

ACHTUNG! Cthulhu



The Secret War Has Begun!

A terrifying World War Two setting for the *Call of Cthulhu* & *Savage Worlds* roleplaying games.

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

The Investigator's Guide to the Secret War is the definitive guide to the late 1930s and '40s for use by players and Keepers alike. Inside you'll find a whole kit-bag stuffed full of new occupations, skills, equipment, and backgrounds from across Europe, the British Commonwealth, and the United States. Find out how you can keep the homefires burning, become part of the Allied war effort, or risk everything by joining the partisans to bring down the Reich from within!

Through the Guide, you'll discover what life was like serving with the different military forces and on the Home Front and, to help you create both player characters and NPCs, you will find an array of both historically correct and fictional material, as well as our background generator to help you find out what dark secrets your past contains...



CALL OF
CTHULHU

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MODIPHIUS ENTERTAINMENT LTD.
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Modiphius Entertainment product number: **MPS01031CS**

ACHTUNG! Cthulhu

Table of Contents

FOREWORD FROM LYNNE HARDY	2
CHAPTER 1: Welcome to the Secret War	3
CHAPTER 2: Keep the Home Fires Burning	10
CHAPTER 3: Home, Sweet Home	21
CHAPTER 4: In the Service of One's Country	34
CHAPTER 5: Your Country Needs You!	48
CHAPTER 6: Getting Your Hands Dirty	86
CHAPTER 7: The Savage Practice of War	96
CHAPTER 8: The Tools of the Trade	115
CHAPTER 9: Quick Play Guide	131
CHAPTER 10: Suggested Resources	134

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

- Peggy

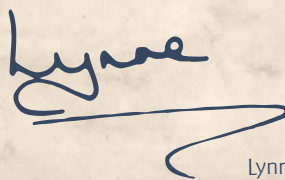
Foreword from Lynne Hardy

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.

A handwritten signature in black ink, appearing to read 'Lynne', with a long, sweeping horizontal line extending to the right.

Lynne Hardy
Autumn 2013



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.

This book has been created for use with Chaosium's *Call of Cthulhu*, *Sixth Edition* roleplaying game and Pinnacle Entertainment Group's *Savage Worlds* system. Within these pages you will find historical details which will allow you to ground your game as much (or little) reality as you want, rules for creating player characters, and copious quantities of equipment to support them in their activities.

Cth

If you are playing *Call of Cthulhu*, look for this symbol, which highlights the rules relevant to your game. You also need to refer to Chapter 5 (p.48) when creating your investigator.

Sav

If, on the other hand, you are playing *Savage Worlds*, you need to look for this symbol instead, and refer to Chapter 7 (p.96) when building your hero.

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.

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.

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.

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.

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.

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.

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 Act 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.

"There is no blinking at the fact that our people, our territory, and our interests are in grave danger."

— Franklin D. Roosevelt

1942

JANUARY

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

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.

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.

DECEMBER

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

"I have full confidence in your courage, devotion to duty and skill in battle. We will accept nothing less than full victory!"

— Dwight D. Eisenhower

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.

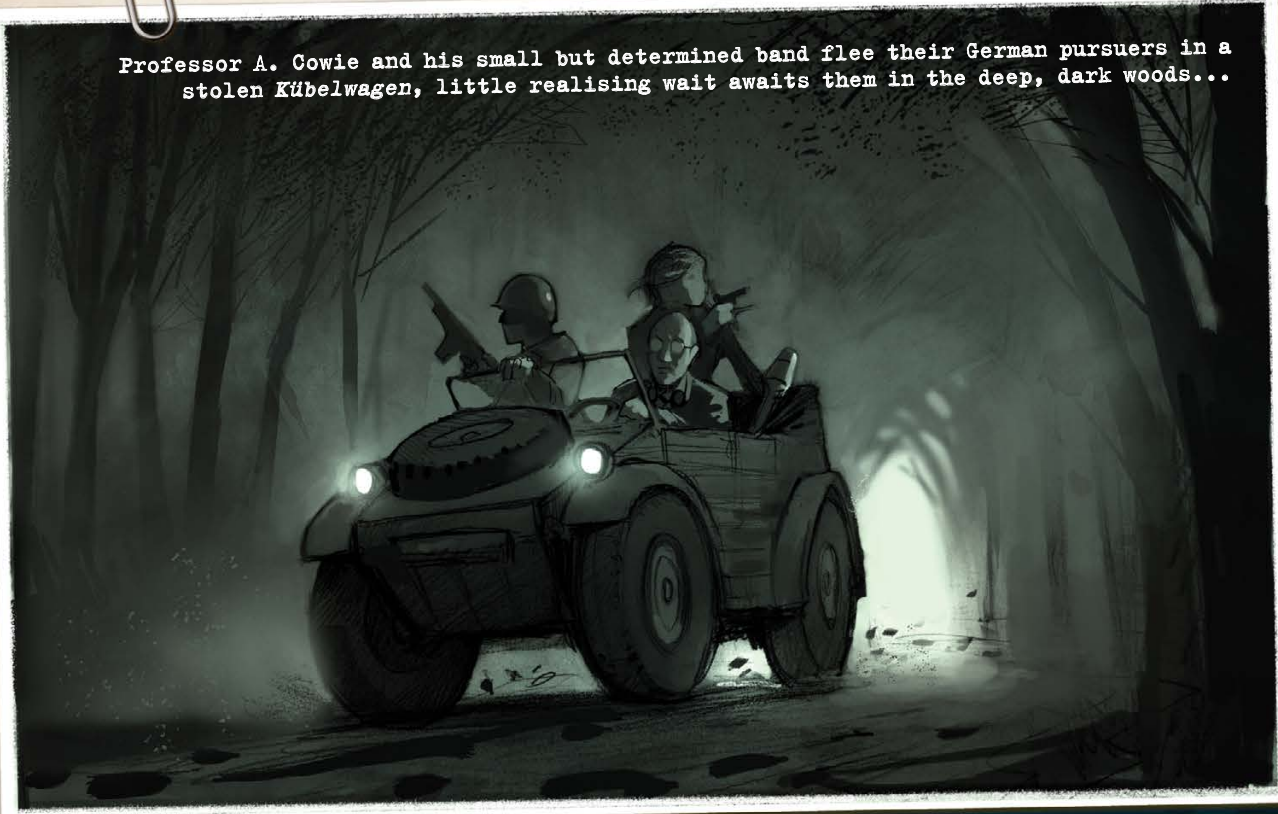
Killing Hitler

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.

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



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.

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 England 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.

JOBS 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 all together, 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 investigators' 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, who sell 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 deadman*

— arthur 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 as 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.

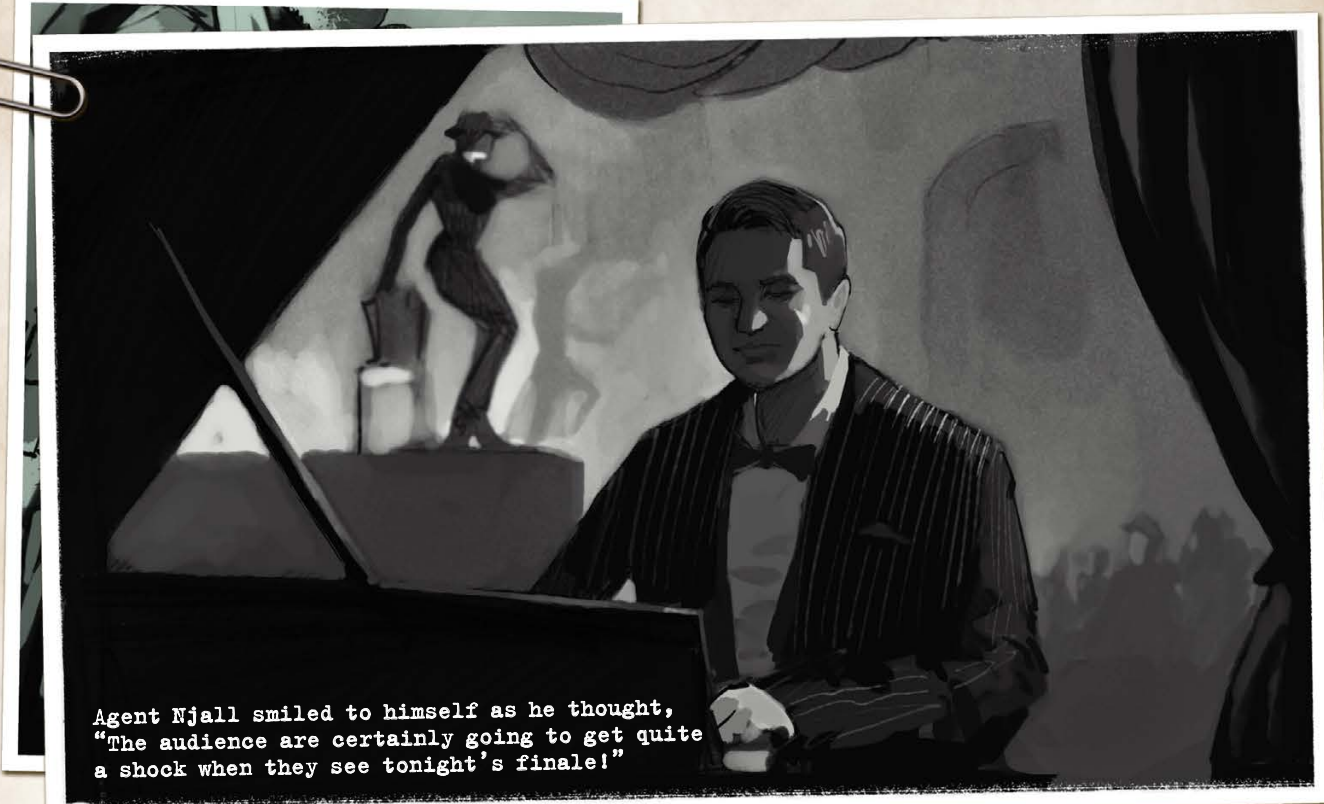
Hot to Trot

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 Morgan, 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 divisions (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' *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 Auxiliary Army 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 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-practiced 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 pretence 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* suffer 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 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 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 investigators 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 investigator 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 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 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 Nazi's 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.

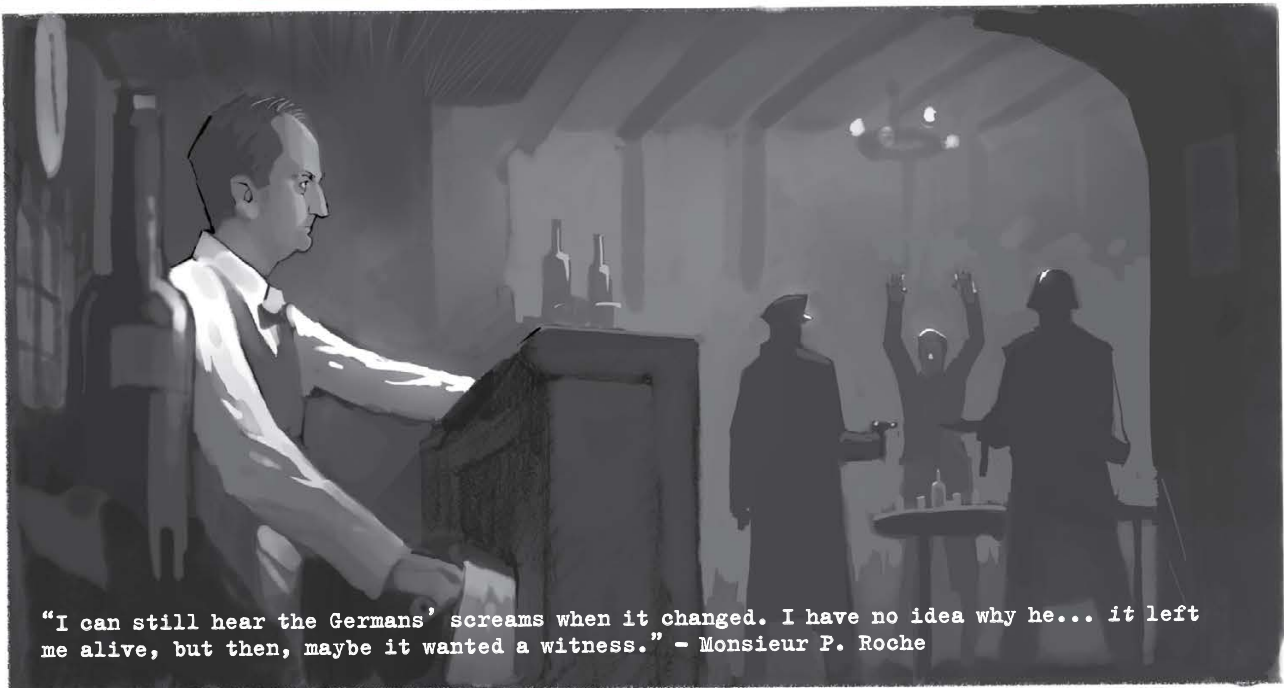
Although the political affiliations of each resistance cell vary on a group by group basis, all are committed to the battle for French liberation and are united, albeit loosely at times, by a shared hatred of their common enemy. There is a wide variation in the capabilities of each cell, ranging from 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: Mr. Taylor, War Office official photographer - British Army, Auxiliary Territorial Service - Public Domain image.



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

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.

Cth GETTING STARTED

In order to play *Achtung! Cthulhu*, players first need to create their characters, also known as investigators. 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 investigator originally hails 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 your investigator, starting with their nationality, then working through what their occupation is, and how the Cthulhu Mythos may have already touched their lives. We also cover rules for creating military characters, and those for enabling civilian characters to answer the nations' call to war.

A summary of the character creation rules can be found in the *Quick Play Guide*, starting on p.131.

AN EMPIRE UNITED IN DEFIANCE

As the nations of Europe fall like dominoes under the jack-boots 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 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:

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

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.



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

COMMONWEALTH INVESTIGATORS

Although we expect that most players will choose to play either American or British characters, investigators can hail from any of the Commonwealth and Empire nations as they rally to Britain's cause. Either choose a nationality for your investigator, or roll on **Table 1** to determine which country they originate from.

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

Table 1: Commonwealth Investigator Nationality

Roll D100	Nationality	Roll D100	Nationality
01-15	Australia	61-67	Jamaica
16-20	Caribbean*	68-71	Malta
21-25	Cameroon	72-75	Kenya
26-35	Canada	76-83	New Zealand
36-40	Cyprus	84-87	Nigeria
41-45	Gambia	88-92	Rhodesia
46-50	Ghana	93-98	South Africa**
51-60	India	99-00	Ceylon (Sri Lanka)

*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.

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.

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 investigators. Either choose one of the following nationalities, or roll on **Table 2** to randomly determine one.

For advice on how to handle German player characters other than exiles, please see *Inside the Reich*, in the *Achtung! Cthulhu: the Keeper's Guide to the Secret War*.

Table 2: Displaced Investigator Nationality

Roll D100	Nationality	Roll D100	Nationality
01-08	Belgian	59-63	Luxembourger
09-16	Czech	64-70	Polish
17-24	Dutch	71-78	Yugoslavian
25-32	Danish	79-85	Spanish Republican
33-50	Free French	86-95	Norwegian
51-58	Greek	96-00	German Exile

WHAT DO YOU DO?

If you have no clear idea yet of what your investigator does for a living, the following tables allow you to randomly determine their occupation. Whilst any of the occupations in the *Call of Cthulhu*, *Sixth Edition* rulebook and various other sourcebooks can be used with *Achtung! Cthulhu*, the occupations in the tables below are particularly appropriate to the Secret War setting. Further details on many of these occupations can be found in the Occupations section, starting on p.59. Some occupations exist in both civilian and military forms which affects the skills available to them (see each occupation description for more details). If you decide to start off as a civilian investigator, there is still the option to sign-up later for military service (or get drafted! See p.72). If you already have an idea of what you want your investigator to be, go straight to the relevant section (for civilian occupations, from p.59; for espionage occupations, from p.65; and for military occupations, from p.73).

Civilian Occupations

If you want your investigator to have a civilian job, roll percentile dice and consult **Table 3: Civilian Occupations** to randomly decide your investigator's occupation.

Covert Occupations

If you want your investigator to be involved in covert activities, roll percentile dice and consult **Table 4: Covert Occupations** to randomly decide your investigator's occupation. Some of the occupations included are civilian, but can be seconded to the secret services. The Military Intelligence Officer description can be found on p.78, and is subject to the military character generation rules (p.67).

