships are the naval equivalent of field hospitals. The US Army pioneers the concept of the Mobile Army Surgical Hospital (MASH) in 1945, replacing the field hospital and bringing surgical facilities closer to the battlefield.

Suggested Skills: Empathy, Medic, Rapport, and Sciences (Biology specialisation). Military doctors can also benefit from Drive and Soldier.

ELITE FORCES (MILITARY)

There are a number of elite military forces, including the British Guards Regiments, Parachute Regiment, and GHQ Liaison Regiment (Phantom), as well as the US Airborne.

The Parachute Regiment becomes a full regiment in 1942. It gains its nickname, the "Red Devils", from the "Green Devils", the *Fallschirmjäger* (German paratroops) in Tunisia, 1943. A "Para" is trained to be disciplined, self-reliant, and aggressive, as he will be dropped behind enemy lines to capture objectives, and be expected to hold them against enemy forces. Like the British, US Airborne forces are modelled on the tough and self-sufficient *Fallschirmjäger*, and the training reflects that.



Thanks to
Christian Goss

Only volunteers are accepted for parachute training. US Airborne are known for their distinctive uniform, jump helmets and boots, which are different from those of the rest of the US Army.

Further details on all of the named regiments can be found in the *Fate Keeper's Guide*.

Suggested Skills: Athletics, Fight, Mechanics, Physique, Shoot, and Soldier.

ENGINEER (CIVILIAN/ARMY/NAVY)

Civilian engineering skills are highly prized throughout the war in manufacturing and research and development. Army engineers make garrisons work, camouflaging equipment and emplacements, creating fortified positions, and clearing roads and obstacles, while their Naval equivalents look after and maintain the ship's systems, and perform repairs

after wear or combat. Army Engineers are also involved in breaching obstacles and defences, clearing rivers and trenches, laying minefields, and blowing up bridges and other significant installations.

Suggested Skills: Drive, Mechanics, Operate, and Sciences (Chemistry and Physics specialisations). Military characters might also have the Shoot and Soldier skills, as well as the Combat Engineer stunt.

FARMER

Without the Farmer, there would be no food. Never an easy job, the Farmer sees his skills given new respect as the nation turns to him to provide their daily calorific needs. But times are changing with increased mechanisation, and government directives on what can and can't be farmed. For further details on how World War Two affects farming, see *Blood, Sweat and Tears* (p.10) and *Supporting Roles* (p.45).

Suggested Skills: Drive (or Ride), Lore (with Folklore specialisation), Mechanics, Operate, Shoot, and Survival.

Female Military Occupations

If you are playing a historically accurate campaign, female military characters have relatively restricted options depending on what nationality they are. All of the major combatants, except the Soviet Union and Imperial Japan, have women's Army, Air Force, and Navy auxiliary services that provide non-combatant military support. The Soviet Union does allow women to serve in military units, often in frontline service. All of the major combatants encourage female nursing services.

Further details on the various auxiliary forces can be found on p.45 and in Table 10 below.

FBI AGENT/MI5 OPERATIVE

An agent of MI5, Britain's internal security and counter-intelligence department, the Operative works closely with his colleagues in the Police Force and Special Branch hunting down foreign agents and saboteurs. Occasionally his work will take him overseas, particularly to the colonies, which have become a hotbed of enemy espionage activity. The FBI Agent, famous from the war against organised crime and prohibition, operates mostly in the United States and Latin America, but during the war fulfils the same function as the MI5 Operative, for the most part.

Suggested Skills: Empathy, Investigate, Rapport, Stealth, Survival, and Tradecraft.

Table 10: Women's Auxillary Services

Country	Army	Air Force	Air Transport	Navy	Nursing
US	Women's Army Corps	Women's Army Corps	Women Airforce Service Pilots	Women Accepted for Volunteer Emergency Service	US Army Medical Corps
GB	Auxiliary Territorial Service	Women's Auxiliary Air Force	Air Transport Auxiliary	Women's Royal Naval Service	First Aid Nursing Yeomanry, Queen Alexandra's Royal Army Nursing Corps, Princess Mary's Royal Air Force Nursing Service, Queen Alexandra's Royal Naval Nursing Service
Germany	Various, including Nachrichtenhelferinnen	Luftwaffenhelferinnen	—	Marinehelferinnen	—

INFANTRYMAN (ARMY)

The army's weapon is the Infantryman. The basic infantry doctrine is to close with the enemy and to destroy him.

Suggested Skills: Athletics, Fight, Physique, Shoot, and Soldier.

INTELLIGENCE OFFICER (MILITARY)

Intelligence supports commanders making decisions. In peacetime, intelligence is gathered from public and less public sources, such as eavesdropping on wireless traffic, maintaining up-to-date maps, etc. In wartime, intelligence is gathered from patrols and photo-reconnaissance. Field security units gather battlefield intelligence, question informants, and interrogate prisoners of war. This Intelligence Officer works specifically for a branch of the armed force's own intelligence service (Army, Air Force, or Navy), rather than an external agency, such as MI6.

Suggested Skills: Investigate, Rapport, Shoot, Soldier (Cryptography specialisation), and Tradecraft.

LABOURER

Someone has to do the dirty and dangerous jobs, or the world would grind to a halt. That person is the Labourer, frequently unskilled and, therefore, badly paid compared to a skilled Craftsman. However, the shortage of workers in war industries soon sees companies competing to recruit the best workers, and agriculture always needs more strong backs to bring in the harvest.

Suggested Skills: Athletics, Drive (or Ride), Mechanics, Operate, Physique, and Survival.

MERCHANT NAVY/MARINE/SAILOR (NAVY)

Plying the waters of the world, be they rivers, lakes, or oceans, the civilian sailor has a difficult and dangerous job, one that has only been made worse by the outbreak of war, roaming U-boat packs, and merchant raiders. His military compatriot, the Sailor, is essential for the running of battleships, aircraft carriers, destroyers, frigates, corvettes, minesweepers, supply vessels, and submarines. In wartime, the sailor does not wear the "tally" or the name of his ship on his cap. Naval gunners are often deployed on civilian ships to help protect them whilst in convoy.

Suggested Skills: Athletics, Mechanics, Operate, Physique, Sail, and Survival (Sea specialisation). Military characters will, naturally, also benefit from the Soldier skill.

*I know all the nice girls are
supposed to love a sailor, but really -
those beards are so scratchy!*

- Peggy



MI6 OPERATIVE

As an agent of Britain's foreign intelligence service, the MI6 Operative can be found in His Majesty's embassies around the globe or working his contacts on the streets of foreign cities, gathering intelligence and engaging in acts of espionage whilst constantly evading the attention of enemy counter-intelligence agents. Though working to the same end, there is considerable friction between him and the SOE Agent, who MI6 see as "upsetting the apple cart" with their acts of sabotage and destruction.

Suggested Skills: Contacts (various specialisations), Investigate, Rapport, Shoot, Soldier (Cryptography specialisation), and Tradecraft.

NEWS CORRESPONDENT

News is big. News makes money, and with the political situation all over the world being what it is, the News Correspondent is an important and well-respected link in the information chain, especially as only spies, diplomats, and journalists seem to be able to travel freely these days.

One particular specialist is the Photojournalist, who must also take pictures to go with his words. He works either freelance, for one of the highly popular photo-magazines, such as *Life* and *Picture Post*, or is part of a newsreel team.

Suggested Skills: Academics, Deceive, Empathy, Investigate, Rapport, and Stealth.

NURSE

Doctors can diagnose the sick, but it is usually the Nurse who cares for them in the long run. The central tenets of nursing have not changed since Mary Seacole's time, and the Nurse is still just as likely to be close to the front lines as she is to be nursing a wealthy, private patient. In a historically accurate Secret War game, Nurse is one of the few Occupations that a female character can take without arousing dismay and condemnation.

Suggested Skills: Empathy, Medic, Rapport, and Sciences (Biology specialisation).

Shanghai Surprise

Based on techniques used to train the Shanghai Municipal Police prior to the war, Defendu is a hand-to-hand combat system which includes elements of boxing and jujitsu. It is taught to SOE and OSS operatives as part of their training, as well as to their military compatriots in the British Commandos.

Suggested Skills: Academics (with specialisations around anthropology or history), Empathy, Investigate, Lore (with Occult specialisation), Mechanics, and Rapport.

PARTISAN

He fought the fascists in the Spanish Civil War and now that they have come to his country, the Partisan has disappeared into the mountains and the forests to fight a guerrilla war against them. Though supplied by the Allies, this is very much his war, and he fights it the only way he knows—hitting them fast and leaving no prisoners, only bodies, to act as a warning to the Nazis. His politics vary from communist to anarchist to nationalist, and while he may loathe rival partisan groups, he will put those differences aside for an opportunity to wreak vengeance on the invaders.

Suggested Skills: Athletics, Mechanics, Shoot, Stealth, Survival, and Tradecraft.