Military Occupations

If you want your investigator to be part of the military, or a civilian seconded to it, roll percentile dice and consult **Table 5: Military Occupations** to randomly decide which occupation your investigator has. Some of the occupations included are civilian (Aviator and Boffin), and are not subject to the additional rules for military character creation. If you roll a career that doesn't fit with your nationality, simply roll again.

HOW DO YOU KNOW THE MYTHOS?

If you want to dial up the mystery and add some more flavour to your game, try these Mythos Background Seeds. These suggest that this is not the first time that your hapless investigator has stumbled across the strange or the

Table 3: Civilian Occupations

Roll D100	Occupation	Roll D100	Occupation
01-04	Antiquarian*	53-56	Labourer
05-08	Artist*	57-60	Merchant Navy/ Marine
09-13	Aviator	61-65	Musician*
14-17	Black Marketeer	66-69	Nurse
18-21	Boffin	70-74	Parapsychologist*
22-26	Clergyman*	75-78	Police Detective*
27-30	Comptographer	79-83	Policeman
31-34	Doctor*	84-87	Private Investigator*
35-39	Driver*	88-91	Professor*
40-43	Entertainer	92-95	Secretary
44-47	Farmer*	96-00	Spiritualist
48-52	News Correspondent		

*Can be found on p.42 of the *Call of Cthulhu*, *Sixth Edition* rulebook.

Table 4: Covert Occupations

Roll D100	Occupation	Roll D100	Occupation
01-10	Boffin	59-70	Partisan
11-22	FBI Agent/MI5 Operative	71-81	Professor*
23-34	MI6 Operative	82-93	Resistance Agent
35-36	Military Intelligence Officer	94-00	Secretary
47-58	OSS/SOE Operative		

*Can be found on p.42 of the *Call of Cthulhu*, *Sixth Edition* rulebook.

Table 5: Military Occupations

Roll D100	Occupation	Roll D100	Occupation
01-04	Air Force: Aircrew	51-54	Army Special: 1st SSF
05-09	Air Force: Special Duties Pilot	55-59	Army Special: US Army Rangers
10-13	Army: Artilleryman	60-63	Navy: Diver
14-18	Army: Infantryman	64-68	Navy: Sailor
19-23	Army: Sniper	69-72	Army or Navy: Engineer
24-27	Army: Tanker	73-77	Medic
28-32	Army Elite: Foot Guards	78-81	RAF or Navy: Pilot
33-36	Army Elite: Paratrooper	82-86	Signalman
37-41	Army Elite: Phantom	87-90	Specialist
42-45	Army Elite: US Airborne	91-95	Aviator
46-50	Army Special: Commandos	96-00	Boffin

occult. Perhaps the event was something that happened during childhood, or have you come across a strange object or item? Maybe you witnessed or found something while you were at college, at work, or after you had joined the military or secret service? Each event, no matter how small, will leave a little mark, and these can be used to give you a starting point for your character. It may suggest experience in the military, special forces, time at college or, if you like, you can re-roll if it suggests a line of experience your character concept would not have. For example, if you don't plan to be a special agent or in the Resistance, ignore that result and roll again. If your Keeper approves, you can choose the table to roll on, but then roll for the actual experience. These experiences are meant to be the seeds of greater stories for both the Keeper and investigator to build upon as they wish.

Roll 1D6 and consult **Table 6** to see when your investigator first encountered something strange in their life.

Now that you have determined when in your investigator's life he had his first contact with the odd or unknown, go to the relevant table (7,8,9,10,11, or 12) and roll 1D10 to randomly decide what that encounter entailed.

Table 6: Mythos Encounters

Roll 1D6	Occupation	Table No.
1	It's this "thing" you had, or still have...	7
2	It was when you were just a child...	8
3	It was when you were at college...	9
4	It was just one day in the town where you lived...	10
5	It was when you first joined up...	11
6	It was when you first became an agent...	12

The Personal Touch

These Mythos Background Seeds may not be to your liking, but making up your own is easy. Just ask yourself, the Keeper or your investigator 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 strange creature did you see as a child?
- What secret do you hide?
- What strange mark do you carry?

Ensure that each subject's backgrounds are thoroughly checked.

- R.D.

Table 7: It's This "Thing" You Had Or Still Have...

Roll D10	Event
1	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?
2	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?
3	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?
4	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?
5	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?
6	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?
7	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?
8	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?
9	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?
10	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?

Remember, we're looking for people with suitable "experience".

A. T.



*Looking through the files,
it would appear that I
wasn't the only one with an
unusual childhood.*

-R.D.

Table 8: It Was When You Were Just A Child...

Roll D10 Event

- 1 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?
- 2 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?
- 3 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 maybe you can make use of what you are. Why are you different? What or who is hunting you?
- 4 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?
- 5 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?
- 6 There's an old ruin in the garden, impossibly old. Sometimes 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?
- 7 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?
- 8 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?
- 9 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?
- 10 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?

Table 9: It Was When You Were At College...

Roll D10	Event
1	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?
2	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?
3	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?
4	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?
5	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?
6	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?
7	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?
8	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?
9	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?
10	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?

Table 10: It Was Just One Day In The Town Where You Lived...

Roll
D10

Event

- 1 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?
- 2 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?
- 3 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?
- 4 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?
- 5 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?
- 6 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?
- 7 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?
- 8 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?
- 9 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?
- 10 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?

*no matter how many times they
ran the press, the same image
kept appearing*



Photo: Ministry of Information Photo Division Photographer -
Production of 'the Daily Mail' in Wartime London 1944 -
Public Domain image.

Table 11: It Was When You First Joined Up...

Roll D10	Event
1	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?
2	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?
3	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?
4	It was a lonely outpost with some research nutcases beaver 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?
5	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?
6	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?
7	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?
8	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?
9	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?
10	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?

*Go gently on the new batch, Parker - some of them
have had rather mind-altering experiences of late. A. T.*

Table 12: It Was When You First Became An Agent...

Roll D10	Event
1	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?
2	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?
3	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?
4	The training is the hardest part, so when you were caught up in <i>that</i> 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?
5	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?
6	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?
7	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?
8	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?
9	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?
10	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?

ALL IN A DAY'S WORK

Which occupation you choose for your investigator helps to determine which skills he possesses, as well as any potential contacts he may have or career paths he might follow. As already mentioned in "What Do You Do?" (p.51), any of the occupations listed in the *Call of Cthulhu*, *Sixth Edition* rulebook or any other *Call of Cthulhu* supplement can be used in the Secret War with the Keeper's permission, but the following have been adjusted to fit in better with the *Achtung! Cthulhu* setting. The alterations may be as simple as changing the name to make it more evocative of the period, or include an updating of the description and skills to better

reflect the time in which the game is set. There are also some new occupations specifically designed for *Achtung! Cthulhu*. Occupations are available to both sexes where appropriate, although female soldiers, etc., are likely to be limited to the various auxiliary corps if you are playing a historically accurate version of the game (see p.45 for further details).

Each occupation has a brief description of what that occupation entails, its predicted earnings (civilian only), suggested connections, potential specialisations, the associated skills for that occupation, and any additional benefits that the package provides. Skill descriptions can be found on p.86, or *Call of Cthulhu*, *Sixth Edition*, p.62 onwards. If you are interested in additional bonuses or background texture,

you could also use the Traits system described in *Cthulhu by Gaslight, Third Edition* when creating your investigator, although this is not a requirement for playing *Achtung! Cthulhu*.

NON-MILITARY OCCUPATIONS

If you want your investigator to follow a civilian or intelligence/espionage career as opposed to a military one, then choose from one of the occupations listed below or, as mentioned above, any from the various *Call of Cthulhu* supplements available if your Keeper agrees. Follow standard investigator creation rules (*Call of Cthulhu, Sixth Edition*, p.36-37), spending your EDU×20 points only on the skills given to you by your occupation, up to a maximum value of 99 points per skill. Having done that, allocate your INT×10 points on personal interest skills, which can be used on any skill, excluding Cthulhu Mythos.

Some occupations give the investigator a bonus to one or more of his Attributes. These can take the investigator over what would otherwise be the maximum value for a given Attribute and, in the case of EDU and INT, increase the number of skill points available to spend. However, Idea, Know, and Luck still cannot exceed 99.

Should you then wish for your investigator to join, or be conscripted into, the military, see the additional rules on p.72.

"Rules are for the obedience of fools
and the guidance of wise men."

— Douglas Bader

CIVILIAN OCCUPATIONS

Aviator

You don't need to be in the military to learn how to fly, as the Aviator proves. Many young men and women, fascinated by the power of flight and the freedom it brings, fly for fun or profit and occasionally both. Civilian pilots like the Aviator can be seconded to military services, such as those flying for the British Air Transport Auxiliary (p.45).

EARNINGS

Lower to Middle, Middle, Middle to Upper.

CONNECTIONS

Aircraft manufacturers, airfield personnel, courier companies, film studios, government surveying departments, mechanics, pilots. Access to a plane.

SPECIALISATIONS

Aeroplane Ferrying, Aircraft Manufacturer Test Pilot, Courier, Mapping and Surveying, Passenger Services, Racing Pilot, Record-breaker, Stunt Pilot.

Pay Day

In *The 1920s Investigator's Guide*, Chaosium introduced earnings per annum based on social class for each occupation, as opposed to rolling for an income during investigator creation, as in the *Call of Cthulhu, Sixth Edition* rulebook. Although the class system is beginning to break down by the 1940s, *Achtung! Cthulhu* uses a similar framework to *The 1920s Investigator's Guide*, though where you live has a large effect on what you can earn. The wages shown in the table below are for civilians. Military pay scales are very different, with the basic British infantryman earning only around fourteen shillings (approximately \$3) a week, compared to his American counterpart on £3 10s (approximately \$14) or more.

Class	Britain (£)	Britain/ Europe (\$)*	United States (\$)
Lower	50-150	200-600	350-1000
Lower to Middle	150-250	600-1000	1000-1750
Middle	250-500	1000-2000	1750-3500
Middle to Upper	500-1000	2000-4000	3500-7000
Upper	1000-2500	4000-10000	7000-17500
Wealthy	2500+	10000+	17500+

*For investigators based in Germany, use the same social class earnings values as the British. For investigators 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.

EXCHANGE RATES

£1 = \$4

\$1 = 2.5RM

1RM = 20F

RM—Reichsmark; F—French Franc.

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.45) 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.



Thanks to Brett

SKILLS

Bargain, Electrical Repair, Listen, Mechanical Repair, Navigate (Air/Sea), Pilot (Single-prop or Multi-prop), Radio Operator, and Spot Hidden, plus up to two other professional or personal interest skills.

BONUS

Home Ground: the Aviator can add an additional +20% to Navigate when flying over familiar territory.

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.

EARNINGS

Lower, Lower to Middle, Middle.

CONNECTIONS

Criminals (including organised crime), customs officials, dock workers, local police, shopkeepers.

SPECIALISATIONS

Food, fuel, luxury items, ration books.

SKILLS

Accounting, Bargain, Climb, Conceal, Fast Talk, Fist/Punch, Forgery, Hide, Listen, Locksmith, Persuade, Psychology, Scrounge, Sneak, and Spot Hidden, plus up to two other professional skills.

BONUS

Nobody's Fool: the Black Marketeer is virtually immune to Fast Talk or Persuade. Treat every attempt to do so as a Difficult skill check.

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.

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.

Boffin

Primarily a scientist or an engineer, the Boffin has a distinctly more practical bent than his academic brother, the Professor. Avidly researching ways to develop new objects and procedures, or to make existing ones better, the Boffin's brain is constantly active, and he is never happier than when he has a new problem to solve. Purely a civilian, the Boffin is often seconded to the military in time of war.

EARNINGS

Middle.

CONNECTIONS.

Academics, craftsmen, equipment suppliers, military engineers, intelligence operatives, military personnel. Access to tools and other relevant equipment.

SPECIALISATIONS

Anatomist, Botanist, Chemist, Geologist, Nuclear Physicist, Physiologist, Physicist, Weapons Designer, Zoologist.

SKILLS

Craft (any appropriate), Institutional Lore, Library Use, Persuade, and Spot Hidden, plus six other professional skills and one personal interest skill.

BONUS

Brain Box: the Boffin gains an additional +1 EDU and +1 INT.

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.

Achtung! Cthulhu Skill Difficulties

There will be certain situations in an **Achtung! Cthulhu** adventure or supplement that will present an investigator with more, or less, of a challenge to his standard skill ability. In such instances, the skill's percentile value is temporarily modified. If the challenge is easy, but there still exists the chance of a mishap, the skill's value is doubled. However, if the challenge is difficult, the skill's value is halved and rounded down. For example, an investigator with Spot Hidden 30% faced with an *Easy* Spot Hidden check would roll against an enhanced value of 60%, but against one of only 15% if facing a *Difficult* Spot Hidden roll. This modification can also be applied to Idea or Know rolls.

The Keeper is, of course, free to modify an investigator's skill rolls according to the situation and as he sees fit.

EARNINGS

Lower, Lower to Middle.

CONNECTIONS

Academics, boffins, intelligence operatives, military personnel, secretaries. Access to computing and/or code-breaking machines.

SKILLS

Comptography, Cryptography, Electrical Repair, Electronics, Fast Talk, Library Use, Mathematics, Mechanical Repair, Other Language (any appropriate), Physics, and Spot Hidden, plus up to three other professional or personal interest skills.

BONUS

Gifted: the Comptographer gains an additional +1 INT.

Entertainer

There are as many types of entertainer as there are stars in the sky. The Entertainer is a singer, a dancer, or a stage or screen actor, and quite frequently a little bit of everything. Each Entertainer has an important role to play in maintaining the nation's morale. From repertory theatre and vaudeville to the silver screen, the public loves to follow the Entertainer's up and downs. Any Entertainer worth his salt isn't going to let an insignificant thing like war stop him from performing to his adoring fans, wherever they may be.

EARNINGS

Lower (street entertainers and buskers), Lower to Middle, Middle, Middle to Upper, Upper (wealthy movie stars).

CONNECTIONS

Actors' guilds, designers, the film industry, journalists, other entertainers, theatre managers, writers. Potentially access to make-up and costumes.

SPECIALISATIONS

Actor, Comedian, Dancer, Singer.

SKILLS

Bargain, Disguise, Dodge, Fast Talk, Hide, Listen, Own Language, Perform, Persuade, and Psychology, plus up to three other professional skills.

BONUS

The Entertainer can also choose one of the following:

Pretty as a Picture: the Entertainer gains an additional +1 APP.

Supple: the Entertainer gains an additional +1 DEX.

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.

EARNINGS

Basic labourers, such as navvies and farm labourers: Lower.

Factory workers (depending on the industry and when during the war): Lower to Middle, Middle.

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 Squadron (p.81). 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.

CONNECTIONS

Other labourers, local employers, trade union. Access to tools, materials and other relevant equipment.

SPECIALISATIONS

General Factory Worker, Farm Labourer, Forestry Worker/Lumberjack, Munitions Factory Worker, Specialist Factory Worker (e.g. aero engines, aeroplanes), Women's Land Army, Women's Timber Corps.

SKILLS

Bargain, Fast Talk, Fist/Punch, Drive (Automobile and/or Horses, depending on the job), Dodge, First Aid, Mechanical Repair, and Operate Heavy Machine, plus up to three other professional or personal interest skills.

BONUS

Tough as Old Boots: the Labourer gains either an additional +1 CON or +1 STR.

Only spies, diplomats and
journalists seem to be able to travel
freely these days.

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.

EARNINGS

Depending on the importance and wealth of his employer: Lower to Middle, Middle.

CONNECTIONS

Diplomats, foreign governments, hoteliers, military contacts, the news and/or newsreel industry, socialites. The Photojournalist will also have access to photographic and, potentially, film recording equipment.

SPECIALISATIONS

Arts and Social Correspondent, Crime Correspondent, Entertainment Correspondent, Photojournalist, Political Correspondent, War Correspondent.

All's Fair in Love & War

As you will notice, the occupations listed here have something important that those in the **Call of Cthulhu, Sixth Edition** rulebook do not: bonuses. To make sure that players picking traditional **Call of Cthulhu** characters are not penalised by their choices, here is a list of suggested bonuses for the occupations mentioned in the tables on p.51. Use the bonuses for the Medic occupation for civilian Doctors, and use those of the Entertainer for Musicians. The Private Investigator can choose either Strong Stomach or Strong of Faith, depending on his preferred area of expertise (or, potentially, both).

ANTIQUARIAN AND PROFESSOR

Brain Box: the Antiquarian/Professor gains an additional +1 EDU and +1 INT.

ARTIST

Special skill: Art History, with a base chance of 40%.

CLERGYMAN AND PARAPSYCHOLOGIST

Strong of Faith: depending on the Clergyman/Parapsychologist's training, he is immune to the SAN loss

caused by witnessing relatively mundane paranormal events, for example: ghosts.

DRIVER

Mechanically Minded: when it comes to repairing an automobile with which the Driver is familiar, treat all Mechanical Repair skill checks as *Easy*.

FARMER

Tough as Old Boots: the Farmer gains either an additional +1 CON or +1 STR.

If the Farmer owns his own farm, then he also receives the Credit Rating skill.

POLICE DETECTIVE/POLICEMAN

Nobody's Fool: the Police Detective/Policeman is relatively immune to Fast Talk and Persuade. Treat every attempt to do so as a *Difficult* skill check.

Strong Stomach: see News Correspondent, p.63 for a description of this bonus.

SKILLS

News Correspondent: Bargain, Conceal, Fast Talk, Hide, Listen, Other Language (any appropriate), Own Language, Persuade, Psychology, and Sneak, plus up to three other professional or personal interest skills.

Photojournalist: Bargain, Chemistry (Photo Development), Climb, Fast Talk, Jump, Hide, Library Use, Listen, Other Language, Own Language, Persuade, Photography, and Psychology, plus up to two other professional or personal interest skills.

BONUS

Strong Stomach: depending on the Foreign Correspondent's Specialisation and location, he is immune to the SAN loss caused by witnessing serious injury and death.

Merchant Navy/Marine

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.

EARNINGS

Low (deckhand) to Middle to Upper (Captain).

CONNECTIONS

Dockyard personnel, port drinking establishments and their patrons, seamen's unions, shipping companies.

SPECIALISATIONS

Cargo, Fisherman, River, Ocean, particular route (Atlantic, Mediterranean, etc.).

SKILLS

Climb, Damage Control, Electrical Repair, Jump, Mechanical Repair, Navigate (Sea), Operate Heavy Machine, Pilot Boat or Pilot Ship, Rope Use, and Swim, plus one other professional or personal interest skill.

BONUS

A Beer in Every Port: the Merchant Sailor can order a beer and a woman in every port he visits. The Merchant Sailor gains 1D6 modern languages, each starting at EDU×1.

*Even the unlikely candidate
might have something to bring
to the table.*
E.H.

Photo: Ministry of Information Photo Division Photographer -
Gas drill at a London hospital 1940 - Public Domain image.



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 frontlines 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 investigator can take without arousing dismay and condemnation.

EARNINGS

Lower to Middle, Middle.

CONNECTIONS

Hospitals, nursing schools and colleges, medical supply companies, mortuaries. Access to medications and medical equipment.

SPECIALISATIONS

District Nurse, General Practice Nurse, Midwife, Military Nurse (see p.78), Private Nurse, Surgical Nurse.

SKILLS

Biology, Credit Rating, Drive Automobile, First Aid, Library Use, Medicine, Persuade, Pharmacy, and Psychology, plus up to three other professional or personal interest skills.

BONUS

Strong Stomach: depending on the Nurse's Specialisation or location, she is immune to the SAN loss caused by witnessing serious injury or death.

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).

EARNINGS

Lower, Lower to Middle.

CONNECTIONS

Depending on whom the Secretary works for: business and commerce, intelligence services, law enforcement agencies, legal profession, medical, military. Access to the company's records and equipment.

SKILLS

Accounting, Bargain, Credit Rating, First Aid, Institutional Lore, Library Use, Listen, Other Language, Own Language, Persuade, and Psychology, plus up to two other professional or personal interest skills.

BONUS

Specialist skill: Shorthand and Typing, with a base chance of 40%.

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, hence the wide spread of incomes available.

EARNINGS

Lower, Lower to Middle, Middle, Middle to Upper.

CONNECTIONS

Psychical and occult societies, libraries, museums, theatres, the clergy, and, if fraudulent mediums: the legal profession, law enforcement agencies.

SPECIALISATIONS

Psychic Powers, Ritual Summoning and Manifestations, Spirit Mediums.

SKILLS

Anthropology, Bargain, Conceal, Disguise, Fast Talk, History, Library Use, Listen, Occult, Other Language, Perform, Persuade, Psychology, Spot Hidden, plus up to two other professional or personal interest skills.

BONUS

Inner Strength: the Spiritualist gains an additional +1 POW.

Strong of Faith: depending on the Spiritualist's training and personal belief, he is immune to the SAN loss caused by witnessing relatively mundane paranormal events, for example: ghosts.

INTELLIGENCE & ESPIONAGE OCCUPATIONS

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.

EARNINGS

Middle.

CONNECTIONS

Criminals, government officials, informants, legal profession, police.

SPECIALISATIONS

Arrest, Interrogation, Surveillance and Eavesdropping. With the Keeper's permission, the Operative can also be acting as a double agent, either for or against their country.

SKILLS

Bargain, Disguise, Drive Automobile, Espionage, Fast Talk, Handgun, Hide, Law, Listen, Persuade, Psychology, and Spot Hidden, plus up to two other professional or personal interest skills.

BONUS

Nobody's Fool: due to his suspicious nature, the MI5 Operative is relatively immune to Fast Talk and Persuade. Treat every attempt to do so as a *Difficult* skill check.

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 Operative, who MI6 see as "upsetting the apple cart" with their acts of sabotage and destruction.

EARNINGS

Middle.

CONNECTIONS

Criminals, diplomats, expatriates, informants, local businessmen, military.

SPECIALISATIONS

Analysis, Code-breaking, Intelligence Gathering, Surveillance. With the Keeper's permission, the Operative can also be acting as a double agent, either for or against their country.

SKILLS

Anthropology, Bargain, Conceal, Cryptography, Disguise, Espionage, Fast Talk, Handgun, Hide, Other Language, and Spot Hidden, plus up to two other professional or personal interest skills.

BONUS

Gone Native: due to his work overseas, the MI6 agent has an in-depth knowledge of one foreign country and is able to blend in with others of that nation (relevant Disguise skill checks are treated as *Easy*).

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.

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.

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.

EARNINGS

Middle.

CONNECTIONS

Criminals, government officials, military, partisans, Resistance.

SPECIALISATIONS

Demolitions, Liaison, Planning, Propaganda, Radio Operator.

SKILLS

Conceal, Cryptography, Demolitions, Disguise, Espionage, First Aid, Handgun, Hide, Martial Arts (Defendu), Other Language, Radio Operator, Sneak, and Submachine Gun, plus two other professional "cover" skills.

BONUS

Mind over Matter: As the Operative is trained to resist interrogation, treat all Psychology skill checks against him as *Difficult*.

Strong Stomach: the Operative is immune to the SAN loss caused by witnessing serious injury or death.

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.

EARNINGS

Low.

CONNECTIONS

Local population, rival partisans, SOE agents.

SPECIALISATIONS

Forest, Mountain.

SKILLS

Climb, Conceal, Demolitions, Drive Automobile, First Aid, Hide, Heavy Weapons (Machine Gun), Navigate (Land), Ride, Rifle, Sneak, Submachine Gun, Survival, Swim, and Track.

BONUS

Local Hero: loved by his own people, the Partisan can call upon the local populace for food, supplies, and shelter, and they will gladly assist.

Strong Stomach: the Partisan is immune to the SAN loss caused by witnessing serious injury or death, having seen so much during the war in Spain.

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.

EARNINGS

Low.

CONNECTIONS

Criminals, local people, partisans, SOE controllers.

SPECIALISATIONS

Courier, Radio Operator, Sabotage, Strategy and Planning.

SKILLS

Conceal, Cryptography, Demolitions, Espionage, Fast Talk, First Aid, Handgun, Hide, Locksmith, Photography, Radio

Operator, Sneak, and Submachine Gun, plus two other professional "cover" skills.

BONUS

Inner Strength: due to her fervent belief in her cause and her desire to see her country liberated, she received a bonus +1 POW.

Strong Stomach: the Resistance Agent is immune to the SAN loss caused by witnessing serious injury or death, having seen so many of her comrades die at the hands of the Gestapo.

MILITARY CHARACTER GENERATION

In Which We Serve

Military occupations are similar to civilian occupations. However, due to the intensive training programs employed to turn raw recruits into competent fighting men, capable of working as part of a cohesive unit under immense pressure, they provide additional skills and abilities over and above those available to the man in the street.

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. Volunteering has the advantage of giving the investigator a choice of which service to enter, and often even which branch to train in. 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.

There are two methods of generating a military investigator. The investigator can either choose to enter the military as their main occupation, and become a career soldier—the backbone of the armed forces. Alternatively, the investigator may have already started a civilian career, and then either volunteered in his country's hour of need, or received his call-up papers.

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.80.

Career Soldiers

CREATING A CAREER SOLDIER

Creating a career soldier follows many of the standard *Call of Cthulhu* rules, but with several changes that reflect the specialist training provided by the military.



Thanks to Netie Windelide

Table 13: Drafted!

Roll 1D10	Service
1-8	Army
9	Navy
10	Air Force

DETERMINE CHARACTERISTICS

Roll your investigator's characteristics (3D6 for STR, CON, POW, DEX, and APP; 2D6+6 for SIZ and INT; and 3D6+3 for EDU), then determine his starting SAN, Idea and Know (see *Call of Cthulhu*, Sixth Edition, p.36 for further details).

CHOOSE A SERVICE

Investigators who decide to become career soldiers can choose which service they are going to enter. Each service has minimum requirements to ensure that the candidates they receive are fit and able. The military accepts virtually all applicants in the first instance, usually finding a suitable non-combat occupation for those individuals not fit for active duty, and only rejecting personnel during basic training as a last resort.

If, however, the investigator gets drafted rather than volunteers, roll percentile dice on **Table 13: Drafted!** to determine his destination.

Table 14:
Physical Fitness

Percentile roll compared to CON	Result
CON×11 and above	Rejected for military service. The investigator is considered to be beyond the help of the fitness programme and cannot enlist. He must choose an alternative occupation outside of the military and be prepared to regularly explain why he is not in uniform.
CON×10	Rear-echelon occupations only. The military can use the investigator, but only just. He will be assigned to a non-combat role where his lack of physical fitness will not be an impairment.
CON×9	Rear-echelon occupations only. See above.
CON×8	Adjust CON to CON minimum if below. The instructors take a special interest in (or dislike of) the investigator and work him twice as hard as his fellow recruits. Increase CON to the minimum required for service in the basic service occupation. However, the investigator is not eligible for specialisations with higher characteristic requirements.
CON×7	Adjust CON to CON minimum if below. See above.
CON×6	CON +1D2. The investigator was evidently in poor shape when he joined, but the military always says it will make a man out of you. Increase CON by +1D2 points.
CON×5	CON +1D2. See above.
CON×4	CON +1. The investigator completes physical training in good shape, increasing his CON by +1 point.
CON×3	CON+1. See above.
CON×2	No CON adjustment. The investigator completes the training in good shape, but receives no additional benefits.
CON×1	Top of Class. The investigator sails through the training course, even winning the admiration of the instructors. With a few more men like him, we may just win this war.

BASIC TRAINING

All recruits, regardless of the service they enter, are required to pass “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. Roll percentile dice and consult **Table 14: Physical Fitness** to determine the result of basic physical training.

It is left to the Keeper’s discretion whether a reroll is allowed if the investigator fails his CON×11 test, particularly if the player has his heart set on a military character.

BOOT CAMP

Once the investigator has completed basic physical training, he is put through a gruelling course aimed at teaching him the basic skills required to be a soldier. This training is considered separate from occupation skills and does not count as part of the investigator’s EDU×20 skill points that must be spent on occupational training.

Consult **Table 15: Basic Training** and give your investigator one skill advance of +1D6 per point listed.

For example, Army training provides Fieldcraft (2) as part of basic training—an investigator undergoing this training would roll 2D6 and add the result to his Fieldcraft skill.

Initial Rank

With basic training completed, the investigator must choose whether to join the service of his choice as an enlisted soldier, a Non-Commissioned Officer (NCO), or as an Officer. As with initial enlistment, there are minimum requirements for joining at each level. Consult **Table 16: Rank Training**, and if the investigator meets the requirements for joining at the chosen level, he receives one skill advance of +1D6 per point listed.

The investigator’s final rank will be determined after he completes his occupational training, and may result in him receiving both NCO and Officer training.

Military Occupations

The investigator is now ready to choose a specialist occupation within his service. Military occupations start on p.73 and each provides a description of the occupation and the

Table 15: Basic Training

Service	Skill Advances
Army	Close Combat (1), Fieldcraft (2), First Aid (1), Rifle (1), Tactics (1)
Navy	Damage Control (1), First Aid (1), Navigation (Sea) (1), Pilot Boat (1), Rifle (1), Tactics (1)
Air Force	Fieldcraft (2), First Aid (1), Rifle (1), Tactics (2)

skill set associated with that occupation, along with any requirements that must be met to join, and any benefits the occupation provides in addition to skills.

Requirements for specialist occupations take the form of training requirements and minimum characteristic scores needed to join the service. The military wants everybody they can get, but if you do not meet the minimum requirements then you will have to find another way to serve your country.

The military will make you the best
that you can be, but some men are made to
be even better.

TRAINING PACKAGES

The military will make you the best that you can be, but some men are made to be even better. Each of the major combatants in World War Two fields a number of specialist and elite combat units, trained to take the war to their enemies, and to complete their mission objectives under the most extreme conditions. These special forces soldiers are hand-picked from the regular armed forces to undergo exacting training to prepare them for their highly specific duties.

Before continuing with creating your investigator, you should decide if he wishes to join one of the special forces units. The Military occupations descriptions indicate which training packages are available to each service, and the training packages themselves are listed on p.85. In order to qualify as a recruit for one of the training packages your investigator must meet the requirements listed by the package. Unlike occupation requirements, training package requirements also include minimum skill values needed to be considered for recruitment. Make a note of these requirements before choosing your specialisation, and spend your occupational skill points to ensure you meet them.

To represent the intensive training and physical hardship involved in joining the special forces, each training package

Table 16: Rank Training

Rank	Requirements	Skill Advances
Private	None	Military Doctrine (1)
NCO	INT 11+	Command (1), Military Doctrine (1), Tactics (1), Teach (1)
Officer	INT 11+. EDU 12+	Command (2), Credit Rating (1), Military Doctrine (1), Tactics (1), Handgun (1)

lists a Successful Completion test. To qualify for the skill advances associated with the package, your investigator must successfully complete this test. In most cases a second attempt is permitted, but failure of this second test results in the investigator being returned to his original unit (RTU). Successful completion of a training package provides a +1D6 skill point advance for each point listed per skill. Skill point advances are not cumulative if multiple packages are taken—only the highest for a given skill applies.

For example: Having successfully met the other entry criteria for the Commandos, investigator Peter Bancroft has passed both his Commando, and Winter & Mountain Warfare Training. Each of these training packages give two skill advances to Climb, but because the advances do not stack, he only gets to roll 2D6 to add to his Climb skill, not four. In the same way, he also only gets to roll 5D6 to advance his Pilot Boat skill, not eight.

SPECIALISATION

Each military occupation also lists a number of specialisations representing the varied roles that each occupation represents in the field. When choosing your military occupation, choose a specialisation and note the additional skills it provides.

As per the standard *Call of Cthulhu, Sixth Edition* rules, multiply your investigator's EDU by 20. These points can be spent on any of the skills listed as part of your occupation, up to a maximum of 99 points in any skill.

PERSONAL SKILLS

Once all occupational skill points have been assigned, training packages completed, and any occupational bonuses noted, multiply your investigator's INT by 10. These are your personal skill points which can be spent on any skills (excluding Cthulhu Mythos), and represent your investigator's interests and activities in those few precious hours of R&R each week before he is thrown back into the cauldron to serve his country.

Rank & Decoration (Optional)

Now that your investigator has completed his military training, he is assigned to a unit and begins his career. Investigators who choose to be career soldiers are considered to have several years of service under their belt

already, and may have increased in rank since they joined the services.

Your investigator begins his career at the minimum rank of his Initial Rank (Private, NCO or Officer). Consult **Table 17: Ranks** for the appropriate service and note his starting rank.

Table 17: 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

To determine your investigator's active rank at the beginning of his *Achtung! Cthulhu* career, add his INT and POW together, then roll percentile dice and consult **Table 18: Promotion**.

As indicated, continue to roll on the Promotion Table until your investigator either fails the INT+POW check (a standard or critical failure) or reaches the rank of Major. Record his final rank and any decorations on the Investigator Sheet and flesh out the details of the events that occurred during his active service in consultation with the Keeper.