PILOT (AIRFORCE/NAVY)

Pilots are the Air Force's backbone—without them it cannot operate. In some forces only officers are pilots, whilst in others both NCOs and officers are permitted to fly. The bigger the aircraft and the more numerous the crew, the more likely it is that the pilot is an officer. All pilots train on single-engine aircraft. Those chosen for bomber, transport, and maritime patrol duties then train on multi-engine aircraft.

The fighter pilot has the most daring image, but bomber duty is the most dangerous. A fighter pilot with five kills to his name is classed as an Ace, whereas a bomber pilot who survives 30 operations is just considered to be lucky.

As the war develops, jet-engine aircraft are introduced, with the British Gloster Meteor and the German Messerschmitt Me 262 both seeing active service. Helicopters are also introduced before the end of the war: the German Flettner Fl 282 "Hummingbird" and Focke-Achgelis Fa 223 "Dragon", and the American Sikorsky R-4.

There are also pilots flying for the Navy. Ship-based air power proves to be a deciding force in naval conflict during World War Two. The loss of an aircraft carrier can dictate the outcome of a battle—the US Navy's decisive victory at the Battle of Midway is achieved by air power, and fatally damages the Imperial Japanese Navy.

OSS/SOE OPERATIVE

Part of Churchill's plan to set Europe ablaze, the SOE Operative works in occupied Europe sabotaging enemy transport, spreading propaganda, and working alongside the Resistance to make life as miserable as he possibly can for the enemy. Permanently locked in a game of cat and mouse with the Gestapo, he lives a precarious existence where every knock at the door could lead to his capture. His American counterpart is the OSS Operative, who works closely with the SOE, though their budget is far more impressive.

Suggested Skills: Demolitions, Fight or Shoot, Soldier (with Cryptography specialisation), Stealth, Survival, and Tradecraft.

PARAPSYCHOLOGIST

Since the Society for Psychical Research came into existence in 1882, there has been a great deal of investigation into the world of the paranormal by both amateurs and academics alike. The Parapsychologist is one of these researchers, attempting to find the truth behind unexplained phenomena, as well as debunking fake mediums. He uses scientific methods like the researchers at Duke University, or prefers to go into the field to witness these strange occurrences up close and personal.



Thanks to
Joseph Vanden Borre

Suggested Skills: Mechanics (with Aeronautical Systems and Electronics specialisations), Pilot, Soldier (with Meteorology specialisation), and Survival (with Air/Sea specialisation).

Everyone knows what the
Private Investigator is - after all,
they've seen him on the silver screen.

POLICE DETECTIVE

Usually plain-clothed, the Police Detective is responsible for the investigation of serious crime. In Britain, he is part of the Criminal Investigation Department (CID). In America, he is part of a State or City Police Department.

Suggested Skills: Academics (with Law specialisation), Empathy, Investigate, Provoke or Rapport, Shoot (excluding Britain, unless Military Police), and Survival (with Urban specialisation).

POLICEMAN

The bobby on the beat, the patrolman, the uniformed foot soldier of the law enforcement world, the Policeman knows his patch, helping to detect and prevent what may seem like petty offences in times of war, but are crimes nevertheless.

Suggested Skills: Empathy, Fight, Investigate, Provoke or Rapport, Shoot (excluding Britain, unless Military Police), and Survival (with Urban specialisation).

PRIVATE INVESTIGATOR

Everyone knows what the Private Investigator is—after all, they've seen him on the silver screen and read about him often enough. And just because there's a war on doesn't mean that people are behaving themselves—if anything, the Private Investigator is busier than ever and getting dragged into intrigue at the drop of a hat.

Suggested Skills: Contacts (many possibilities, including law enforcement, local underworld, etc.) Empathy, Fight, Investigate, Provoke or Rapport, and Survival.

PROFESSOR

Often in the possession of a teaching position at a college or university, the Professor is steeped in academic lore. Usually of a less "hands-on" nature than the Boffin, the professor is nevertheless an expert in his field, even if he sometimes struggles to get that point across to his students. Many Professors are actively sought by the Intelligence Services at the outbreak of war, either to act in an advisory capacity or to run intelligence units.

Suggested Skills: Academics or Sciences (with relevant specialisations), Contacts (in academia), Empathy, and Rapport.

RESISTANCE AGENT

Vive la Resistance! Her nation's pride violated by the Nazi invaders, the Resistance Agent has devoted herself to the cause of liberation. Working with the support of British and American intelligence, she works as an unassuming citizen by day, but by night she fights the Germans. Dropped into her country after training in Britain, she is at constant risk of detection and execution, but this is a small price to pay for the freedom of her country. Working only with her local circuit to prevent the compromise of their network, she has limited resources and nobody to call on for backup.

Suggested Skills: Deceive, Empathy, Rapport, Stealth, and Tradecraft. Additionally, one oriented toward sabotage would have Mechanics, and one oriented toward intelligence gathering and reporting would have Soldier with the Cryptography specialisation.

SECRETARY

Whatever films (including the 1936 movie *More Than A Secretary*) might think, the wartime Secretary is not just stuck in the typing pool waiting to marry her boss. She is involved in code-breaking and early computing, adventure and excitement (like Wild Jack Howard's secretary Beryl Morden), and espionage (like the Double Cross committee's secretary Gisela Ashley).

Suggested Skills: Academics, Empathy, and Rapport.

SIGNALMAN (MILITARY)

Signals allow World War Two military forces to communicate, operate cohesively, and to co-ordinate attacks. Signals are an integral part of command and control. As well as wireless communications, there are also telephony (landlines), Aldiss lamps, and semaphore. Carrier pigeons are also still used in certain circumstances. Special forces signallers are also trained to use the S-phone—a ground-to-air communication device.

Suggested Skills: Mechanics and Soldier (with Cryptography specialisation).

SNIPER (ARMY)

A Sniper is a highly trained marksman. A sniper's targets are enemy personnel, but they are also tasked with reconnaissance and intelligence gathering as well. Normally operating with a spotter, a Sniper can operate alone if necessary. Contrary to what you see in the movies, the best spot for a sniper position is not always a church bell tower or perched high in a tree.

Only the Soviets start World War Two with snipers. The British quickly catch up, with company marksmen holding up the German advance on Dunkirk, and World War One sniper training schools restarted. The Germans also reinstitute World War One training programmes, and the *Hitlerjugend* produce able but suicidal sharpshooters towards the end of the war. By 1943, most major combatants have snipers of similar competency.

All major combatants have dedicated sniper versions of their main battle rifles, the Germans going so far as to issue a special sniping round.

Suggested Skills: Athletics, Empathy, Physique, Shoot, Soldier, and Survival.

SPECIAL FORCES (MILITARY)

As with the elite military forces, there are a number of special forces that the characters could belong to, including the British Commandos and the SAS, the US Army Rangers, and the joint Canadian/American First Special Service Force (who specialised in mountain warfare). Details on these forces can be found in the *Fate Keeper's Guide*.

Suggested Skills: Athletics, Fight, Physique, Shoot, Soldier, and Survival. Many also know Drive, Mechanics, or Pilot.

SPIRITUALIST

A student of the magical and mystic arts or alternatively, depending on your point of view, a gifted conman or woman, the Spiritualist researches into the unknown, whether for enlightenment, power, or slightly more mundane rewards. Dabblers and practitioners come from all walks of life.

Suggested Skills: Academics (with a specialisation in history or other learned subjects), Contacts (among other spiritualists and those of similar bent) Deceive, Empathy, Lore (Occult specialisation), and Rapport.

TANKER (ARMY)

The tank was born in World War One, but came of age in World War Two. Heinz Guderian, German tank pioneer, said "Where tanks are, the front is". *Blitzkrieg* proves that tanks can win tactical victories in a short time period, but the tank's ultimate weakness is how it is deployed.

The tank's continual evolution makes it a fearsome enemy on the battlefield, but Allied numerical superiority counters superior German tanks such as the Panther or Tiger. Infantry countermeasures also evolve to deal with deadlier tanks. As the war progresses, tank variants appear: the tank-destroyer, the assault-gun, the flame-tank, and various tracked engineering vehicles such as mine-clearers and bridge-layers.