Alternatively, an investigator's active rank can be determined through discussion with the Keeper rather than by rolling for it. This is appropriate if, for example, the Keeper intends to run a campaign at a specific level, such as Enlisted-only. If the Keeper wants to simulate a proper chain of command, then he should ignore the rank cap and allow progression beyond Major.

DECORATIONS TABLE

If your investigator is decorated during the course of his active service, roll percentile dice and compare the result with your POW, then then consult **Table 19: Decorations** to determine which decoration you receive.

You should discuss the result of the Decorations Table roll with the Keeper and agree the circumstances of the event that led to your investigator's award. The Keeper should feel free to introduce other decorations appropriate to the era such as the British George Cross (given to civilians) and the Victoria Cross, or the American Medal of Honor. However, these have not been included in the decoration table to maintain game balance.

*our true enemy cases
not for decorations*

Table 18: Promotion

Percentile Roll	Outcome
Critical Failure (96-00)	<p>The investigator is wounded in the line of duty. Roll 1D10:</p> <p>1-3: Lose 1 STR, 4-5: Lose 1 DEX, 6-9: Lose 1 CON, 10: Lose 1 APP</p> <p>The investigator is awarded a wound badge appropriate to his nation's armed services (see Decorations Table) and begins play at his current rank. You should agree a suitable story with the Keeper regarding the cause and type of wound inflicted.</p> <p>The investigator makes no further promotion rolls.</p>
Failure (Higher than INT+POW)	<p>The investigator performs his duties as required, but is not considered for promotion. He begins play at his current rank and makes no further promotion rolls.</p>
Success (Lower than INT+POW)	<p>The investigator's conduct during the completion of his duty has been recognised and he has been promoted. His rank is increased by one and he receives another set of skill advances as listed under his rank on the Rank Training Table (see p.69).</p> <p>Make another roll on the Promotion Table.</p> <p>An Enlisted Man who reaches maximum Enlisted Rank is automatically promoted to NCO and receives the skill advances listed on the Rank Training Table.</p> <p>A NCO who reaches maximum NCO Rank does NOT automatically receive a promotion to Officer. He can continue to roll on this table and receive additional NCO skill advances.</p>
Critical Success (01-05)	<p>The investigator's actions have gone above and beyond the call of duty.</p> <p>Recognising his heroism, he is decorated by his superiors. Roll percentile dice and consult the Decorations Table.</p> <p>In addition, his rank is increased by one and he receives another set of skill advances as listed under his rank on the Rank Training Table (see p.69).</p> <p>An Enlisted Man will automatically be promoted to NCO and receive the NCO skill advances.</p> <p>An NCO will be recognised as potential Officer material and receive a field commission. He is promoted to Officer and receives the Officer skill advances.</p> <p>Make another roll on the Promotion Table.</p>

Table 19: Decorations

Percentile Roll	UK	US
POW×3 or more	Mentioned in despatches	—
POW×2	Navy: Distinguished Service Cross (DSC) Army: Military Cross Air Force: Distinguished Flying Cross (DFC)	Silver Star
POW×1	Distinguished Service Order (DSO)— for command and leadership (officers only) Conspicuous Gallantry Medal (CGM)— enlisted/NCO ranks	Distinguished Service Cross, Navy Cross or Distinguished Flying Cross

Civilian Investigators & the Military

Despite the patriotic sacrifices of those men who choose to make the military their lives, the Allies still need every man they can get, whether it be via the draft or voluntary enlistment. 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.

As an alternative to the career soldier, you may wish for your investigator to be a civilian who, either through personal choice or through the draft, has joined the armed forces to fight for his country. The following rules are provided to help you create your investigator in Civvy Street, and then forge a life for him in uniform.

CREATING A CIVILIAN INVESTIGATOR

First create your civilian investigator as described on p.59 of this chapter. Once you have completed your investigator's skill purchases, you can choose to either volunteer for a service or accept conscription and roll on the Draft Table (p.67). Once his service has been selected, your investigator undergoes basic training in the same manner as a career soldier and should roll percentile dice and consult the Physical Fitness Training Table to determine how well he fares during his induction into the military. Note that it is possible for your investigator to be judged as unfit for service and be rejected. Civilian investigators who are rejected by the military receive no further training or experience.

Assuming your investigator has passed his physical training, he is put through boot camp and receives the skill advances listed for his service on p.69. If the investigator doesn't have any points in a given skill, they start at the base chance for that skill, as listed under its description (new and adapted skills can be found on pp.86-95, and in

Call of Cthulhu, Sixth Edition, p.62-74), and apply any advances accordingly. Next, determine your investigator's initial rank and increase his skills according to the Rank Training Table (p.69). When choosing your initial rank, take into account the background and civilian occupation of your investigator. For example, a Miskatonic University Professor would be more likely to enlist as an Officer than would a hobo, while a Private Detective could be considered Officer material but would more likely make one hell of a Sergeant.

Despite the patriotic sacrifices of those men who choose to make the military their lives, the Allies still need every man they can get.

Military Training

Unlike the career soldier, a civilian joining the military 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 such in-depth tuition. To represent this limited training, the civilian investigator receives a number of +1D6 skill advances equal to his INT characteristic that he can spend on the skills of his chosen military occupation.

For example: Kelsey Pilanksy, a former New York policeman outraged at the Nazi invasion of his beloved Poland, has joined the United States Army Air Force. He was always a smart cop, with an INT of 14, so when he has completed his basic training he receives 14 skill advance rolls of +1D6 to spend on his military occupation skills.

Civilian investigators can attempt to complete training packages as long they meet the minimum requirements, but unlike career soldiers they do not have the option to tailor their military training to achieve that goal. If they meet the requirements they can take the package, otherwise: no dice, buddy!

Once the investigator has allocated his military occupation skill advances, he begins active service at his initial rank. Any additional rolls for rank improvement are at the Keeper's discretion.

MILITARY OCCUPATIONS

THE AIR FORCE

Aircrew

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.

ENTRY CONDITIONS & PREREQUISITES

- EDU must be 13 or greater. CON must be 11 or greater. SIZ must be 14 or less.
- *Basic Training:* Air Force.
- To become Aircrew, the investigator must successfully complete Parachute Training.

RANK

Bombardier/Flight Engineer: NCO, Officer.

Gunner: Enlisted, NCO.

Navigator: NCO.

SPECIALISATIONS

Bombardier, Flight Engineer, Gunner, Navigator.

SKILLS

Common: Fieldcraft, First Aid, Heavy Weapons (Machine Gun), and Parachute.

Bombardier: Common skills, plus Artillery (Aerial), Pilot, and Radio Operator.

Flight Engineer: Common skills, plus Aeronautical Systems, Electronics, Mechanical Repair, and Radio Operator.

Gunner: Common skills, plus Heavy Weapons (Aircraft Cannon), Mechanical Repair, and Spot Hidden.

Navigator: Common skills, plus Meteorology, Navigate (Air), and Radio Operator.



Thanks to
Joseph Vanden Boire

BONUS

Aircrew can also choose one of the following:

Blessed: Aircrew receive +5% to Luck rolls when on active service.

Escape & Evade: Aircrew are trained to evade capture if shot down over enemy territory. Aircrew gain an additional +10% to Fieldcraft skill checks if evading capture.

Pilot

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.

ENTRY CONDITIONS & PREREQUISITES

- EDU must be 13 or greater. CON must be 12 or greater. SIZ must be 14 or less.
- *Basic Training*: Air Force (Navy for Naval Pilots).
- To become a Pilot, the investigator must successfully complete Parachute Training.

RANK

NCO, Officer.

SPECIALISATIONS

Bomber, Fighter, Night-fighter, Test Pilot, Transport.

"The more mechanical becomes the weapons with which we fight, the less mechanical must be the spirit which controls them."

— Field Marshal Wavell.

SKILLS

Common: Electrical Repair, Fieldcraft, Mechanical Repair, Meteorology, Navigate (Air/Sea), Parachute, Pilot (Single-prop), and Radio Operator.

Bomber/Transport: Common skills, plus Aeronautical Systems, and Pilot (Multi-prop).

Fighter/Night-fighter: Common skills, plus Heavy Weapons (Machine Gun), Spot Hidden, and Tactics. With the Keeper's permission, Pilot (Jet-engine) can also be taken.

Test Pilot: Common skills, plus Aeronautical Systems, Electronics, and Pilot (Multi-prop). With the Keeper's permission, Pilot (Jet-engine), or Pilot (Rotary-wing), can also be taken.

BONUS

Ace: Fighter Pilots only. Make a Pilot skill check: if the result is a Special (where the result of the dice roll is equal to or less than one fifth of the investigator's skill percentage), roll 1D6 to determine the number of confirmed enemy kills. If the result is a Critical (01-05), roll 1D20 to determine the

number of confirmed enemy kills instead. Any result of 5 or more means that the character is an Ace with that many kills to his name. The player should agree the details of the kills with the Keeper. It is up to the Keeper how this affects the game. If, however, the result of the skill check is a failure of greater than 20%, roll 1D4 to determine the number of times the investigator has been shot down or crashed.

Tour of Duty: Bomber Pilots only. Make a Pilot skill check. If the result is a Special, roll 5D6 to determine the number of missions successfully completed. Keep making Pilot skill checks until you fail or complete a Tour of Duty. For RAF pilots, a full Tour consists of 30 combat missions, whereas for USAAF pilots it is 25, then 30, and finally 50 missions. Bomber pilots receive +2D6 points to their Pilot skill on the completion of a successful Tour of Duty. The Keeper must agree that there has been sufficient time for these missions to have taken place as part of the investigator's back story. Pilots rotate through desk or training posts after completing a Tour of Duty. Any successful combat missions that take place in play also count towards the completion of a Tour of Duty.

Lucky: Test Pilots only. Make an additional Pilot or Luck check, using whichever is highest, in catastrophic situations when a Pilot skill check has been failed, including Critical Failures.

Naval Pilots

SKILLS

Artillery (Aerial), Electrical Repair, Mechanical Repair, Navigate (Air/Sea), Parachute, Pilot (Single-prop), Radio Operator, Spot Hidden, and Tactics.

BONUS

Hunt Target: the Naval Pilot scans the horizon for the battleships he is hunting. The Naval Pilot can add +10% to his Navigate or Spot Hidden skill to locate his targets.

THE ARMY

Artilleryman

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 front-line 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.

ENTRY CONDITIONS & PREREQUISITES

- CON must be 10 or greater. STR must 10 or greater.
- *Basic Training*: Army.

RANK

Enlisted, NCO, Officer.

SPECIALISATIONS

Anti-aircraft, Anti-tank, Forward Observer, Gunner, Mountain Artillery, Reconnaissance.

SKILLS

Artillery (any appropriate), Drive Automobile, Drive Tracked, Demolitions, Fieldcraft, Mechanical Repair, Operate Heavy Machine, Radio Operator, Spotter (Forward Observer), and Tactics.

BONUS

Blood and Guts: Soldiers are immune to SAN losses from dead bodies, violent death and bloody injuries. If the Artilleryman is a career soldier, this bonus is instantaneous at the start of play. If the Artilleryman was initially a civilian, then the bonus only applies after the first 10 Sanity points have been lost in this way. Both the career and civilian Artilleryman suffers a secret phobia which may exhibit itself when they are away from the frontline, the details of which must be agreed with the Keeper.

Artillerymen specialising as Gunners (any gun) can also choose one of the following additional bonuses:

Line of Sight: a Gunner can add +10% to their Artillery skill if their gun is direct-firing at the target.

Rapid Fire: if a battery's Gunners all successfully roll their Tactics skill, they can increase the number of rounds fired by their gun per combat round by one for the duration of the barrage.

Infantryman

The army's weapon is the Infantryman. The basic infantry doctrine is to close with the enemy and to destroy him.

ENTRY CONDITIONS & PREREQUISITES

- CON must be 10 or greater.
- *Basic Training:* Army.

RANK

Enlisted, NCO, Officer.

SPECIALISATIONS

Heavy Weapons, Infantry, Radio Operator, Squad Support.

SKILLS

Infantryman: Rifle, and Tactics, plus five skills from the following: Close Combat, Fieldcraft, Fist/Punch, Grapple, Handgun, Kick, Military Doctrine, Rifle Grenade, Submachine Gun, or Throw.

Specialisation: Pick one skill from the following: Heavy Weapons (Anti-Tank Weapon), Drive Automobile, Heavy Weapons (Flamethrower), Heavy Weapons (Machine Gun), Heavy Weapons (Light Mortar), Radio Operator, or Ride Motorcycle.

BONUS

Blood and Guts: see p.75 for the full description of this bonus.

Infantrymen can also choose one of the following:

Five Rounds Rapid: Infantrymen can double their rate of fire if they are being charged by the enemy, for the duration of the charge.

Scrounger (POW×3): the Poor Bloody Infantryman can always locate life's little luxuries or essential daily items. Use this skill to locate food, drink, weapons, and ammunition on the frontline, or to acquire alternative equipment whilst in barracks. Further details of this skill can be found on p.93.

Sniper

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.

ENTRY CONDITIONS & PREREQUISITES

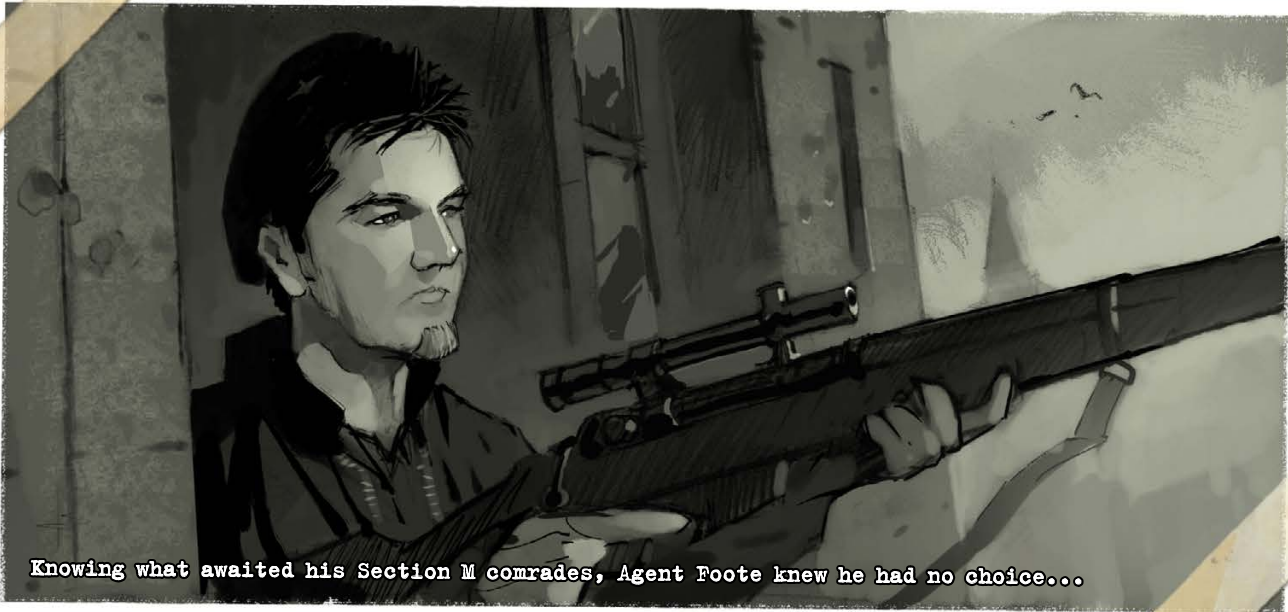
- CON must be 11 or greater. DEX and INT must be 14 or greater.
- *Basic Training:* Army.

RANK

Enlisted, NCO, Officer.

SKILLS

Climb, Fieldcraft, Listen, Military Doctrine, Psychology, Rifle, Spot Hidden, and Tactics.



Knowing what awaited his Section M comrades, Agent Foote knew he had no choice...

BONUS

Blood and Guts: see p.75 for the full description of this bonus.

Snipers can also choose one of the following:

Dead Eye: Snipers can treat targets at greater than their weapon's triple base range as being one range band closer. Quadruple base range is treated as Triple; Quintuple is treated as Quadruple etc.

Invisible: a Sniper can add +10% to his Fieldcraft skill checks when concealing himself, or add +10% to his Spot Hidden skill checks when attempting to detect an enemy sniper.

Tanker

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.

ENTRY CONDITIONS & PREREQUISITES

- CON must be 10 or greater. SIZ must be 14 or less.
- *Basic Training*: Army.

RANK

Enlisted, NCO, Officer.

SPECIALISATIONS

Commander, Driver, Gunner, Loader, Radio Operator.

SKILLS

Artillery (Direct Fire), Drive Tracked, Fieldcraft, Electrical Repair, Heavy Weapons (Machine Gun), Mechanical Repair, and Tactics.