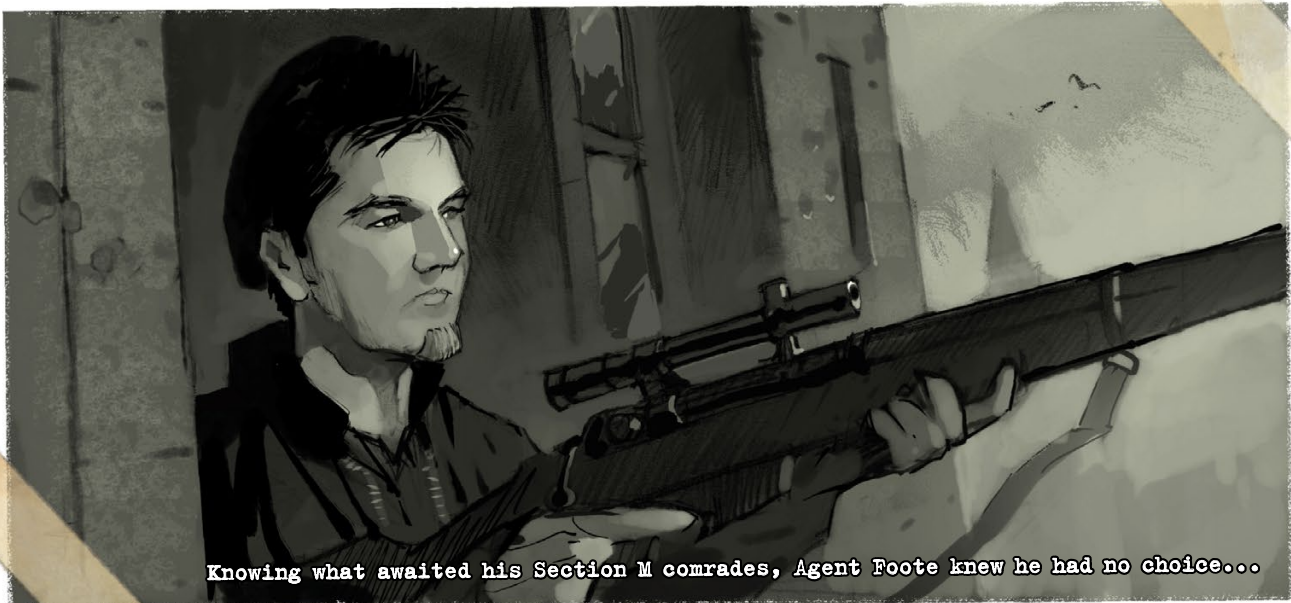
Suggested Skills: Mechanic, Operate, Physique, Shoot, and Soldier.

The Spiritualist - a student of the magical and mystical arts or, alternatively, a gifted conman or woman.

LOCATION, LOCATION

So now we have discussed the sorts of backgrounds people in the Secret War could have, there is something else that we might like to think about: where do you call home? After all, everyone has to come from somewhere. The aim of this section is to give you some ideas as to where characters can hail from, or where they are stationed now as a result of the war (which may prove useful during the Phase Trio on p.55, particularly the Crossing Paths event).

Below are brief descriptions of ten generic locations, examples of that kind of location, and suggested occupations/character types that can be found at such sites. Some of these locations can be linked to others, such as the Country House and the Village, or the Research Facility and the Industrial Town, and others overlap.



Knowing what awaited his Section M comrades, Agent Foote knew he had no choice...

British Flying Training Schools (BFTS)

The BFTS are bases set up in the summer of 1941 by the RAF and USAAF to enable British pilots to train without Luftwaffe interference. There are six in total: two in Oklahoma, and one each in Florida, Texas, California, and Arizona. They are mostly staffed by civilians, with a few RAF officers for specialist training. Although most of the trainee pilots are British, some American pilots train alongside them. The planes used are all American. Similar schools also exist within the British Commonwealth, including Canada.

Donut Dollies

So called because they hand out donuts and coffee to homesick US servicemen stationed in Britain, the Dollies are a service established by the American Red Cross to maintain troop morale. Housed in a converted London Green Line bus, known as the "Clubmobile", each unit consists of three American women, and their English driver. The Clubmobile itself provides mobile lounge facilities, a Victrola, and a library, and as well as their freshly made donuts and a hot cup of joe, there are also cigarettes, sweets, and gum available on board. The Dollies go where the troops go, and they are right behind their boys after the landings in Normandy.

The Airfield

A bustling hive of industry at some times, deathly quiet at others, the airfield consists of runways, hangars, workshops, control towers, and offices. If it is attached to an airbase, then there are also living quarters for the pilots and their ground crews. Some airfields are new, built specially for this war in the middle of a no-doubt irate farmer's fields, whilst others hark back to the earliest days of flying, civilian and military. Access to military airfields is restricted to the necessary personnel, and many civilian airfields in Britain are converted into military bases as soon as war breaks out. Civilian passenger travel by aeroplane in Europe is limited, and civilian airlines often carry out communications-based operations, such as mail delivery. Auxiliary services, such as the ATA and WASPs deliver military aircraft from the factories to airbases, and take them away again for repair. Airbases and airfields can be found scattered throughout Britain, the United States, France, and Germany.

EXAMPLE LOCATIONS

RAF Biggin Hill, London; Thunderbird Field, Glendale, Arizona; Amiens, France; Tempelhof Airport, Berlin.

SAMPLE CHARACTER TYPES

Aircrew, Aviator, Doctor, Entertainer, Pilot, Secretary, Signalman.

AFTER RAF STRATFORD, I'M NOT SURE I WANT TO SEE THE INSIDE OF AN AIRCRAFT HANGAR AGAIN ANY TIME SOON.

— SGT. CARTER

The Army Base

Soldiers need somewhere to live when they are training, and when they are on manoeuvres. Large or small, the army base is home. It can consist of barracks, parade ground, training ranges, and offices, or be a few tents, or a cluster of tanks or other vehicles, depending on where the soldiers find themselves. Static bases are surrounded by security fences, and only authorised personnel are permitted to enter, unless there happens to be a dance on. Even more informal bases will have sentries posted to keep an eye on the perimeter.

EXAMPLE LOCATIONS

Aldershot, England; the United States Military Academy at West Point, New York; the Maginot Line, France; Münster Training Area, Germany (also a weapons development centre).

SAMPLE CHARACTER TYPES

Artilleryman, Engineer (Army), Doctor, Entertainer, Infantryman, Nurse, Secretary, Signalman, Tanker.

The Boatyard

All along rivers and coastlines are boatyards of varying sizes. Small ones deal only with civilian vessels, such as building and repairing fishing boats. Other, larger yards are involved in the production and maintenance of a variety of much bigger craft, such as warships and submarines. If the yard is involved in war work, then security will be tight and only authorised personnel permitted to enter. This applies to civilian yards under military contract, and naval yards and bases. Port towns and cities are ripe for plundering by shady black market operatives and saboteurs.

The New Noah

Based in New Orleans, Andrew Jackson Higgins initially builds boats to support his lumber business. He designs the Eureka boat that wins a variety of naval trials, and lands him the contract to provide the US Navy and Marines with landing craft for both vehicles and personnel. Quite the character, he doesn't care where he gets his supplies from just as long as he gets them. His yards bring in a huge influx of workers from across America, and all are treated as equals, no matter what their age, sex, colour, or infirmity.



EXAMPLE LOCATIONS

Portsmouth, England (naval base and port); Baltimore, Maryland (shipyards); Saint-Nazaire, France (shipyards, harbour, and U-boat pens); Kiel, Germany (U-boat pens).

SAMPLE CHARACTER TYPES

Black Marketeer, Boffin, Engineer (Naval), Labourer, Merchant Navy/Marine, Policeman, Sailor, Secretary, Signalman.

The Country House

Large buildings surrounded by their own grounds, usually behind high walls or thick woodland to protect them from prying eyes, country houses are ideal for all sorts of wartime purposes, from safe-houses for government operations, to research and development facilities, training schools, hospitals, and prisoner of war camps. By the beginning of the war, many grand houses in Britain stand almost derelict due to a shortage of domestic staff and ready cash, and many owners are relieved to hand their estates over to the Ministry. In some cases, such as at Woburn Abbey in England, only part of the premises is given over.

The mind is as often in need of
treatment as the body after witnessing
the horrors of war.

EXAMPLE LOCATIONS

Grizedale Hall, England ("U-Boat Hotel" prisoner of war camp); The Frythe, Welwyn, England (Station IX research and development centre for the SOE); Latchmere House, Richmond, London (Camp 020, secret interrogation centre); Villa de la Bretonnière, Nantes, France (Abwehr spy training school); Neuschwanstein Castle, Bavaria, Germany (storehouse for plundered French art treasures).

SAMPLE CHARACTER TYPES

Antiquarian, Artist, Boffin, Clergyman, Doctor, Comptographer, Labourer, MI6 Operative, Military Intelligence Operative, News Correspondent (Photojournalist), Nurse, Parapsychologist, Private Investigator, Resistance Agent, Secretary, Spiritualist.

*Not quite sure what Grandmama would
make of ripping up the flower beds for
a rifle range.*

A. T.

Vermin

Once you have discounted the weather, destructive pests are the farmer's worst enemy. When every ounce of food matters, you have to ensure that pesky little blighters like rats and mice aren't helping themselves to your hard-won crops. The Women's Land Army takes the threat so seriously that they have specially trained rat-catching units, although some of those traps look far too big for your common or garden *Rattus norvegicus*...

Crackpots & Geniuses

Station X, better known as Bletchley Park, is purchased by the British Secret Intelligence Service from a local builder who plans to knock it down and turn it into a housing estate. Crossword fanatics, lateral thinkers, academics, and technicians are quietly recruited and brought to the new home of the Government Code and Cypher School, where they proceed to crack German military codes, significantly enhancing the Allies' war effort.