BONUS

Blood and Guts: see p.75 for the full description of this bonus.

Weak Point: the Tanker can add +10% to one appropriate skill they possess (for example: Artillery (Direct Fire), Drive Tracked, Tactics, etc.) to locate and target an enemy tank or vehicle's weak point.

THE NAVY

Diver

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.

ENTRY CONDITIONS & PREREQUISITES

- CON must be 10 or greater. DEX must be 12 or greater.
- *Basic Training:* Navy.

RANK

Enlisted, NCO.

SPECIALISATIONS

Frogman, Hard-hat Diving.

SKILLS

Climb, Combat Engineer, Demolitions, Diving, Mechanical Repair, Melee Weapon (Knife), Pilot Boat, Swim.

BONUS

Hardy: divers receive +1 to CON and STR.

Sailor

Battleships, aircraft carriers, destroyers, frigates, corvettes, minesweepers, supply vessels, and submarines all need sailors to operate them. 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.

ENTRY CONDITIONS & PREREQUISITES

- CON must be 9 or greater. EDU must be 9 or greater.
- *Basic Training:* Navy.

RANK

Enlisted, NCO, Officer.

SKILLS

- *Sailor:* any eight skills from the following: Artillery (Anti-Submarine Weapons), Artillery (Naval), Craft (any appropriate), Cryptography, Damage Control, Electrical Repair, Heavy Weapons (Machine Gun), Mechanical Repair, Navigate (Sea), Operate Heavy Machine, Pilot Boat, Pilot Ship, Radio Operator and/or Radio Operator (Sonar), Rifle, Rope Use, Spotter (Firing Solutions), Submachine Gun, Swim, Torpedo.
- *Submariner:* Pilot Submarine, plus seven skills from Sailor.
- *Surface Vessel:* Pilot Boat or Pilot Ship, plus seven skills from Sailor.
- *Officer:* as above, plus Command.

BONUS

A Sailor can also choose one of the following:

Cross the T: the Sailor can add +10% to the Spotter (Firing Solutions) skill when using the ship's guns.

Depthcharge!: the Sailor can add +10% to the Artillery (Anti-Submarine Weapons) skill when hunting submarines.

12 Seconds to Impact: the Sailor can add +10% to the Spotter (Firing Solutions) skill when firing torpedoes.

A Beer in Every Port: the sailor can order a beer and a woman in every port he visits. The Sailor investigator gains 1D6 modern languages, each starting at EDU×1.

COMMON MILITARY OCCUPATIONS

There are occupations which are common across all the branches of the military. They are gathered here so as not to clutter the arm's mission-specific occupations. To use, apply the arm-specific basic training package, and then purchase skills from the occupation skill list.

Engineer (Army/Navy)

While Army engineers make garrisons work, camouflaging equipment and emplacements, creating fortified positions, and clearing roads and obstacles, 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.

ENTRY CONDITIONS & PREREQUISITES

- CON must be 9 or greater. EDU must 11 or greater.
- *Basic Training:* Army or Navy.
- Special Forces Engineers must successfully complete both Commando and Parachute Training.

RANK

Enlisted, NCO, Officer.

SPECIALISATIONS

- *Army:* Combat Engineer, Engineer, Miner.
- *Navy:* Electrical, Engines, Weapons Systems.

ARMY SKILLS

Rifle, and Tactics, plus six skills from the following: Craft (any appropriate), Combat Engineer, Drive Automobile, Drive Tracked, Electrical Repair, Demolitions, Fieldcraft, Mechanical Repair, and Operate Heavy Machine.

NAVY SKILLS

- *Common:* Chemistry, Damage Control, Mechanical Repair, Physics, and Swim.
- *Electrical:* Common skills, plus Electrical Repair, and Operate Heavy Machine.
- *Engines:* Common skills, plus Operate Heavy Machine.
- *Weapons Systems:* Common skills, plus Artillery (Naval), Demolitions, Heavy Weapons (Machine Gun), and Torpedo.

BONUS

Army Engineers can also choose one of the following bonuses:

Booby Trap: an Engineer can add +10% to his Demolitions skill when setting or defusing a booby trap.

Minefield: an Engineer can add +10% to his Combat Engineer skill when setting, detecting, or defusing a mine.

Naval Engineers instead receive:

Still Afloat: an Engineer can add +10% to any appropriate skill check when attempting to repair damage to keep his vessel afloat and operational.

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.

ENTRY CONDITIONS & PREREQUISITES

- CON must be 10 or greater. EDU must be 11 or greater.
- *Basic Training*: Air Force, Army, or Navy.

RANK

Enlisted, NCO, Officer.

SPECIALISATIONS

I-Corps Operative, Filed Security, Military Attaché.

SKILLS

I-Corps Operative: Cryptography, Military Doctrine, Other Language(s), Photography, Photo-interpretation, Rifle, and Spot Hidden.

Field Security: Drive Automobile, Fast Talk, Fist/Punch, Handgun, Military Doctrine, Other Language(s), Persuade, and Rifle or Submachine Gun.

Military Attaché: Anthropology, Espionage, Fast Talk, Handgun, Military Doctrine, Other Language(s), and Persuade.

BONUS

Fluent: the Intelligence Officer speaks one enemy language fluently - Other Language (EDU×4).

Medic

Field medics 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.

Nurses serve in field and general hospitals, offering hospital care whilst patients are recovering from injuries. This is one of the few military occupations open to women in a historically accurate campaign.

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.

In peacetime, intelligence is gathered from public and less public sources.

ENTRY CONDITIONS & PREREQUISITES

- CON must be 10 or greater. EDU must be 11 or greater.
- *Basic Training*: Air Force, Army, or Navy.

RANK

Field Medic: Enlisted, NCO.

Nurse, Doctor/Surgeon: Officer.

SPECIALISATIONS

Doctor, Field Medic, Nurse, Surgeon.

SKILLS

Field Medic: Biology, Fast Talk, Fieldcraft, First Aid, Medicine, Military Doctrine, Persuade, Pharmacy, Psychology, and Tactics.

Nurse: Biology, Drive Automobile, First Aid, Medicine, Military Doctrine, Persuade, Pharmacy, and Psychology.

Doctor/Surgeon: Biology, First Aid, Listen, Medicine, Military Doctrine, Other Language (Latin), Own Language, Persuade, Pharmacy, Psychology, Spot Hidden, and Surgery.

BONUS

Strong Stomach: military medics can ignore SAN loss for all injury, death and gore-related Sanity checks.

Well Educated: Doctor/Surgeon only. The investigator gains an additional +1 EDU.

Signalman

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.

ENTRY CONDITIONS & PREREQUISITES

- CON must be 9 or greater. EDU must be 11 or greater.
- *Basic Training*: Air Force, Army, or Navy.
- Special forces signallers must successfully complete Commando and Parachute Training.

RANK

Enlisted, NCO, Officer.

SKILLS

Cryptography, Electrical Repair, Listen, Mechanical Repair, Radio Operator, Spot Hidden and Telephony.

BONUS

Speed Morse: the Signaller adds +10% to their Radio Operator skill to send messages quickly, or to decode high-speed Morse.

Specialist

Some military careers just don't fit in boxes. We call them Specialists.

ENTRY CONDITIONS & PREREQUISITES

- CON must be 10 or greater. DEX must be 10 or greater. EDU must be 10 or greater.
- *Basic Training*: Air Force, Army, or Navy.

RANK

Bomb Disposal Expert, Musician: Enlisted, NCO, Officer.

Padre: Officer.

SPECIALISATIONS

Bomb Disposal Expert, Musician, Padre.

SKILLS

Bomb Disposal Expert: Chemistry, Drive Automobile, Electrical Repair, Demolitions, Listen, Mechanical Repair, Military Doctrine, Operate Heavy Machine, and Physics.

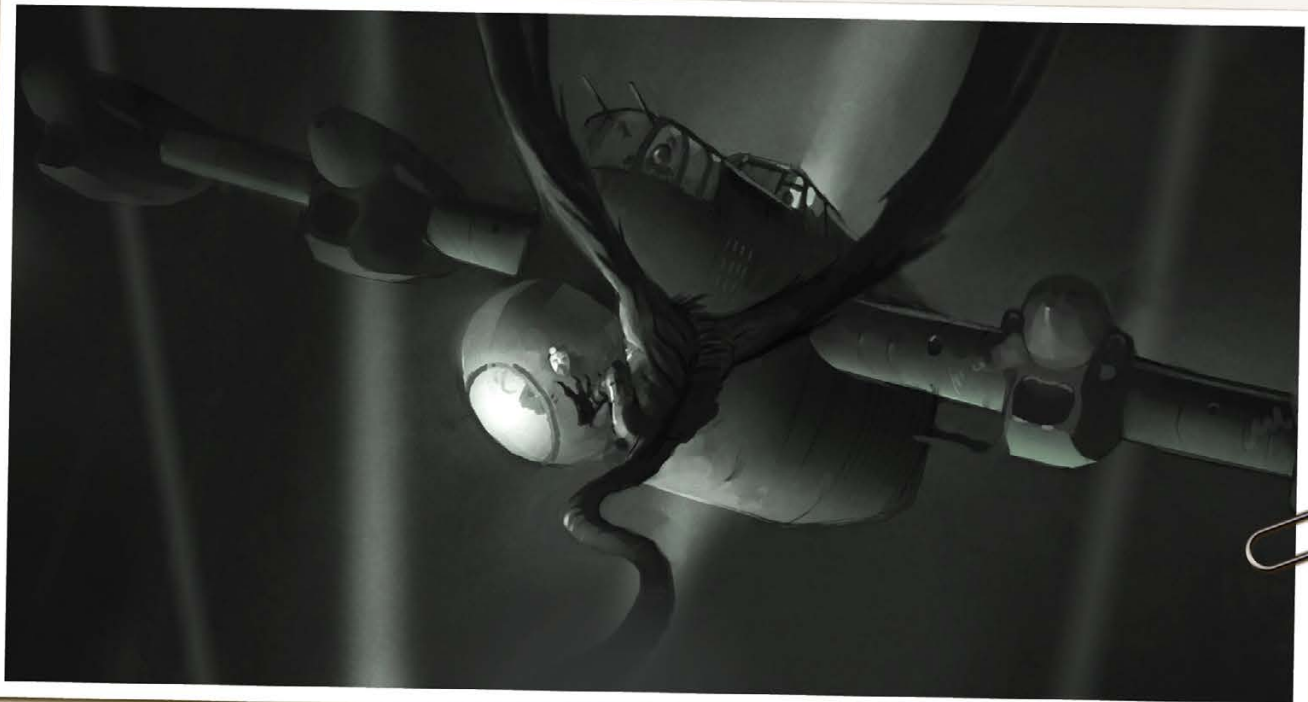
Musician: Fieldcraft, First Aid, Military Doctrine, Other Language (Music), Perform, Psychology, Rifle, and Tactics, plus Fast Talk or Persuade.

Padre: Bargain, Fast Talk, Institutional Lore, Military Doctrine, Occult, Other Language (Latin or Hebrew), Persuade, Psychology, and Theology.

BONUS

Cut the Red Wire: Bomb Disposal Expert only. The Expert adds +10% to any appropriate skill roll when attempting to defuse an unexploded bomb, or other ordnance or booby trap.

Quick March: Musician only. Anyone hearing the Musician play after he makes a successful Perform roll adds +10% to complete any arduous or repetitive task.



Uplifting Words (Padre only): any character listening to the Padre as he makes a Critical Success Fast Talk, Persuade, or Theology skill check can add 1D3 SAN to their current Sanity score.

FEMALE MILITARY OCCUPATIONS

All 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 allows women to serve in military units, often in frontline service (see the upcoming supplement *Achtung! Cthulhu: Guide to the Eastern Front* for further details). All of the major combatants encourage female nursing services.

If you are playing a historically accurate campaign, female military characters can choose an occupation from the following: Aviator/Pilot, Artillery, Driver (p.42 *Call of Cthulhu, Sixth Edition*), Medic, or Signaller. Further details on the various auxiliary forces can be found on p.45 and in Table 20.

ELITE MILITARY OCCUPATIONS

The Foot Guards

Some of the oldest, and the most able, infantry regiments of the British Army are the Foot Guards: the Grenadier Guards, the Coldstream Guards, the Scots Guards, the Irish Guards, and the Welsh Guards. Guardsmen have a reputation for doing things by the book, having a smart

appearance no matter what the conditions, and of being expert marksmen. The Irish Guards are a preferred regiment for Roman Catholic officers.

ENTRY CONDITIONS & PREREQUISITES

- CON must be 11 or greater. DEX must be 12 or greater. SIZ must be 15 or greater.
- *Basic Training*: Army.

RANK

Enlisted, NCO, Officer.

SPECIALISATIONS

Airborne, Guardsman, Motorised Infantry.

SKILLS

Common: Military Doctrine, Rifle, and Tactics.

Airborne: Common skills, plus six additional skills listed under the Paratrooper specialisation (p.81). Airborne Guards must successfully complete Parachute Training.

Guardsman: Common skills, plus six additional skills from Infantryman (p.75).

Motorised Infantry: Common skills, plus Artillery (Direct Fire), Drive Tracked, Electrical Repair, Fieldcraft, Heavy Weapons (Machine Gun), and Mechanical Repair.

BONUS

Guards investigators can also choose one of the following:

Spit & Polish: Guards always keep their weapons and equipment clean. Disregard malfunction ratings.

Table 20: 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 Nachrichtenshelferinnen	Luftwaffenshelferinnen	—	Marinehelferinnen	—

By the Book: Guards add +10% to their Tactics skill. However, their deployment is obvious and may be flanked by opponents who succeed at their Military Doctrine skill checks.

A "Para" is trained to be disciplined, self-reliant, and aggressive, as he will be dropped behind enemy lines to capture objectives.

Paratrooper (Parachute Regiment)

The Parachute Regiment becomes a full regiment in 1942, with perhaps its most famous engagement being that at Arnhem in late 1944. 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.

The Parachute Regiment fights in North Africa, Italy, France, the Netherlands, and Germany.

ENTRY CONDITIONS & PREREQUISITES

- CON must be 13 or greater. DEX must be 12 or greater.
- *Basic Training:* Army.
- The investigator must successfully complete Parachute Training.

RANK

Enlisted, NCO, Officer.

SPECIALISATIONS

Paratrooper, Pathfinder.

SKILLS

Paratrooper: Fieldcraft, Fist/Punch, Parachute, Rifle or Submachine Gun, and Tactics, plus four skills from the following: Close Combat, Grapple, Handgun, Jump, Kick, Military Doctrine, Submachine Gun, or Throw. Add one additional skill from the following: Heavy Weapons (Anti-Tank Weapon), Heavy Weapons (Machine Gun), or Heavy Weapons (Light Mortar).

Pathfinder: Fieldcraft, Demolitions, Fist/Punch, Parachute, Radio Operator, Rifle or Submachine Gun, and Tactics, plus two skills from the following: Close Combat, Grapple, Handgun, Jump, Kick, Military Doctrine, Submachine Gun, or Throw. Add one additional skill from the following: Heavy Weapons (Anti-Tank Weapon), Heavy Weapons (Machine Gun), or Heavy Weapons (Light Mortar).

BONUS

Forced March (CON×6): a successful Forced March skill check allows the Paratrooper to march up to 50 miles in 24 hours, and then fight without penalty.

Phantom

Officially known as the GHQ Liaison Regiment, Phantom is a secret reconnaissance unit involved in gathering and disseminating accurate real-time battlefield intelligence. Its members are specifically recruited for their existing skills, and then trained in wireless operation and ciphers.

Phantom squadrons are attached to other military units as required, and operate in the Mediterranean, North Africa, Italy, France, Northeast Europe, and Germany.

ENTRY CONDITIONS & PREREQUISITES

- *Any of the following skills:* Drive Automobile, Electrical Repair, Mechanical Repair, Other Language(s), or Ride Motorcycle, at 60% or above.
- *Basic Training:* Army.
- Investigators attached to Commando units must pass Commando Training.
- Investigators attached to the SAS must pass Commando Training and Parachute Training.

RANK

Enlisted, NCO, Officer.

SPECIALISATIONS

Antenna Erector, Driver, Radio Operator.

SKILLS

Cryptography, Military Doctrine, Radio Operator, Rifle, and Tactics, plus three skills from the following: Drive Automobile, Electrical Repair, Fieldcraft, Mechanical Repair, Other Language(s), or Ride Motorcycle.

BONUS

Wireless Ear: the Phantom radio operator can differentiate wireless traffic from different enemy units simply by listening to it, and adds +10% to their Radio Operator or Listen skill, whichever is highest, when attempting to do so.