The Farm

Without farms and farmers, countries cannot hope to feed their people. The importation of food, changes in working practices, and labour shortages, cause problems throughout the war for both the Axis and the Allies. Many auxiliary organisations are set up to bolster agriculture, and farmers benefit from a range of initiatives to improve yield and quality. On Britain's farms, there is an increasing use of machinery, and a change over to arable crops from animal farming. Pigs, sheep, and beef cattle are slaughtered to reduce the need for imported animal feeds, with only dairy herds surviving the cull relatively intact. Prisoners of war and conscientious objectors all help to bring in the harvest. French farmers struggle to find enough hands to work the land as the German occupation drags on, although these farms provide an essential support lifeline for those fighting in the Resistance. In Germany, slave labour and prisoners of war also help to replace manpower lost to the fighting.

SAMPLE CHARACTER TYPES

Artist, Farmer, Labourer, OSS/SOE Operative, Resistance Agent.

The Hospital

Casualties are an inevitable part of any conflict, particularly when the methods of waging that war broaden to include the civilian population. Hospitals are an essential part of providing treatment for the sick and injured, be they tiny cottage hospitals, big city infirmaries, a tent on a battlefield, or a ship ferrying the wounded to safety. Pioneering work in the treatment of burns is carried out in specialist centres, and the mind is as often in need of treatment as the body after witnessing the horrors of war. The Welfare State does not exist in Britain at this point so, as everywhere else, medical treatment must be paid for, leading many to rely on household remedies, only visiting the hospital when in direst need.

EXAMPLE LOCATIONS

Sandhill Park, Somerset, England (American military neurological hospital); SS *Naushon*, Normandy, France (Allied Hospital Ship 49); General Hospital, Bayreuth, Germany (local reserve emergency hospital).

SAMPLE CHARACTER TYPES

Doctor, Nurse, Parapsychologist.

The Industrial Town

War devours materials and men, so every combatant nation needs a strong industry behind it to supply its needs if the fighting is to continue. And it is in every enemy's best interest to destroy that industry, depriving their foes of weapons, vehicles, clothing, and medicines, so that they can bring the conflict to a close all the more swiftly. Industrial towns and cities are a hive of, well, industry, and are likely to have the largest mix of characters outside the armed forces or a country house establishment. They are very dangerous places to live in if they are in Europe, targeted nightly by bombing raids intent on wiping them off the face of the earth. Those in America are often powder kegs as well, though for very different reasons.

EXAMPLE LOCATIONS

Coventry, England (aircraft, munitions, and armaments factories); Detroit, America (aircraft, munitions, and vehicle factories); Paris, France (chemical and vehicle factories); Hamburg, Germany (ship building and aircraft factories).

SAMPLE CHARACTER TYPES

Black Marketeer, Boffin, Clergyman, Entertainer, Labourer, News Correspondent, News Correspondent (Photojournalist), Police Detective, Policeman, Private Investigator, Resistance Agent, Secretary.

Photo: Unknown - Berlin, Beendigung des Bierstreiks, March 1932 -
Bundesarchiv, Bild 102-13179 / CC-BY-SA



Going Underground

So-called shadow factories are set up in Britain long before war breaks out. These factories are, to the casual observer, merely ordinary installations carrying out everyday manufacturing. However, they are designed to be quickly switched to a war footing when the need arises. Other shadow factories are harder to spot, safely hidden away underground beyond the reach of bombers, such as Drakelow Tunnels in England which, as well as making aero engines, also houses a BBC studio and a telephone exchange; and the Seegrotte Caverns in Hinterbrühl, Austria, where prisoners from the Mauthausen camp make jet fighter parts.

The Research Facility

War often acts as a spur to the development of new technologies, as each side struggles to gain an advantage over the other. The researchers might be working on the best way to disguise explosives for covert delivery, investigating new ways to help prisoners escape, or developing new weapons. Wherever they are housed, be it a converted country house or purpose built facility, the members of the research facility are likely to be amongst the best and the brightest, if not some of the oddest, that the country and its allies have to offer.

EXAMPLE LOCATIONS

Post Office Research Station, Dollis Hill, London; Los Alamos Laboratory, New Mexico; Peenemünde Army Research Centre, Germany.

SAMPLE CHARACTER TYPES

Artist, Boffin, Engineer (Army or Navy), Comptographer, Parapsychologist, Secretary.

The University

Seats of academic research and learning, the great universities of the world are repositories of knowledge and understanding. Often called to consult on matters of grave importance, many professors have transferred to research facilities, yet many more remain to safeguard their libraries and the secrets of the universe. Much to their professors' horror, Universities also contain students, who frequently form a reactionary corps. In Germany, this has worked both ways for the ruling Party: students are involved in the book burnings before the war, but one of the few German Resistance movements, *die Weisse Rose*, is also student-based.

EXAMPLE LOCATIONS

Oxford University, England; Miskatonic University, Arkham, Massachusetts; University of Caen, France; University of Munich, Germany.



Photo: Scott Wylie - Imber Village, Salisbury Plain, UK - Creative Commons Attribution-Share Alike 3.0 Unported license.

Ghost Town

Imber, in Wiltshire, England, is a little village surrounded by the British Army's training grounds on Salisbury Plain. Apart from a few buildings, including the church, the school, and the local public house, almost all of Imber is owned by the Ministry of War. In 1943, the entire village is evacuated and turned into a training ground for American soldiers practising for the invasion of Europe. The villagers are never allowed back...

SAMPLE CHARACTER TYPES

Antiquarian, Artist, Boffin, Clergyman, Intelligence Operatives (FBI/MI5/MI6), Parapsychologist, Secretary, Spiritualist.

The Village

Quiet, sleepy, nestled in the countryside, the village is an apparent safe haven, yet both Sherlock Holmes and Hercule Poirot believe them to be far more dangerous than the largest of cities. In occupied territories, they would be right—Resistance members fight running battles with the enemy to drive them out of their countries, using villages and farms as bases from which to do so. And who is to say that a British village is any quieter or safer, now that all of those strange people have moved into the Big House, or set up camp in the fields and woods over yonder?

SAMPLE CHARACTER TYPES

Antiquarian, Artist, Black Marketeer, Policeman, Resistance Agent.

*you can't beat a good village pub when it
comes to beer and gossip, even now*

— Arthur Morris



CHAPTER 9

Mythos Backgrounds

"Everyone's adventure is original."
- Bernard Pivot

The Personal Touch

The Mythos Background Seeds found in this chapter may not be to your liking, but making up your own is easy. Just ask yourself, the GM, or your character a few questions. It is not important to answer every one, as it is more likely that just one or two will be sufficient to inspire some creative ideas.

- What strange event from your childhood do you still dream about, even now?
- What odd toy do you still keep with you?
- Who or what was watching you as a child?
- What did your family promise would happen one day?
- Why was that "thing" kept in the attic or basement?
- What do you think that object was that your parents kept in a locked box?
- What strange voices did you hear at night and what did they say?
- What was really in that book your parents kept locked away?
- What strange sounds came from your house at night?
- What secrets did your garden hide?
- What secret do you hide?
- What strange mark do you carry?

The default method for making characters in the *Fate* edition of *Achtung! Cthulhu* assumes that the characters you are playing do not have an initial contact with the Mythos. But if you want to dial up the mystery and add a spooky or sinister flavour to your character's background, this chapter is filled with events and situations—what we call Mythos Background Seeds—that could serve as an introduction to the Mythos. Perhaps something happened during childhood, or you came across a strange object or item in your work or travels? Maybe you witnessed or found something while you were at college, at work, or after you had joined the military or secret service?

The selection of Mythos Background Seeds detailed below suggest that the work you do for your agency is not the first time that your hapless character has stumbled across the strange or the occult. These prompts can be used in two broad ways: as a general moment of backstory with your character that isn't tied to one of the Phase Trio elements, or directly incorporating it into one of the phases. If you make it part of one of the phases, it might be difficult for other characters to become involved with during their crossing paths phase, and the aspect you make from your brush with the Mythos could be difficult to use early in a game. So if you run into problems, consider just making it a separate piece of your backstory, and not have it as a phase. (Of course, if it works for you and the group, definitely leave it as a phase!)

Remember, we're looking for people with suitable "experience".
A.T.

However you do it, remember that each event, no matter how small, will leave a little mark. Some of these prompts are sinister in their subtlety, and others more blatantly horrific. Regardless of which direction you go, if you do use these prompts, the key thing to make sure is that they don't derail the theme that the group has set up in Game Creation (see the *Fate Keeper's Guide*), and that everyone is interested in having some characters that start with Mythos experience. Such backgrounds are also potential justifications for characters starting with the Mythos skill (see the *Fate Keeper's Guide* for more details).

You don't ever remember receiving
it as a gift, but it has always
been there by your side.

It's This Thing You Had Or Still Have...