US Airborne

Like the British, US Airborne forces are modelled on the tough and self-sufficient *Fallschirmjäger*, and the training reflects that. 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.

The US Airborne serves in Sicily, Italy, France, the Netherlands, Germany, New Guinea, and the Philippines.

**ENTRY CONDITIONS & PREREQUISITES**

- CON must be 13 or greater. DEX must be 12 or greater.
- *Basic Training*: Army.
- The investigator must successfully complete Parachute Training.

RANK

Enlisted, NCO, Officer.

SPECIALISATIONS

Combat Support, Paratrooper, Pathfinder.

SKILLS

Combat Support: Parachute and Tactics, plus six skills from either Artilleryman (p.74) or Army Engineer (p.77).

Paratrooper: Fieldcraft, Fist/Punch, Parachute, Rifle or Submachine Gun, and Tactics, plus five skills from Infantryman (p.75).

Pathfinder: Demolitions, Fieldcraft, Fist/Punch, Parachute, Radio Operator, Rifle or Submachine Gun, and Tactics, plus three skills from Infantryman (see p.75).

BONUS

No Gained Ground Relinquished: US Airborne investigators add +10% to their Tactics skill when the position they are holding is counter-attacked.

SPECIAL FORCES OCCUPATIONS

GREAT BRITAIN

Commandos

Commando training is hard and intensive, and becomes the basis of special forces and SOE paramilitary training. Fitness is paramount, and marches and assault courses are features of the six week curriculum. The tutors are masters of unorthodox warfare learnt in lawless Shanghai. As well as the training and the opportunity for dangerous service, there are other perks of commando service: the soldiers find their own accommodation and do not stay in barracks, which many commandos consider a welcome relief from the demands of Army life.

During 1940-43 Commandos are used as raiders in short duration missions of less than thirty-six hours. From late 1943 onwards, Commandos are used as assault troops in the vanguard of any invasion or assault force, tasked with securing strategic objectives using their specialised skills, and holding them until the main force arrives.

Commandos on raids could be subject to the Commando Order if captured (see p.7 for further details).

ENTRY CONDITIONS & PREREQUISITES

- Volunteers only. Conscripts can volunteer once past Basic Training.

- CON must be 13 or greater.
- *Basic Training*: Army.
- The investigator must successfully complete Commando Training.
- *Additional, optional training packages*: Parachute Training, Winter & Mountain Warfare Training.

RANK

Enlisted, NCO, Officer.

SPECIALISATIONS

Intelligence Gathering (30 AU), No.10 Inter-Allied, Raider.

SKILLS

Raider: Climb, Close Combat, Demolitions, Fieldcraft, Fist/Punch, Grapple, Handgun, Martial Arts (Defendu), Pilot Boat, Rifle, Submachine Gun, Survival (Arctic/Desert/Temperate/Tropical*), Tactics, and Throw, plus one skill from the following: First Aid, Heavy Weapons (Machine Gun) or Heavy Weapons (Light Mortar), or Radio Operator.

No.10 Inter-Allied: as per Raider, plus Other Language (English) at EDU×3.

30 AU: As per Raider, plus Other Language (German), Persuade, Locksmith, and Spot Hidden.

**Choose an appropriate climate for the theatre you are being deployed to.*

BONUS

Commando investigators can also choose one of the following:

Silent Kill ([STR+DEX]×2): a successful skill check grants the investigator an automatic impale attack. On a Critical Success (01-05), the person being attacked is killed instantly.

Quick Draw (DEX×3): on a successful skill check, the investigator can ignore the effects of a surprise attack on his DEX rating.

RAF Special Duties Pilot/Air Crew

A Special Duties Pilot is highly skilled at flying at night, in moonlight. Flying at low-level across Europe, he can find a small illuminated field and land on it to deliver or pick up SOE agents, or deliver agents and supplies by parachute.

161 Squadron specialises in flying Lysander and other types of aircraft into occupied Europe to insert SOE and SIS agents, and to pick up returning agents and other individuals. 138 Squadron uses Halifaxes and Stirlings to parachute agents into occupied Europe, and to drop supply canisters of war materiel to waiting Resistance groups. A Special Duties Air Crew is also required for larger planes.

ENTRY CONDITIONS & PREREQUISITES

- Volunteers, recommended by superior officer for special duties.
- Pilot must be 60% or higher. For Aircrew, their key skill must be 60% or higher.
- *Basic Training*: Air Force.

RANK

Enlisted, NCO, Officer.

SPECIALISATIONS

Agent Courier, Supply & Agent Drops.

A Special Duties Pilot is highly skilled at flying at night, in moonlight.

SKILLS

Agent Courier: Electrical Repair, Handgun, Mechanical Repair, Military Doctrine, Navigate (Air/Sea), Parachute, Pilot (Single-prop), Radio Operator, and Spot Hidden.

For Supply & Agent drop crews, use the skills listed under Pilot and Aircrew occupations.

BONUS

A Special Duties Pilot investigator can also choose one of the following:

Moonlight Vision: once acclimatised, Special Duties Pilots are not penalised for attempting actions in low light levels.

Dead Reckoning: Special Duties Pilots can add +10% to their Navigate skill when flying over enemy territory.

UNITED STATES OF AMERICA

First Special Service Force

Another crack special forces brigade, the FSSF is unique in that it is a combined American and Canadian unit of some 2,000 men, all fully trained as commandos, mountain warfare specialists, and parachutists.

ENTRY CONDITIONS & PREREQUISITES

- Volunteers only. Marital status: single, aged 21-35.
- CON must be 12 or greater. EDU must be 14 or greater.
- *Basic Training*: Army.
- The investigator must successfully complete Commando Training, Parachute Training, and Winter & Mountain Warfare Training.

RANK

Enlisted, NCO, Officer.

SKILLS

Climb, Close Combat, Drive Tracked, Fieldcraft, Handgun, Martial Arts, Parachute, Rifle, Ski, Submachine Gun, Survival (Arctic), and Tactics, plus one from the following: Demolitions, First Aid, Heavy Weapons (Anti-Tank Weapon), Heavy Weapons (Machine Gun); or Heavy Weapons (Light Mortar), Heavy Weapons (Flamethrower), Mechanical Repair, Radio Operator, or Throw.

**BONUS**

FSSF investigators can learn one of the following:

Silent Kill ([STR+DEX]×2): a successful skill check grants the investigator an automatic impale attack. On a Critical Success (01-05), the person being attacked is killed instantly.

Quick Draw (DEX×3): on a successful skill check, the investigator can ignore the effects of a surprise attack on his DEX rating.

US Army Rangers

The American equivalent of the Commandos, the Rangers are formed in 1942. Ranger training is the same as Commando training, and is carried out under the same live-fire conditions. Serving first in Dieppe in 1942, they move to North Africa and then to Sicily, before taking part in the Normandy landings.

ENTRY CONDITIONS & PREREQUISITES

- Volunteers only.
- CON must be 13 or greater.
- *Basic Training*: Army.
- The investigator must successfully complete Commando Training.

RANK

Enlisted, NCO, Officer.

SKILLS

Climb, Close Combat, Demolitions, Fieldcraft, Fist/Punch, Grapple, Handgun, Martial Arts, Pilot Boat, Rifle, Submachine Gun, Survival (Desert/Temperate/Tropical*), Tactics, and Throw, plus one skill from the following: First Aid, Heavy Weapons (Machine Gun), Heavy Weapons (Light Mortar), or Radio Operator.

**Choose an appropriate climate for the theatre you are being deployed to.*

BONUS

US Army Rangers investigators can learn one of the following:

Silent Kill ([STR+DEX]×2): a successful skill check grants the investigator an automatic impale attack. On a Critical Success (01-05), the person being attacked is killed instantly.

Quick Draw (DEX×3): on a successful skill check, the investigator can ignore the effects of a surprise attack on his DEX rating.

*You'd think Dudley Clarke would have been happy
creating one special force let alone three. E.H.*

TRAINING PACKAGES

Each of the training packages listed below details the course length, the requirements to pass the course, and the skill advances gained upon successfully completing that training. As mentioned in the Training Packages section on p.69, if multiple packages are taken, the investigator only applies the highest advance for any given skill; the advances are not cumulative. Each number in brackets represents the number of D6 rolled to advance that skill.

Combat Swimmer Training

- **Course Length:** five weeks.
- **Successful Completion:** the investigator must succeed at both a Swim skill check and a CON×5 roll. One re-roll (either or both checks) is allowed if the course is failed at the first attempt. Further failure results in a Return to Unit (RTU).
- **Skills:** Close Combat (2), Demolitions (4), Diving (4), Pilot Boat (5), Pilot Mini-Sub (5), Swim (4).

Commando Training

- **Course Length:** six weeks.
- **Successful Completion:** the investigator must succeed at a CON×5 roll. One re-roll is allowed if the course is failed at the first attempt. Further failure results in an RTU.
- **Skills:** Climb (2), Close Combat (2), Demolitions (5), Fieldcraft (2), Fist/Punch (1), Grapple (2), Handgun (1), Heavy Weapons (Machine Gun) (2), Martial Arts (3),

Pilot Boat (3), Rifle (1), Submachine Gun (2), Survival (Arctic/Desert/Temperate/Tropical*) (4), Throw (2).

- **Bonus:** *Enemy Weapons Proficient.* Commandos can use enemy infantry weapons without penalty.

**Choose one specialisation appropriate to the theatre you are being deployed to.*

Winter & Mountain Warfare Training

- **Course Length:** nine weeks.
- **Successful Completion:** the investigator must succeed at a CON×5 roll. One re-roll is allowed if the course is failed at the first attempt. Further failure results in an RTU.
- **Skills:** Climb (2), Pilot Boat (5), Ski (5), Survival (Arctic) (3).

The investigator only applies the highest advance for any given skill; the advances are not cumulative.

Parachute Training

- **Course Length:** two weeks.
- **Successful Completion:** the investigator must succeed at a DEX×5 roll. One re-roll is allowed if the course is failed at the first attempt. Further failure results in an RTU.
- **Skills:** Jump (5), Parachute (5).
- **Bonus:** successful investigators can wear the parachutist's badge, also known as "Jump Wings".





CHAPTER 6

Getting Your Hands Dirty

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

Cth

Although many of the skills mentioned in the previous chapter can be found in the *Call of Cthulhu*, Sixth Edition core rulebook, by the beginning of the war it is nearly a decade since the Roaring Twenties ended, and times have moved on. Not only that, there are a multitude of new experiences and proficiencies brought about as a result of the escalating conflict. Below are detailed additional and updated skills for investigators taking part in the Secret War.

Aeronautical Systems (01%)

As progress marches forward, propelled by the needs of warfare, the complexity of aircraft also increases. This skill provides an understanding of the principles of flight systems and aircraft design, as well as the ability to operate, repair, and modify them, assuming the availability of the relevant parts and equipment. Attempts to repair an aircraft can be made using this skill without these, but treat as a *Difficult* skill check, and then only for the most basic repairs.

Artillery (01%)

Military characters only. The Artillery skill is required to operate any non-portable heavy weapons, such as field guns, tank guns, naval cannons, or shore batteries. As many such weapons require a crew to operate, attempting to do so single-handedly is a *Difficult* action, and may be impossible for larger weapons at the Keeper's discretion.

Specialisations: Aerial (bombs, bomblets, and torpedoes dropped by aeroplanes), Anti-Aircraft, Anti-Submarine Weapons (depth charges), Anti-Tank (towed weapons, including the fearsome German 88mm), Direct Fire (infantry guns, tank guns), Indirect Artillery (including field guns, mortars and howitzers), Naval Artillery (including shore batteries), and Rockets.

Close Combat (25%)

Military and Espionage characters only. The infantryman's best friend is his rifle, and many hours of basic training are devoted to teaching the use of the rifle as an effective melee weapon, particularly when attacking with fixed bayonet. Due to their training in the use of bayonets and other close



Photo: Mr B J Daventry, Royal Air Force official photographer - No. 85 Squadron RAF Gas attack Practice - Public Domain image.

combat weapons, investigators with the Close Combat skill use this for all attacks with knives and bayonets, or when using a rifle-butt as a club. Additionally, in the desperation of battle the infantryman may use this skill to attack using an impromptu weapon, such as a tyre chain or the faithful Army issue entrenching tool (p.115).

Combat Engineer (15%)

Military characters only. Those with the Combat Engineer skill are experienced in the use of construction and demolitions under combat conditions, including building and breaching defences, placing obstacles such as tank traps or barbed wire, deploying, detecting or defusing mines, and camouflaging emplacements.

Defusing explosives or mines out of combat is a *Normal* task but it is *Difficult* if attempted under fire. When defusing explosives, a Fumble (Critical Failure) indicates the character has accidentally detonated the device.

A Failure under peaceful conditions means the character is unsure of the device and must spend more time studying it before attempting to disarm it again next round. A Failure under combat conditions means the character in his haste jars the device, and for a split second there is the risk of detonation unless the character succeeds in a Luck roll. Failure of the Luck roll means the device detonates, while a Success signifies the character can catch his breath and try again next round.

The Combat Engineer skill also allows the character to use specialist devices such as the Bangalore torpedo for clearing barbed wire.

Command (05%)

Military characters only. Rank may give a character the permission to command, but only the Command skill gives him the actual ability to do so. It allows a character to effectively lead NPC troops in complex tasks, both in and out of combat, as well as determining the skill level of the troops under his command. For example, if a character has the Command skill at 50%, then the troops under his command have a skill rating of 50% for whatever activity the character is commanding them in.

A successful skill use allows the affected unit to use artillery, explosives, hand-to-hand combat, heavy weapons, rifles, and so on, as directed by the character, but the unit must roll separately to determine if the activity itself is actually accomplished. Any activity attempted by the unit must be within reason for the type of troops being commanded—after all, an infantry unit is unlikely to be able to repair, or fly, a bomber, no matter what their officer's Command skill level is.

The basic number of troops affected by the Command skill is determined by the character's rank. NCOs can only command their immediate unit; a lieutenant can command up to a platoon; a captain can command up to a company;

and a major can command up to a battalion. An enlisted man can attempt to use Command, but only at the base percentile chance (unless he has spent character creation points to obtain the skill), and only at the level of his immediate unit.

Any unattached units encountered in the field can also be controlled using this skill, as can those whose commanding officer is outranked by the character, although characters should treat this roll as *Difficult* if the commander they are attempting to usurp is well-liked by his troops.

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

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

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

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

Critical Success: unit tasks become *Easy* for 1D4 combat rounds.

Attempts to command another type of military force from the character's own, for example an Army lieutenant attempting to direct Navy sailors, is classed as a *Difficult* skill check.

Comptography (01%)

Computers are in their infancy during World War Two. These machines are massive calculation engines taking up entire rooms with their state-of-the-art vacuum tubes and thyatron, and require constant upkeep and maintenance. The Comptography skill permits a character to operate one of these devices, replacing parts as they inevitably burn out, and ensuring that calculations are completed correctly. Should a character have access to one of these rare computers, a Comptography roll may be made when working on scientific or cryptographical problems, potentially giving a bonus to once science, Cryptography, or Mathematics skill roll. (This permits the cracking of complex or military codes that would normally be impossible by the use of the Cryptography skill alone. The time taken to crack such codes is at the Keeper's discretion.)

Fumble: the character's attempt to use the computer has resulted in a fatal error, burning out a number of essential components. Not only are the computer's calculations useless, but the machine must be taken offline for 1D6 days to repair the damage.

Failure: the character fails to deduce any meaningful insights from the data produced.

Success: the calculations produced by the computer greatly enhance the character's project, giving a +10% bonus to the next science, Cryptography, or Mathematics skill roll.

Special: the calculations provide great insight into the project, giving a +15% bonus to the related science, Cryptography, or Mathematics skill roll. In addition, the character has discovered new methods for operating the computer, and may increase his Comptography skill by +1D6%.

Critical Success: not only has the computer produced astounding results (+25% next science, Cryptography, or Mathematics skill roll), but it has also provided a number of insights that allow the character making the skill roll to increase his skill by +1D6%.

Cryptography (01%)

This skill deals with the creation, deciphering, and cracking of codes. A successful roll allows the character to encode or decode a message but *only* if the cipher is already known. It does not allow the character to crack military codes—after all, huge amounts of time and energy are expended by entire teams of specialists throughout the war to bring about such miracles—but the Keeper can allow the breaking of simple ciphers or poor quality codes. A failed roll results in an unintelligible transcript, whereas a Fumble results in a misleading, and potentially dangerously garbled, message being translated.