- There was a box in the attic with something very, very old in it; an heirloom that was never spoken of. Which long dead relative put it there and why? What do you think it does? Did you keep it when you left home?
- One night you found something very disturbing beneath a loose floorboard. You put it back, fearing it, but it called to you in the night. You left that house long ago but you can still remember that voice as it slithered across your mind. What did the thing look like? What did the voice say? Can you still hear it?
- Your godfather, a strange old man that rarely visited, arrived unannounced one day and gave you a "gift". You never saw him again after that day, but oh, his eyes... The thing still sits under your bed, and you know what he spoke of will soon force you to use it. What dread thing do you fear will come to pass? What will happen when you use his gift to you?
- It has been given to every third child since anyone can remember, ready for... Well, apparently you'll know when it happens. Why is the third child so important? What peculiar shape does the thing take, and what do you think it does?
- The toy you have kept with you since childhood was always odd. In fact, you don't remember ever receiving it as a gift, but it has always been there by your side. What odd emotion does it make you feel when you hold it? Why do you keep it with you wherever you travel?
- A large picture in the front room showed a strange landscape. Your father was given it by a close friend, and he hung it out of reach above the fireplace. Sometimes as the firelight flickered you could have sworn that you saw movement, and one day you climbed up to get a closer look. You slipped on the mantelpiece and almost fell,

when a dark hand grabbed you from out of the painting. You shuddered as the shadow retreated just as suddenly back into the trees in the picture. Now the picture lies rolled up in your case. You haven't looked at it since. Where do you think the scene in the picture is? What saved you that night? Why didn't you leave the picture at home when you left?

- It was a relic of the Great War, inscribed with a strange symbol, given to your father by a dying soldier. He passed it to you in his will along with an address in England. Who lives at the address? What is the item and what does the symbol mean? Who was the dying soldier?
- The map was in the book of children's tales your mother read to you at night. She would talk about wondrous distant lands and point them out on the map. Her eyes as she described these far-off vistas always made you sad, but it seemed to make her happier telling those tales so you listened and remembered. When she died you vowed to find this land but every time you tried to look at the map on your own, the details seemed to shift and move. One day you know you'll figure out the mystery. What might you need to read the map? Why did she describe the place with such sadness? What might it cost you to travel to this place?
- The instrument was amongst the household junk in the attic, and was apparently a favourite of a long dead aunt. When you first played it, it was like you knew how to all along, and strange things would happen as the notes tumbled forth. Did you ever find out anything about that aunt? What did you think happened when you played the instrument?
- You found it when you were out walking one day, something obviously handmade but strangely organic. It was right in the path as if it was left there for someone—someone like you, perhaps? Now it sits on your sideboard, a mere curio for visitors, but you know it has a secret. What does it look like? Why do you think it was left for you? When will you need it?

It Was When You Were Just A Child...

- Something festered in the family home. Things moved through the house at night, and no-one would ever walk the corridors after dark, let alone speak of it. Did you ever see or feel anything? Why your house? What happened when you left?
- Something is wrong with your brother or sister's shadow. They say yours is the same, and you feel like there's something inside it waiting to come out. What will happen when it does? What is different about your family? What price will you pay because of it?
- You've been hiding all these years, says grandma, hiding out so they won't catch you. But now this war has changed everything. You know she doesn't approve, but

Photo: Gustav Hicke - German soldier and children -
Used with permission.



*Looking through the
files, it would appear
that I wasn't the
only one with an
unusual childhood.*

-R.D.

maybe you can make use of what you are. Why are you different? What or who is hunting you?

- When you were young, something terrible came out of the forest. Your family managed to drive it off but you know it was there watching, waiting for you. Why did it want you? Where has it gone now?
- There was a very old door in the basement, barred and locked, but your parents insisted it led nowhere. One day you found the key. Why do you pretend you never opened that door? What did you see through it? Do they know what is behind it?
- There's an old ruin in the garden, impossibly old. Sometimes you thought you heard voices from the garden, from the stones themselves. Once, as you foolishly explored at night, following a childish whim, it was as if the voices surrounded you, speaking strange phrases which burned into your memory. What happened that night in the garden? Why did the voices call you? What will you know when you finally discover the language they spoke?
- You left before your family could initiate you. It sends shivers down your spine just thinking about it—you'll never go back! What was your family doing? What did you see? Are they looking for you?
- You used to love playing by the pond with your little wooden boats as a child, until that day. Afterwards you could feel those eyes on you, cold and calculating, but they never came close again. What happened that day and why do you think that thing stayed away?
- The voices in your house would come and go, always asking you for help. You were the only one who could hear them. One day you followed them, and found what they were talking about. Ever since then your family has been afraid to look you in the eyes. What did you find? Who or what were the voices? Why are your family afraid?
- It happened in India, as you travelled with your family before the war. You don't remember much, and your family refuse to talk about that day. The strange scar you now

carry throbs more and more often. You can feel something bad is going to happen one day soon. What happened that day? What does the scar look like? What is coming?

It Was When You Were At College...

- The college library was never the same after those students risked it all. The trouble is you saw them, and they know it. Why haven't they acted? What do you think you saw?
- Experiments take all manner of strange forms but this one was one for the books. The only thing is, you're not sure if you were the experiment or the experimenter. Watching what you created take shape has left you wondering what you could really achieve. Will you try it again one day? What unique substance or item do you need for the experiment? What do you think will happen if you are truly successful?
- Being invited in to the society was one of the most important days of your college life. It promised so much, until you learned what was expected of you as a society member. What were you required to do? What one person in your current vicinity is also a member? Are you in favour or not with the society? What unusual symbol does the society use?
- The boxing team was your release, until he joined it, a diminutive figure with piercing eyes. No one else would fight him, and he always fought in a strange style that scared you. From that day you seemed to be at odds—it was like he was constantly pushing you. If it wasn't in the ring, he made your life miserable around campus. Then, he turns up in your life again, but this time you have a feeling things are different. What did he push you to do at college? Why do you feel that you will need him in the future?
- The professor was always mumbling as he wandered the halls in between classes. Once, you caught him repeating THAT word, something dark you remember from a

terrible dream. When you confronted him, he seemed like a cornered animal and what he told you frightened you to the core. What did he say? What happened in your dream? What happened to the professor?

- The professor's library was different to the college library, full of old texts, many of them copies of even older books and scrolls. Sometimes he'd flash them around in class as examples of what you should all be aspiring to. For some reason he took you under his wing and asked you to help catalogue his library. It was a treasure trove to someone obsessed with the strange as you were. What one book did the professor give you when you left? What one legend did you read about from an old scroll? What do you think the professor was hiding?
- No one ever took much notice of the old statue in the corner of the college square. After all, it was just one of the many quirky features of your campus. But after the trip to Africa with your parents, you knew differently. What did you find out about the statue? What secret did it hold? What happened that stormy night you tried to confirm your suspicions?
- The grounds of the college held many wonders and just as many secrets, but one drew you in like a fly to a spider's web. If it wasn't for your own family's secret, it might have been fatal. What did you discover that day? What is your family's secret? What terrible thing did you avoid?
- You had a stack of books due back at the library when they came calling. You overheard them getting heavy-handed with some students down the hall, checking every room, looking for the book, the book in your stack. You realised the mistake you had made and, climbing out of the window, you've been on the run with the book ever since. What mistake did you make? What is in the book? Who do you think is looking for the book?
- You were an idiot at college, always the practical joker, and this one was aimed at those stuck up professors who always seemed to make your life miserable. The rest of the students were going to love what you had planned. That is until you got a little too close to the Professors' Lounge, and saw what they were doing. You've not spoken about it since that day but you need to tell someone. What did you see? Why have you waited all this time? And, more importantly, did they see you?

It Was Just One Day In The Town Where You Lived...

- The man just ran up to you in the street one night, panic written across his face. You're not afraid of a little trouble, so you tried to help him calm down. But it was no use—something was coming down the street, and he turned and ran away. You couldn't quite see what it was in the darkness, and looking at it made you lose focus. When it passed you, it left you gagging by the side of the road. Why have you felt different since? What happened to that man?

- The gym was in a dead end street, and was usually busy by this time of night. When you arrived it was like everyone had just left: a dumbbell rolling across the floor, a punch-bag still swinging. Then you remembered the new guy and what he had said. Was he really what he claimed to be? What did he say to you, and why do you feel it's not the last time you'll see him? And where did everybody go?
- You always wondered about the odd monument in town. Every time you passed it, you felt a tickling sensation down your spine. What strange history does the monument have? Why is it connected to your family, and what do local legends say happened when you were born?
- The local police refused to touch it, and you were the only fool dumb enough to agree to look into it for the old lady. Now you wish you had kept your mouth shut. What did she lose? Why were the police afraid to go near it?
- The priest said he knew your parents, before the "accident". He said they entrusted him with the book and their notes to pass on to you. What is in the book? Why are you afraid to look at the notes?
- Your aunt or uncle has been in the sanatorium ever since that Christmas. You used to visit them every Sunday, always hopeful that they'd tell you what happened. Just last week they told you where to find a key, and a keyhole in the house. What did you find inside? What made you leave on a train with a hastily packed bag?
- That advert kept appearing in the newspaper every week. It read like a question, and for some reason you knew the answer, but when you turned up at their office it was derelict. Apparently the company had paid for those adverts for a couple of years ahead, but why? What did you find in the old cabinets in the dusty office? What do you hope you'll discover one day soon? What was the question?



*no matter how many times they
run the press, the same image
kept appearing*

- The docks were already a dangerous place without *them*. People were scared, and you were doing your best to keep out of the way, but one day you ended up in the wrong street at the wrong time. They surrounded you, but when they looked in your eyes something happened. The leader whispered something, a strange curse by the sounds of things, and they ran! Now they're gone and people are whispering. What is in your eyes? Who were "they"? What was the curse?
- The ageing hotel was once a grand old dame in the 1920s, and it must have been quite a luxurious place to stay until those fatal events. Now it's run down and barely half of it is habitable. You were helping smarten the place up for a few meals when you came across the old ballroom. What did you see inside? What were the strange inscriptions? Why will you never go back there again no matter how much they pay you?
- The postman began delivering those letters, more and more every day. How did their authors all know you? Who was writing to you? Why were they writing to you, of all people? What was in the letters?

The next thing you know, you and your friend were fighting back to back with some Germans.

It Was When You First Joined Up...

- Your unit was called out from the training camp to help the local police. You swear you've never seen anything like it, and a lot of good people bought it that night. Was it some kind of experiment gone wrong? What did it look like? How was it stopped?
- You and a few of the new guys found some old tunnels under the camp. Only you made it back alive. What happened down there? Why did the military promote you? Could you have done anything to get the others out alive?
- During the evacuation from France, you were fighting in woodland when these... things... appeared and took soldiers from both sides. The next thing you know you and your friend were fighting back to back with some Germans, just trying to get through the night. The next morning the Germans let you get a good head start, and thanks to them you made it to Dunkirk. What will happen when you meet those Germans again? What were those things? Where have you seen their likeness before?
- It was a lonely outpost with some research nutcases beaver- ing away inside, and it was just your luck to be sitting it out watching over them through the wind and the rain until they were done. HQ never said how long that would

be, which made you worried this was one of "those" missions. They never told you to watch what came out of the lab though, and you and Jones were the only ones to make it out alive, although Jones is now a mental wreck. What came out of the lab? Where is Jones now? What was the last thing he said before they took him away?

- The Atlantic convoy was fighting a fierce storm when it happened, while you were helping tie down some of the cargo. If you hadn't been quick, it would have taken you too. What did you see in its eyes? What saved you?
- A strange mist enveloped your unit as you patrolled the valley. You would never forget the looks in your squad's eyes as they began killing each other, but none of them tried to attack you. Why were you unaffected? Why didn't they attack you?
- As your unit took cover in the ruins, you stumbled and fell through a hole into a subterranean room. As the gunfire and explosions above shook the dust from the cavern ceiling, you could make out the almost invisible shape in front of you. What do you think you found that day? Why do you think it is dangerous? Where had you seen it or something like it before?
- The plane was flying low to avoid detection, but whatever spotted you treated it like lunch. Tumbling out of the plane like an insect from a tin can, you could only watch helplessly as the crew were picked off one by one by those things. It's just as well you were wearing a parachute, and holding off opening it until the last moment probably saved you, but every night you see those things in your sleep. What attacked your plane that night? Why did the pendant your girlfriend gave you burn against your skin? Why was HQ unsurprised by your report?
- The guys in the armoured company told you the rumours. Of course you had to go and see for yourself. The tank was still where they said they'd left it and, well, they knew when you returned what you had done. Needless to say they don't tease you any more. Why was the tank left where it was? What did you do? What strange dreams do you now have?
- You arrived back from the patrol late one night, and when you woke up everyone was gone. Everyone except you. Your tent was marked with strange symbols. Why were you spared? What do you think the symbols meant?

It Was When You First Became An Agent...

- Berlin was beautiful in the spring, until the Nazis came. They made an effort to distract people with all their grand plans and new buildings of course, but some of you weren't that stupid; Berliners hadn't liked Hitler from the start. But there's something worse than Nazis in Berlin, and it's not the only reason you joined the Resistance. What have you seen? Why are you really taking part in the insurrection?

- You have been running since the war began. Nothing remains of your old life, except what you carried all those miles in your suitcase. Now, in your new home in occupied Europe, you have found a fresh purpose. With what you brought with you in the case, you know you can make a difference. What did you bring with you? Who has taken you under their wing? What purpose do you both share?
- When they first recruited you, you didn't imagine you'd be parachuting into occupied Europe, but here you are and with a lot of new friends to help. But there have been reports... At first you thought it was the Germans, but this is something different. You're determined to find out what is truly going on and stop it, before either the Allies or the Germans think it's a good idea to use it! What reports have you heard? What have you found out? What good could you do with it if you don't stop it?
- The training is the hardest part, so when you were caught up in *that* event it's no surprise you were one of the few survivors. What happened? Who are the other survivors? Why are they afraid of you? What don't you remember?
- The nondescript building was where you were to have the next step of your training, but you never expected this. It left quite a mark on you, and that's not all! What did they teach you there? What mark did it leave on you and why?
- They picked you because of something else, not just the qualities they needed. Something that marked you out as different from the rest. What have you seen? What do you know that makes them need you?
- You were caught once and interrogated. They won't make that mistake again, but if anything you now have a bigger problem. Why did they let you go? What have you brought upon yourself by your actions?
- You were supposed to be helping evacuate named individuals and their equipment from France before the Germans arrived, but no-one said anything about a lorry load of books and a mad priest! Why do you think the Allies wanted him? How did you, and the priest, survive that journey? What book did he give you as thanks? What did he tell you to do with it?



- During your first mission something went terribly wrong. Several of you experienced it, and HQ won't believe a word of it. You all know what happened but what else could you do? What happened that fateful night? Who else survived and where are they now? Why do you feel it's not the last time you've experienced these events?
- Protect a high ranking officer on the way back from France, they said, but not from anything else, just from himself! Why was he trying to hurt himself? What was he saying or doing? What else did you see during that journey that you have refused to speak of until now?

*Go gently on the new batch, Parker - some of them
have had rather mind-altering experiences of late. A.T.*



CHAPTER 10

Quick Play Guide

"The young man knows the rules, the old man knows the exceptions."
- Oliver Wendell Holmes

Below is a quick reference guide to where you will find the *Fate* rules, skills, and equipment information that you may need during a game of *Achtung! Cthulhu*. More detailed information on certain rules, such as those for Sanity and dealing with Warzone Conflict, can be found in the *Achtung! Cthulhu: the Fate Keeper's Guide to the Secret War*.

Abbreviations: *FCS*—*Fate Core System*; *A!CFIG*—*Achtung! Cthulhu: the Fate Investigator's Guide to the Secret War*; *A!CFKG*—*Achtung! Cthulhu: the Fate Keeper's Guide to the Secret War*.

Character Creation

- Basic *Fate* character creation rules—*FCS*, pp.29-52.
- *Achtung! Cthulhu* character creation rules—*A!CFIG*, pp.49-62.
- Character concepts and occupations—*A!CFIG*, pp.96-106.
- Skills—*FCS*, p.86, pp.96-127; *A!CFIG*, pp.66-84.
- Stunts and Refresh—*FCS*, p.87-127; *A!CFIG*, pp.61 & 62
- Stress and Consequences—*FCS*, p.50-51
- Starting Sanity—*A!CFIG*, p.61
- Equipment—*A!CFIG*, pp.87-95.

LET'S CUT RIGHT TO
THE CHASE, OKAY?

- SGT. CARTER

Creating Your Character, *Achtung! Cthulhu* Style

If you want to jump into the action quickly, use these guidelines alongside those found in *Fate Core System* pp.52 & 53. At a minimum, you will need the following:

- Basic high concept aspect.
- Best skill.
- Name.
- Nationality.
- Role in Section-M/Majestic/Armed Forces (if appropriate).
- Sanity tracks with no boxes checked, as per p.61.
- Three fate points, assuming a starting refresh rate of 3.

Most of the standard advice in *Fate* regarding filling in aspects, skills, and stunts in play apply to *Achtung! Cthulhu*.

SANITY & THE WILL SKILL

Because sanity is crucial to *Achtung! Cthulhu*, if you have not defined your character's Will skill, when you make a Sanity test (see the *Fate Keeper's Guide*), you must declare it and write it down. That way, you are able to account for the various effects of sanity rolls and potential loss.

The sanity tracks for every character are as detailed on p.61. The Incredulous Mind stunt (p.84) is the only way to affect this.

FILLING SPECIALISATIONS IN PLAY

Once you have defined a skill on your character, you may take specialisations (p.60) based on your character's defined aspects and that skill's rating. The moment you take a specialty, it takes effect: you are able to notice casual

information surrounding it, and you are also able to use that specialty's skill at its full value.

In some cases, you will take a specialisation at some point after you would have used it, or have automatically noticed something due to it. This can be explained away by being distracted or unfocussed at the time.