Damage Control (15%)

Fires are particularly dangerous on ships and submarines, and every sailor learns the basic rules of damage control and emergency repair. Damage Control allows the character to use fire-fighting equipment and direct others to ensure fires are quickly brought under control.

Training in this skill also gives the character the ability to repair critical damage to a vessel under combat conditions to ensure that watertight integrity is maintained. Any critical damage to a vessel, including hull breaches, can be temporarily repaired by a successful Damage Control roll, though the Keeper should treat blocking hull breaches as a *Difficult* task.

Fumble: the character's actions increase the severity of the damage. Depending on the location of the damage, the results could be catastrophic for the vessel.

Failure: the character is unable to repair the damage.

Success: the character temporarily repairs the damage and, in the case of a hull breach, succeeds in blocking the gap.

Special: the repair proves sound, and the character is able to make progress with secondary repairs, giving a +10% bonus to his next Damage Control roll.

Critical Success: not only does the repair fix the problem, but the repair is good enough not to need revisiting afterwards.

Although the term "Damage Control" is specifically used to refer to such ship-board training and activity, the skill can be extended to cover similar land-based activities, such as the protection of large buildings and installations.

Demolitions (01%)

The Demolitions skill covers military or professional training in the storage, transport, and use of explosives (for example, dynamite and TNT) in the field to achieve specific tasks, such as destroying bridges and fortifications, or immobilising tanks. The ability to defuse a range of explosive devices is also covered by this skill, as is a knowledge of the use of timers and detonators, including fuse pencils and other SOE favourites.

If the character has Demolitions at 60% or higher, then most regular uses of the skill should automatically succeed. Demolishing massive structures, such as bridges, dams, and buildings, are *Difficult* unless the character has access to accurate plans or blueprints.

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

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

Success: the charge does the expected damage. On a successful Luck roll, any desired and feasible special effect, for example blowing up a bridge, is also achieved.

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

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

For those who have not had the benefit of military or professional training, the Electrical Repair skill can be substituted instead with the Keeper's permission, as described in the weapons table on p.65 of *Call of Cthulhu, Sixth Edition*.

Diving (01%)

Although equipment does become available to the public during the 1930s, enabling the development of private diving clubs, the use of underwater breathing apparatus for diving during the Secret War period is sufficiently unusual that it is not covered by the standard Swim skill. Diving, used in conjunction with Swim, represents the ability to use breathing

apparatus for extended diving activities. Under normal circumstances the character should make a Diving roll on the way down and one on the way back up to ensure no mishaps occur, but if engaged in combat any activity must be attempted at half skill unless a successful *Difficult* Diving check is made, including making an attack. The Diving skill gives the character experience in emergency procedures while diving, and can be used to attempt a repair on diving equipment should it fail.

Drive Tracked (10%)

Military characters only. This skill replaces Operate Heavy Machine with respect to military vehicles, and is the ability to drive tracked vehicles including half-tracks, mobile artillery, and tanks in normal conditions. Driving in adverse conditions such as heavy mud or snow is a *Difficult* task.

Espionage (01%)

Espionage characters only. This represents the character's knowledge of the methods employed in clandestine intelligence gathering and covert operations. This includes evasion techniques, signalling and counter-surveillance, the use of dead letter drops and other secret methods for communicating, as well as training in specific operational requirements and the concealment of activities in enemy territory. The Espionage skill can be used for counter-intelligence purposes to detect likely enemy spy activity, and for employing surveillance techniques to catch them.

Though in peacetime forgery is a crime,
in wartime it is a critical requirement
in the world of espionage.

Fieldcraft (05%)

Military characters only. The Fieldcraft skill replaces Conceal, Hide, and Sneak skills for military characters, and represents the basic military skills required to operate in the field, such as stealth, camouflage, and observation. Characters with the Fieldcraft skill will know the best way to approach an enemy position using cover to mask movement, how to cross rivers, and how to lay down an ambush.

Fieldcraft also represents camouflage techniques, allowing the character to obscure small firing positions and booby-traps. In addition, it can be used for short-term basic survival such as foraging and finding shelter.

Folklore (05%)

Knowledge of the customs, stories, and beliefs of an identifiable area, region or people, such as a particular nomadic tribal region, the Celts, or the Romany Gypsies. This knowledge is

primarily related to cultural traditions and legends, and can be used instead of Anthropology to detect the historical presence of a particular people through carvings and other signs.

Forensics (05%)

Though criminal forensics is still in its infancy compared to modern techniques, investigators with this skill are trained to determine facts about incidents based on the scientific evidence at the scene, while ensuring that evidence remains uncontaminated. This skill can be used to search for fingerprints and other hidden evidence at a particular location, though this process is slow and painstaking so is unsuitable for quick searches, as it takes many hours to complete properly.

A character using the Forensics skill can learn one hidden piece of information about an incident scene for each 1D6 hours spent carefully analysing it. This information should be factual only, for example identifying the number of people involved in a gunfight, or finding a fingerprint on an iron poker at a murder scene. A Critical Success can provide a second piece of information at the Keeper's discretion, while a Fumble indicates the character has contaminated the scene in his rush to find the evidence.

Forgery (01%)

Though in peacetime forgery is a crime, in wartime it is a critical requirement in the world of espionage. Every intelligence agency maintains a department of master forgers capable of reproducing enemy permits, identification papers, and incriminating documents. Assuming a character has access to the right materials, or the ability to Scrounge (see p.93), a successful Forgery attempt allows him to spend 1D6 hours producing one set of papers or one permit. If the document being forged is particularly complicated or the character has had to scrounge the materials then the check is *Difficult*.

Fumble: the character makes an unrecoverable mistake while creating the duplicate, and must start again with new materials.

Failure: the resulting document is good enough to pass brief inspection, but anyone making a successful Spot Hidden roll will identify a major flaw in it when used.

Success: the document will pass normal scrutiny, but a detailed examination will reveal a mistake on a *Difficult* Spot Hidden roll.

Special: the document will pass normal scrutiny, and the character develops a "knack" for producing further copies, giving a +20% bonus to subsequent attempts at producing further replicas of this specific document.

Critical Success: the document is a perfect copy, and even the most detailed scrutiny will fail to identify it as a forgery.



Heavy Weapons (15%)

The Heavy Weapons skill represents training in man-portable heavy calibre weapons, mostly used for anti-tank or fire support in combat. Characters with military training are assumed to have received general training in the use of a number of weapon types. When choosing a specialisation, the character may attempt to use other types of heavy weapon at half his normal skill value, representing his general familiarity with these weapons.

Specialisations include: Aircraft Cannons, Anti-Tank Mines, Anti-Tank Weapons (including Anti-Tank Rifles, PIAT, Bazookas and *Panzerfaust*), Flamethrowers, Light Anti-Aircraft, Light Mortars, Light Cannons, and Machine Guns.

Hypnosis (05%)

The ability to place individuals into trance-like states during which they are susceptible to suggestion, which can be used to control addiction, change habits, and cope with chronic pain. Attempting to place an individual into a hypnotic trance requires a skill roll and, despite what the pulp Hollywood thrillers would have you believe, the subject must be willing, or at least not resisting (a variety of medications can aid in this respect). Once in a trance, the subject can be ordered to carry out simple commands, though the hypnotist must make a successful Psychology roll to convince the subject to do something completely against character or potentially hazardous.

Fumble: the subject in question and the character are incompatible, and the character cannot attempt to hypnotise this particular subject ever again.

Failure: though the subject was not hypnotised, the character may attempt another session after a reasonable amount of time (Keeper's discretion).

Success: the subject falls into a trance.

Special: the subject falls into a trance and, due to the strength of the effect, the character may put the subject into a trance at will in future without making a Hypnotism roll.

Critical Success: the subject falls into a trance and, due to the strength of the effect, the character may put the subject into a trance at will in future without making a Hypnotism roll. All attempts to persuade the subject to act against character or in a dangerous manner are treated as *Easy*.

Institutional Lore (01%)

Reflects the investigator's knowledge of the workings and intricacies of an organisation, usually that to which they belong, such as a university or government department. This represents the investigator's familiarity with their organisation and the people within it, as well as their standing among colleagues and their ability to gain access to superiors in what is still a highly bureaucratic world. Assume the investigator knows any information that is considered common knowledge, but for more technical or obscure knowledge a check should be made.

This skill should also be used when attempting to cut through red tape or to find the right person to speak to, for example bypassing the usual bureaucratic chain of command to gain a meeting with the Head of the Department, or convincing the postman to let the investigator deliver the Dean's mail for him.

Jury Rig (25%)

You can pretty much guarantee that when something breaks down, you never have quite the right part or piece of equipment on hand to fix it. The ability to cobble together something that will do the job out of the odds and ends you do have lying around is therefore invaluable. A successful Jury Rig roll allows the creation of a relatively simple item out of whatever materials are available, or the ability to use such materials to repair another damaged or faulty item; this could be a rickety bridge, a rudimentary fortification, or even a booby-trap or decoy. Used in conjunction with Electrical Repair and Mechanical Repair, as long as there are appropriate components, tools, and maybe even a workshop, quite sophisticated items of equipment can be jury rigged, should the occasion demand it. Want to retrofit that captured *Volkswagen* with armour plates and a machine gun? Now you know how!

Mathematics (EDU x2%)

A companion skill to Physics, this represents the ability to carry out advanced mathematical calculations, and is an essential weapon in the fight to crack enemy codes. A skill of 20% allows a person to do calculus and analytic geometry, while at 40% differential and integral calculus and non-Euclidean geometry become understood. At 60% a character is capable of creative, innovative mathematical work, and would no doubt be quickly approached to discuss certain special projects being investigated in New Mexico. Beyond 90% the character is at ease discussing his theories with Einstein, but is perhaps more susceptible to SAN loss due to the nature of his work.

Melee Weapon (Various)

For non-military characters, or for military ones who would not normally receive Close Combat training, Melee Weapon can be used instead for close-quarters fighting. There are many different types of melee, or hand-to-hand, combat weapons available.

Specialisations include: Axe, Club, Knife, Spear, and Sword, amongst others. The base chance for each specialisation varies, as shown in **Table 21**.

Meteorology (10%)

Skill in Meteorology allows a character to predict local or regional weather conditions for up to three days, providing they have experience of the area's weather patterns. As well as predicting weather conditions, the Meteorology skill allows the identification of different weather effects, their cause, and the likelihood of danger presented by them. A meteorologist would also easily be able to detect any subtle but unnatural weather conditions, such as unusual fogs or strangely moving clouds, where others might miss them.

Military Doctrine (05%)

Military characters only. Military Doctrine represents a military character's knowledge of the armed forces, including ranks and insignia, protocols and procedures, and concepts such as military strategy and the varying schools of warfare. Characters can use this skill to know a specific piece of information relating to military matters, be that the correct chain of command to approach the Quartermaster General, or the standard pattern of attack for infantry assaulting reinforced emplacements.

Characters can also attempt to use this skill when trying to cut through red tape or justify actions that would be considered against regulations. A minor infringement of regulations would require a *Normal* skill check, while a major infraction against them would require a *Difficult* Military Doctrine skill check in order to justify it, and reduce it to a minor infringement; a second skill roll cannot then be made to reduce this infringement any further. A classic example of a character with a high Military Doctrine skill would be the "barrack room lawyer" capable of spouting military regulations to justify any action (or more likely any lack of action) to superiors.

A Keeper can also use Military Doctrine to identify errors in plans for battle proposed by the characters. Once a plan of attack is decided, the Keeper can roll a Military Doctrine skill test in order to advise the character of potential flaws.

Photo-Interpretation (01%)

The ability to analyse photographic imagery for specific patterns and information, and to glean intelligence from images. Training in photo-interpretation allows a character to identify enemy troop positions and other intelligence based on aerial photography supplied by the RAF on their regular reconnaissance flights over occupied Europe. Characters with this skill may make a check to spot concealed enemy forces and other features of interest from photographs, such as missile launch sites. In addition, photo-interpretation allows the detection of faked imagery and alterations to photographs.

Table 21: Melee Weapon Specialisations

Specialty	Base Chance
Axe	20%
Club	25%
Knife	25%
Spear	15%
Sword	15%

Parachute (01%)

Military and Espionage characters only. At the start of the war, parachuting is still a relatively new concept for the military, but by the end of the conflict and the huge landings in Crete, Normandy, and the Netherlands, it has become an accepted tool of war. The Parachute skill enables a character to successfully deploy and land via parachute without injury. In ideal conditions, a character should only make a Parachute skill check upon landing to ensure he does not land badly, or else he suffers 1D6 Hit Points of damage on impact. A Fumble indicates that not only has the character landed badly, but he has also come to earth miles from the intended drop point. In high wind or combat conditions, a *Difficult* skill roll is required to land or make significant course changes. Any actions attempted while parachuting, such as firing a weapon, are treated as *Difficult*.

At the start of the war,
parachuting is still a relatively new
concept for the military.

Pilot (01%)

The Pilot skill remains essentially unchanged from that on p.73 of *Call of Cthulhu, Sixth Edition*, but the following specialisations are available to investigators:

Pilot Aircraft—Jet-engine (*military only*), Multi-prop, Rotary-wing (*military only*), Single-prop.

Others—Pilot Boat, Pilot Mini-sub (*military only*), Pilot Ship, Pilot Submarine (*military only*).

Perform (05%)

This skill represents a character's ability to perform in public, whether musically, acting, dancing or singing, and may represent a pre-War career on the stage or in radio, television, or even films. Though the BBC ended all TV broadcasts in

1939, their radio services kept the morale of the nation afloat throughout the war, as well as giving the secret services a channel for communicating with agents overseas. Characters with this skill and a foreign language are ideal candidates for undercover work, or as presenters for the many foreign language services broadcasting propaganda in occupied Europe.

Radio Operator (01%)

Knowledge of the use of radio transmitting and detection equipment, as well as the maintenance and repair of radio sets in the field. Radios have quickly become essential to ensure combined forces can coordinate on the battlefield, particularly artillery and air support. Radio Operator can also be used to attempt to break through enemy radio jamming, requiring a *Difficult* roll to successfully transmit for 1D6 rounds through the interference, after which the enemy may attempt to jam the broadcast again. Radio Operator also permits the use of radar equipment (as it is introduced) for the detection of enemy aircraft.

As well as radio operation, the skill includes the ability to understand and transmit Morse Code at a rate equal to one word per minute per skill percentile.

Naval characters may choose to specialise their Radio Operator skill in Sonar, allowing them to use sonar equipment to detect enemy ships and submarines. When attempting to use either radar or sonar, a Radio Operator skill check must be made, and adjusted to *Difficult* if the enemy is attempting to avoid detection (such as in the case of a submarine).

Fumble: the enemy contact has completely evaded the radar or sonar detector, remaining hidden from all further attempts to locate it, and receiving a +10% bonus to its first action as it appears from an unexpected location to strike.

Failure: the enemy contact has been lost momentarily. The character may make a roll next round in an attempt to reacquire the target.



Success: the character has detected the enemy, though must continue to make skill checks each round to maintain contact.

Special: the character has a solid lock on the enemy contact which may not evade detection again for the duration of combat.

Critical Success: the character has a solid lock on the enemy contact which may not evade detection again. Any attacks against the target receive a +20% bonus for their first strike due to the character's excellent tracking skills.

Ride Motorcycle (15%)

Provides skill in the operation of motorcycles and motorcycle-sidecar combinations.

Rifle Grenade (15%)

This skill should be used for the indirect or direct fire of grenades launched using a rifle attachment, such as the American 22mm rifle grenade compatible with the M1 Garand and Carbine, and the M9A1 High Explosive Anti-tank grenade. This is the period equivalent of the modern skill Grenade Launcher.

Rope Use (10%)

Though the days of sailing ships with hundreds of yards of rope securing their sails are long gone, every sailor knows how to tie off a rope. Rope Use gives the character the ability to tie different types of knot, and make use of ropes for securing and restraining others, as well as knowing how to get out of such restraints themselves. Characters with this skill can use it to construct makeshift winches and lifts between ships.

Sabotage (05%)

Espionage characters only. The knowledge and techniques required to sabotage equipment and vehicles, with or without explosives. A successful Sabotage roll indicates that the user knows how to disable the equipment or vehicle without explosives. It also indicates the best course for maximum damage or delay, and can aid a Demolitions or Combat Engineer skill check in doing greater damage or being more effective.

Fumble: the character is discovered in the act of sabotaging his target.

Failure: there is little or no damage caused to the target.

Success: the target is disabled for 1D4 days.

Special: the target is disabled for 1D4 weeks.

Critical Success: the target is permanently disabled.