EQUIPMENT

To start play quickly, you and the GM should assume that your character has whatever you both consider to be "standard equipment" for the character's role and situation (for some suggestions, see p.90 & p.94). If you suggest that your character would have something to start with and the GM questions that, the GM may have you make a skill roll (possibly a Resources, Soldier, or Survival roll; or an Academics, Lore, or Sciences roll for something more intellectual in nature). The GM should look at the failures as opportunities to have successes with cost—whether the equipment is damaged and needs time for repair, is low-quality, is lost and needs to be found, or can be acquired but is not immediately on hand.

Achtung! Cthulhu Character's Directory

Below is a listing of various rules and situations that every player and the GM should be aware of while playing *Achtung! Cthulhu*. For those new to *Fate* as well, please keep the Basics chapter handy; ideally the GM will help you learn the rest of the game, such as how to use aspects and help you through conflicts.

EQUIPMENT

- General notes—A/CFIG p.85.
- Weapon ratings—A/CFIG p.86.
- Armour ratings—A/CFIG pp.86-87.
- On Ammunition—A/CFIG p.86.

SKILLS & STUNTS

- Skill List—A/CFIG p.66.
- Specialisations—A/CFIG pp.63-65.
- Automatic Noticing—A/CFIG p.65.
- Skill Drain—A/CFIG p.65.
- Survival Skill, replacement for Notice in conflict situations—A/CFIG p.64.
- Mythos Skill—*Fate Keeper's Guide*.

RULES IN THE FATE KEEPER'S GUIDE

Rules for running the *Fate* edition of *Achtung! Cthulhu* are located in the *Fate Keeper's Guide*. Players, you're highly encouraged to read these rules. These include:



- Game Creation
- Character and World Advancement
- Warzone Conflicts (explosions, one-sided conflicts, vehicles, and other rules)
- The Mythos Skill
- Magic and Spellcasting
- Sanity
- Mythos Creatures

Refer to the table of contents in the *Fate Keeper's Guide* for locations and individual topics.



CHAPTER 11

Our Sample Cast

"There are two kinds of adventurers:
those who go truly hoping to find adventure and those who go secretly hoping they won't."
- William Trogdon

MISS ELIZABETH "LIZZIE" WARWICK, played by Erin

- Aspects:**
- *Born With a Silver Spoon In Her Mouth and a Wrench in Her Hand*
 - *"Why Will Nobody Take Me Seriously?"*
 - *A Wrench Can Be Used For More Than Just Fixing*
 - *Runaway Bride*
 - *Not Without Influence, Even Now*

Skills: Great (+4) Mechanics and Will
Good (+3) Contacts and Rapport
Fair (+2) Empathy, Ride, and Shoot
Average (+1) Athletics, Drive, Investigate, Resources, and Survival

Specialisations: Motor Vehicles (Mechanics) and The Upper Crust (Contacts)

Stunts: **Better Than New!** When repairing a device with Mechanics, gain a new situation aspect instead of a boost if you succeed with style.

Best Foot Forward. Twice per session, you may upgrade a boost you receive with Rapport into a full situation aspect with a free invocation.

Grease Monkey Fighter. Use Mechanics in place of Fight attacks when wielding a wrench or other tool.

Hard to Shake. You have a +2 to Drive whenever you are pursuing another vehicle in a chase scene.

Refresh: 2

Stress: 2 physical stress boxes, 4 mental stress boxes, 1 additional mild consequence for mental harm

Sanity: *Of Sound Mind* ☐☐☐☐☐☐☐☐
Disturbed ☐☐☐☐☐☐
Unhinged ☐☐☐☐

Equipment: Toolbox, engagement ring. Mission-specific equipment is issued when required.

*We could certainly do with a girl like that, although
I'm not quite sure what Morris would make of her.*

A. T.

LT. DIRK "HANDSOME" HANSEN, played by Patrick

- Aspects:**
- **American Lieutenant and Rugged Mathematician**
 - **In Over My Head**
 - **Personally Hounded by Dark Forces**
 - **Master of the Barroom Brawl**
 - **Secret Crush on Lizzie**

Skills: Great (+4) Fight and Sciences
 Good (+3) Empathy and Will
 Fair (+2) Physique, Rapport, and Survival
 Average (+1) Athletics, Demolitions, Drive, Shoot, and Soldier

Specialisations: Mathematics (Sciences)

Stunts: **Charming Bar Patron.** +2 to Rapport when being hospitable, such as buying people drinks.

Incredulous Mind. Each sanity track increases by two boxes.

In Theory. Spend a fate point to substitute Sciences for any other skill, for the purposes of overcome actions or creating advantages, providing that you can justify your knowledge applying in such a way.

Refresh: 3

Stress: 3 physical stress boxes, 4 mental stress boxes

Sanity: *Of Sound Mind* ☐☐☐☐☐☐☐☐☐☐
Disturbed ☐☐☐☐☐☐☐
Unhinged ☐☐☐☐☐☐

Equipment: M1911A1 pistol, M1 Garand rifle, photograph of Lizzie (hidden in his wallet). Mission-specific equipment is issued when required.

SGT. FRANK HOBBS, played by Robert

- Aspects:**
- **British Veteran of the Great War**
 - **Problem with Authority**
 - **Survive At Any Cost**
 - **Little Girls are Precious**
 - **Quick as a Flash**

Skills: Great (+4) Fight
 Good (+3) Soldier and Survival
 Fair (+2) Athletics, Physique, Shoot, and Stealth
 Average (+1) Drive, Empathy, Investigate, Mechanics, Provoke, Tradecraft, and Will

Specialisations: Forest (Survival)

Stunts: **Body Language Reader.** Use Survival in place of Empathy to learn the aspects of a target through observation.

Lie of the Land. Free invoke on an aspect once per scene for an action involving taking advantage of wild terrain.

Tough as Nails. Once per session, pay a fate point to can reduce the severity of a moderate consequence that is physical in nature to a mild consequence.

Refresh: 3

Stress: 3 physical stress boxes, 3 mental stress boxes

Sanity: *Of Sound Mind* ☐☐☐☐☐☐☐☐☐☐
Disturbed ☐☐☐☐☐☐☐
Unhinged ☐☐☐☐☐☐

Equipment: Webley Mk.IV revolver, Lee-Enfield No.1 Mk.III rifle, knife, a faded pink ribbon (Maggie's). Mission-specific equipment is issued when required.

They both might be a bit rough around the edges militarily-speaking, but I'm sure we can whip them into shape.

—Capt. Harris



CHAPTER 12

Suggested Resources

*"Everything I learned, I learned from the movies."
- Audrey Hepburn*

There is a vast body of literature and cinema for anybody wishing to research further into the real, and not so real, events of World War Two. Below is a selection of those recommended by our authors, which will hopefully serve to inspire your adventures in the Secret War. All web pages listed are correct at the time of going to press.

MOVIES & TELEVISION

The Maltese Falcon (1941).

A classic film noir mystery in which detective Sam Spade attempts to track down the whereabouts of the legendary treasure of the Knights Templar of Malta.

Sherlock Holmes and the Voice of Terror (1942).

Conan Doyle's eponymous hero battles German saboteurs in Britain.

In Which We Serve (1942).

Patriotic British war film telling the story of HMS *Torrin*, written by and starring Noël Coward.

Went the Day Well? (1942).

Based on a short story by Graham Greene, all is not what it seems when a troop of British soldiers arrives in a sleepy English village to carry out a training exercise.

Sherlock Holmes and the Secret Weapon (1943).

Holmes races against time to prevent a crucial technical innovation from falling into Nazi hands.

The Way Ahead (1944).

The trials and tribulations of a disparate bunch of recruits as they train for the British Army. The movie started life as a short training film with many of the same actors.

The Cruel Sea (1953).

An adaptation of Nicholas Monsarrat's novel of life on board a Royal Navy convoy escort during the Battle of the Atlantic.

The Colditz Story (1955).

Allied prisoners attempt to escape from the supposedly inescapable German castle.

The Dam Busters (1955).

The story of Barnes Wallis and Guy Gibson's daring raids on the dams of the Ruhr Valley.

The Longest Day (1962).

The events of the D-Day landings, told from both the German and Allied perspectives.

The Great Escape (1963).

A confirmed British Bank Holiday television favourite, telling a fictionalised version of the mass escape of Allied officers from *Stalag Luft III*.

The World at War (1973).

Highly acclaimed television series, containing interviews with many of those who were involved in the war effort in Britain, Germany and America, narrated by Sir Laurence Olivier.

A Bridge Too Far (1977).

The story of the Allies' ill-fated attempts to capture Dutch bridges during Operation Market Garden.

Soldaat van Oranje (Soldier of Orange) (1977).

The story of life in Holland during the Nazi Occupation as seen through the eyes of a group of students.

SUGGESTED RESOURCES

The Big Red One (1980).

A unit of the US First Infantry Division battle their way across Europe in the closing stages of the war.

Raiders of the Lost Ark (1981).

An archaeologist attempts to prevent German forces gaining control of a powerful religious artefact.

The Keep (1983).

German soldiers trapped in an ancient castle get more than they bargained for when they begin to explore their new home.

Das Boot (various).

Life on board a German U-boat. Look for the 1997 Director's Cut, or the television mini-series versions from circa 1984.

Indiana Jones and the Last Crusade (1989).

An archaeologist teams up with his bookish father to discover the secrets of another important holy relic.

Cast A Deadly Spell (1991).

Set slightly after World War Two, a private detective investigates a missing magical tome.

Secrets of World War Two (1998).

Television series looking at the tricks, secrets, and personalities of the war, narrated by Robert Powell.

Below (2002).

Psychological horror set aboard an American World War Two submarine.

Zwartboek (Black Book) (2006).

The Dutch Resistance recruits a Jewish singer to infiltrate the Gestapo.

Valkyrie (2008).

A dramatised version of the events leading up to the last attempt to assassinate Hitler in July, 1944.

Inglourious Basterds (2009).

A unit of Jewish American soldiers fights its own crusade against Nazi atrocities while a young cinema owner plots revenge for the death of her family.

Iron Sky (2012).

Dedicated Nazis flee to the moon when the fall of the Third Reich is imminent.

BOOKS

Bailey, Roderick.

Secret Agent's Handbook: the Top Secret Manual of Wartime Weapons, Gadgets, Disguises and Devices.

Beevor, Antony.

Berlin: the Downfall 1945.

Beevor, Antony.

D-Day: D-Day and the Battle for Normandy.

Beevor, Antony.

Paris After the Liberation: 1944-49.



Brayley, Martin.
The British Home Front 1939-45 (Osprey Elite Series).

Brown, Mike.
The 1940s Look.

Davis, Brian L.
The German Home Front 1939-45 (Osprey Elite Series).

Frank, Anne.
The Diary of Anne Frank.

Godwin, Joscelyn.
Arktos: the Polar Myth in Science, Symbolism and Nazi Survival.

Goodrick-Clarke, Nicholas.
Black Sun: Aryan Cults, Esoteric Nazism and the Politics of Identity.

Goodrick-Clarke, Nicholas.
The Occult Roots of Nazism: Secret Aryan Cults and Their Influence on Nazi Ideology.

Hakl, Hans Thomas and Goodrick-Clarke, Nicholas.
Unknown Sources: National Socialism and the Occult.

Harms, Dan.
Cthulhu Mythos Encyclopedia.

Hastings, Max.
All Hell Let Loose: the World at War 1939-1945.

Hite, Ken.
The Nazi Occult (Dark Osprey Series).

Infield, Glen B.
Skorzeny: Hitler's Commando.

Longden, Sean.
T-Force: the Race for Nazi War Secrets, 1945.

MacIntyre, Ben.
Agent Zig Zag.

MacIntyre, Ben.
Double Cross: the True Story of the D-Day Spies.

MacIntyre, Ben.
Operation Mincemeat.

MacKenzie, William.
Secret History of SOE: Special Operations Executive 1940-1945.

Masterton, Graham.
The Devils of D-Day.

Nicholson, Virginia.
Millions Like Us.

Parsons, Zack.
My Tank Is Fight: Deranged Inventions of WWII.

de Quesada, Alejandro.
The US Home Front 1939-45 (Osprey Elite Series).

Rankin, Nicholas.
Churchill's Wizards: the British Genius for Deception 1914-1945.

Salmaggi, Cesare.
2194 Days of War.

Walmsley, Graham.
Stealing Cthulhu.

WEB PAGES

Tony Sales' code breaking resource and information site.
<http://www.codesandciphers.org.uk/>

Details on the V2 rocket programme.
<http://www.dora.uah.edu/history.html>

The British National Archives website.
<http://www.nationalarchives.gov.uk/>

A general information site regarding World War Two.
<http://www.worldwar-2.net/index.htm>

The World War Two Database.
<http://ww2db.com/index.php>

The Fortean Times homepage.
<http://www.forteanimes.com/>

The 1940s Society homepage.
<http://www.1940.co.uk/index.html>

The Churchill Centre homepage.
<http://www.winstonchurchill.org/>

MUSEUMS & MEMORIALS

Across the globe there are many places dedicated to the memory of those who served and those who died as a result of World War Two. Below is a small selection of museums and memorials covering the Western Front and the war in general. Contact details and visiting arrangements can be found on the accompanying web pages where available.

France

Camps des Milles, nr Aix-en-Provence.
<http://www.campdesmilles.org/>

Fort Mont-Valérien, Suresnes, Paris.
<http://www.mont-valerien.fr/>

Fortress Schoenenbourg, Hunsbach.
<http://www.lignemagnot.com/accueil/indexen.htm>

The Memorial Centre, Oradour sur Glane.
<http://www.oradour.org/>

SUGGESTED RESOURCES

Petit Ouvrage la Ferté, nr Montmédy.
<http://www.ouvragelaferte.fr/>

SOE Section F Memorial, Valençay.

Germany

Colditz Castle, nr Leipzig.
<http://www.schloss-colditz.com/>

Haus der Wannsee-Konferenz, Berlin.
<http://www.ghwk.de/>

KZ Gedenkstätte Dachau.
<http://www.kz-gedenkstaette-dachau.de/index-e.html>

Kreismuseum Wewelsburg.
<http://www.wewelsburg.de/en/index.php>

Ohlsdorf Cemetery, Hamburg.
<http://www.friedhof-hamburg.de/ohlsdorf/>

Peenemünde Historical Technical Museum.
<http://www.peenemuende.de/index.php?id=40&L=1>

The Netherlands

Airborne Museum Hartenstein, Oosterbeek, Arnhem.
<http://www.airbornemuseum.nl/language/en>

Anne Frank Huis, Amsterdam.
<http://www.annefrank.org/>

Joods Historisch Museum, Amsterdam.
<http://www.jhm.nl/english.aspx>

Kamp Westerbork, nr Assen.
<http://www.kampwesterbork.nl/en/home/>

Nationaal Bevrijdingsmuseum, Zeeland.
<http://www.bevrijdingsmuseum.nl/basis.aspx?tid=746>

Oorlogsmuseum Overloon, nr Nijmegen.
<http://www.oorlogsmuseum.nl/en/>

United Kingdom

Battle of Britain Museum. Part of the RAF Museum in London.
<http://www.rafmuseum.org.uk/>

Battle of Britain Memorial, nr Folkestone, Kent.
<http://www.battleofbritainmemorial.org/the-memorial/>

Bovington Tank Museum, Dorset.
<http://www.tankmuseum.org/>

Commando Memorial, Speen Bridge, Scotland.

Imperial War Museums.
<http://www.iwm.org.uk/>

Memorial Gates, Constitution Hill, London.
<http://www.mgtrust.org/>

The National Codes Centre, Bletchley Park, Milton Keynes.
<http://www.bletchleypark.org.uk/>

The National Monument to the Women of World War Two, London.

Secret Wartime Tunnels, Dover Castle, Kent.
<http://www.english-heritage.org.uk/daysout/properties/dover-castle/>

The Channel Islands

Jersey War Tunnels.
<http://www.jerseywartunnels.com/>

Underground Command Bunker, Noirmont.
<http://www.ciosjersey.org.uk/OTPI.htm>

United States

Eldred World War II Museum, Eldred, Pennsylvania.
<http://www.eldredwwiimuseum.org/index.html>

Museum of World War Two, Natick, Massachusetts.
<http://www.museumofworldwar2.com/>

National D-Day Memorial, Bedford, Virginia.
<http://www.dday.org/>

National World War II Museum, New Orleans.
<http://www.ddaymuseum.org/>

National World War Two Memorial, Washington DC.
<http://www.wwiimemorial.com/>

Rosie the Riveter World War II Homefront National Historical Park, Richmond, California.
<http://www.rosietheriveter.org/index.htm>

ROLEPLAYING GAMES

Balsera, Leonard, Engard, Brian, et al.
Fate Core System

Donoghue, Robert, Engard, Brian, et al.
Fate System Toolkit

Petersen, Sandy, Willis, Lynn, et al. (Chaosium, Inc.).
Call of Cthulhu, Sixth Edition.

**"Only the dead have seen the end of war."
- George Santayana**



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*Shall I get started on
the Most Secret files
now, Sir? I'm sure the
lads will be needing
those soon.*

- Peggy

ACHTUNG! Cthulhu™

CHARACTER WORKSHEET

Name

Player

High
Concept

Trouble

Getting Noticed by
Your Organisation

Aspect

Life Before the War

Aspect

Crossing Paths

Aspect

ACHTUNG! **Chulhu**

Name

Player

Description

Fate Points

Current

Refresh

Aspects

High Concept

Trouble

Skills

Superb (+5)
of slots:

Great (+4)
of slots:

Good (+3)
of slots:

Fair (+2)
of slots:

Average (+1)
of slots:

Specialisations

Field

Skill

Stunts

Other Details

Stress

Physical Stress (Physique)

Mental Stress (Will)

1

2

3

4

1

2

3

4

Sanity

Of Sound Mind

Disturbed

Unhinged

2

2

4

6

Consequences

Current Afflictions

Effective Will for Sanity Tests

Lost to the Mythos

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