Scrounge (10%)

This is a survival skill particularly useful in inhabited areas. A successful roll allows the character to "rustle up" food, small quantities of fuel, and maybe even some useful tools, through a variety of techniques: stealing, bartering, or otherwise appropriating (or rather misappropriating) items found nearby. Scrounge can also be used in conjunction with other skills, such as Mechanical Repair and Jury Rig, if specific materials need to be found in order to carry out essential repairs.

This is not a skill for surviving in the great outdoors, as it relies on having at least some degree of civilisation in the vicinity to be able to scrounge off. Only items which might conceivably be available in that particular locale can be scrounged. You are just not going to find a wedding dress on the Normandy beaches—unless you know exactly the right people to ask, of course...

Ski (05%)

Training in the use of skis for downhill skiing, long-distance travel over snow, and knowledge of correctly maintaining equipment. With limited training, most people can ski in normal conditions, requiring one Ski roll for each hour of travel, though terrain and weather conditions may require additional rolls. In combat situations, a character attempting to do anything other than ski must make a *Difficult* ski roll in order to carry out another activity, such as shooting a weapon. A Fumble result means the character has fallen during his attempt to manoeuvre and risks injury, requiring a successful Jump roll to avoid suffering 1D10 damage.

Spotter (05%)

Military characters only. The Spotter skill represents a character's ability to work out firing coordinates for long-range weapons.

The Spotter skill has the following specialisations:

Firing Solutions (naval artillery)—Long range weapons, both direct and indirect fire, are affected by a number of factors, including wind speed and direction, distance, and even the curvature of the Earth. At sea, they are also affected by a vessel's bearing and speed. As a result, considerable calculations are required to ensure accurate targeting. A character can calculate a firing solution for a specific location or vessel, and attempt to use this solution to decrease the range of one Artillery attack against that location or vessel by one band.

Forward Air Control—allows a character to direct friendly aircraft to attack ground targets without endangering allied

troops. If the Keeper rules that air support is available at any time, a map and radio-equipped character can direct air attacks against enemy positions. Low visibility conditions increase the difficulty of this to *Difficult*. Success indicates that the air strike hits true.

Forward Observer (land-based artillery)—provided they are in contact with the firing battery or its fire control, a forward observer can attempt to adjust friendly fire. For each round of fire, the forward observer can report and adjust the fire coordinates by making a successful skill check. Each round of fire that is successfully adjusted increases the accuracy of the artillery fire by 5% up to the limit of the forward observer's skill. If the skill check is failed, the artillery has fired off-target. A forward observer can also attempt to call friendly fire on a position if he is able to observe the target. A skill check must be made to successfully relay the target coordinates. Once fire has arrived, the forward observer can attempt to adjust the target co-ordinates as above.

Surgery (01%)

The advances in medical technology made in the 20th Century have greatly increased the survival rates for men wounded in battle. All armies now field surgeons among their medical personnel, working in makeshift tent hospitals behind the frontline treating the worst injuries inflicted by the war. Characters with the Surgery skill are able to perform surgical procedures, often under combat conditions, to save the lives of the injured. Performing a surgical procedure at a field hospital is a *Normal* difficulty task, while attempting to perform a procedure under withering machine gun fire on Omaha Beach is a *Difficult* task, to say to least.

Survival (01%)

Knowledge relating to survival techniques for hostile and extreme environments, including how to dress, find shelter, safety techniques, hunting, foraging, and basic treatment of associated medical problems (such as frostbite or malaria). This skill is only applicable if the character's survival is threatened by the environment, such as by a lack of water, food, or shelter.

When training in the Survival skill, the character should specify the type of environment he has been trained to operate in from Arctic, Desert, Temperate, Tropical, or Mountain.

It doesn't matter how good your survival skills are, you still won't find a good cup of coffee in England.

B.C.

Tactics (01%)

Military characters only. The Tactics skill allows a character to understand the ebb and flow of battle, and to choose his actions accordingly. The use of Tactics affects a wide variety of skills, including the choice of which weapon to use and where the character positions himself on the battlefield; attempts to use such skills without first using Tactics are automatically *Difficult*. Predominantly working at an individual level, Tactics can only affect larger troop numbers when combined with the Command skill.

Fumble: the character's appalling tactical appraisal of the situation gives his combat tasks a -25% penalty for 1D4 combat rounds.

Failure: the character's flawed understanding gives his combat tasks a -10% penalty for 1D4 combat rounds.

Success: the character is able to make an adequate tactical assessment, and his combat tasks are performed systematically in accordance with his tactical goals.

Special: the character gains valuable tactical insight from his reading of the situation, providing a +10% bonus to his combat tasks for 1D4 combat rounds.

Critical Success: the character makes sound and effective tactical decisions, providing a +25% bonus to his combat tasks for 1D4 rounds.

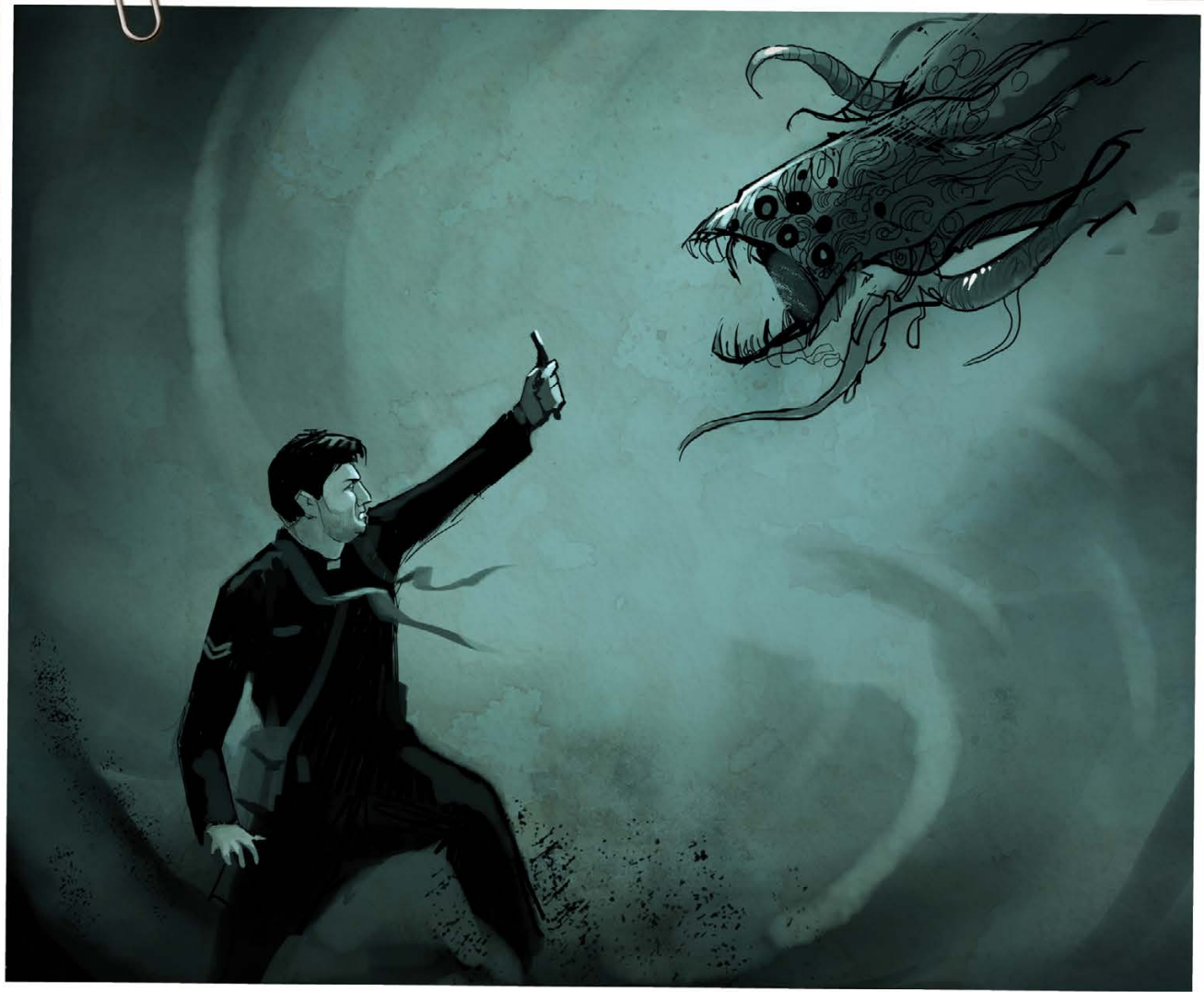
The advances in medical made in the 20th Century have greatly increased the survival rates for men wounded in combat.

Teach (10%)

This skill represents the character's ability to impart knowledge of a skill to another person. To teach a skill, the character must have twice the student's skill percentage, or a skill rating of 50% (whichever is lower) in order to have the necessary ability to train it. A successful teaching session takes 1D3 days, and imparts one skill advance check to the student in the chosen skill.

Telephony (01%)

The ability to operate and repair telephone equipment, particularly field telephones and telephone exchanges. Knowledge of this skill allows a character to redirect telephone signals through an exchange, listen in on calls, and make basic repairs and maintenance checks to telephone handsets and exchanges. Characters with this skill may also attempt to place listening devices in telephones, and will be able to recognise the sounds of a telephone that has been bugged.



THANKS TO MARK MARGRAF

Theology (05%)

Theology is the study of the divine, and particularly the use of analysis and argument to help understand and develop religious theories. Characters trained in theology should specify the religion they have theological training in, and have an understanding of the doctrines, history, dogma, and teachings of their chosen religion. Characters can also use this skill to conduct services, assuming they are ordained ministers of their religion. Academic theologians may not conduct religious services, tending to be historians or archaeologists with an interest in religious matters.

Characters with the Theology skill are likely to know more about other faiths than the average man, and receive half their skill for theological investigations of similar religions (Islam, Christianity, and Judaism all share certain similarities, while Buddhism and Hinduism share a geographical and cultural basis).

Torpedo (01%)

Military characters only. The Torpedo skill provides the knowledge necessary to maintain, load and fire naval torpedoes, both from submarine firing tubes and ship-mounted torpedo launchers. Torpedoes in this era are unguided weapons aimed and fired by sight, making them highly inaccurate weapons, though the use of the Spotter (Firing Solutions) skill can greatly increase the chances of hitting a target.

Firing a torpedo from a stationary vessel (either submarine or surface) is a *Normal* task; firing while moving is a *Difficult* task.

The Torpedo skill may be used to attempt to defuse unexploded torpedoes, though this should always be considered a *Difficult* task. Refer to the Combat Engineering skill for rules regarding defusing explosive devices.



CHAPTER 7

The Savage Practice of War

"You have to learn the rules of the game. And then you have to play better than anyone else."
- Albert Einstein

Sav

In Chapter 5: Your Country Needs You! we looked at how to create a player character for *Achtung! Cthulhu* using the *Call of Cthulhu*, Sixth Edition rules. In this chapter, we explore the mechanism for building an investigator using Pinnacle Entertainment's *Savage Worlds* system.

THE TRAINING PROCESS

Creating a character for *Savage Worlds: Achtung! Cthulhu* is easy—like all good new recruits, you just need to follow the drill (described below). You will also need a copy of either the *Savage Worlds Deluxe* or *Savage Worlds Deluxe: Explorer's Edition* rulebook; in particular Chapter 1: Characters. If you have created a *Savage Worlds* character before, many of the following steps will be familiar to you, although there are some additional new ones specific to the Secret War setting.

1. Race

Every investigator in *Achtung! Cthulhu* is human. All investigators receive a free Edge during character creation, but remember that the character must meet the requirements of the Edge to qualify for it.

NATIONALITY

You can choose your nationality from any of the Allied Nations. If you do not know which nationality you want to play you can, with the permission of your Game Master, roll on one of the relevant Nationality tables on p.50. The Game Master (referred to elsewhere in this book as "the Keeper")

may have a specific country (or countries) in mind for your campaign, so be sure to check that your choice is compatible with that.

2. Role

CHOOSE A SERVICE

If you want your hero to be in the military, decide if he is in the Army, Navy, Air Corps, or Marines. Again, your Game Master may require your character to be in a specific service to better fit the proposed campaign.

In the world of *Achtung! Cthulhu*, civilians with specialised knowledge can be drafted into the armed forces to go on desperate missions, often behind enemy lines. If you want to play one of these brave souls, then you do not have to choose a military service. This is also the case if your Game Master plans on running a Home Front campaign.

CHOOSE A MILITARY OCCUPATIONAL SPECIALTY (MOS) OR A CIVILIAN OCCUPATION

Within your service branch, decide what job your character performs (see p.98). Alternatively, you may choose a civilian occupation, which gives you handy skills important to the Secret War.

3. Traits

ATTRIBUTES

Next, define your hero's attributes in the same way you would for any other *Savage Worlds* game, with each attribute die type starting at a d4. Keep in mind that some military specialties require minimum starting attribute levels.

SANITY

Those who face the mind-blasting terrors of the Mythos are often pushed over the edge. When this occurs, a variety of unpleasant consequences can follow. The Sanity statistic is a derived trait that lets you monitor your character's mental health and wellbeing.

An investigator's starting Sanity is 2 plus half his Spirit die type, unless modified by Edges and Hindrances. As a character faces the horror of war (and worse) his Sanity may fluctuate. If a character increases his Spirit after character generation, it also increases his current Sanity by one point.

Sanity can also go down, of course. This can eventually lead to a Section 8 or worse. The Game Master has more information on Sanity in the *Savage Worlds* sections of *Achtung! Cthulhu: the Keeper's Guide to the Secret War*.

SKILLS

In *Savage Worlds: Achtung! Cthulhu*, starting investigators get 15 points for skills as usual. However, you must take certain skills that are determined by your character's service branch and/or job specialty.

The Game Master may allow characters that have not undergone basic training to be drafted into the military because they possess certain particular skills and/or knowledge. In the world of *Achtung! Cthulhu*, an elderly professor of folklore and mythology could certainly find himself parachuting (albeit reluctantly) behind enemy lines on a mission which could save hundreds from dying screaming in mortal terror.

Basic Training: to ensure that every soldier, sailor, airman, and marine has the basic skills needed to function in the military, every recruit goes through Basic Training. Record the Basic Training skills appropriate to your service branch and pay the costs to purchase them. Civilian draftees do need not to complete basic training.

MOS Training: once you have purchased your Basic Training skills, take any skills required by your MOS or civilian occupation.

Spend Extra Points: leftover skill points may be spent as usual, and can be used to reflect the character's life prior to armed service.

Those who face the mind-blasting
terrors of the Mythos are often
plunged over the edge.

4. Edges & Hindrances

As mentioned above, all starting characters begin play with one free Edge of their choice. Some Edges go particularly well with a given MOS; these are listed as Useful Edges, but you are not required to take them if they do not fit with your character concept.

You may also take one Major Hindrance (worth 2 points) and two Minor Hindrances (worth 1 point each). If you do take any Hindrances, you can use the points gained from them for the benefits listed below:

For 2 Hindrance points you can:

- Raise an attribute one die type.
- Choose an Edge.

For 1 Hindrance point you can:

- Gain another skill point.

5. Rank (Military Characters Only)

All military personnel have a rank (or rating). Unless your Game Master says otherwise, or if you have not bought the Rank (NCO) or Rank (Officer) Edge, your character's starting rank cannot be higher than Corporal (or Leading Seaman in the Royal Navy). See the table on p.70 for the relevant ranks for each service.

If a squad has two officers of the same rank, the two players must decide which is senior (often decided by the earliest enlistment date).

6. Gear

The basic gear issued to military investigators varies greatly from country to country, but unless the Game Master says otherwise, your character is issued his uniform, a bedroll, mess kit, and a basic weapon (with ammunition usually handed out at the front as needed).

Any additional equipment required by your MOS is listed in its description on the following pages.

Shipboard Navy personnel generally do not have personal firearms while on duty. When necessary, firearms are issued from a shipboard arms locker. These weapons include the standard small arms (rifles, pistols, submachine guns, and light machine guns) used by that particular country.

Air Corps personnel, if armed, will generally have the standard issue pistol for their country.

Civilian characters have the gear necessary to carry out their chosen profession, with the Game Master's permission, and/or whatever is listed as part of the Gear associated with the relevant Occupation Package.

All characters have \$50 worth of personal gear or cash as well, unless otherwise stated.

7. Background

Finally, it is time to come up with a history for your character. Where is he from? What did he do before the war? What about his family? What kind of personality does he have? If he is in the military, was he drafted or did he volunteer? Some of the answers to these questions could help you

choose what service your character goes into and even what job he might end up doing.

As an extra touch, you can also use the tables found on pp.52-58 to determine how and when your character first encountered the Cthulhu Mythos. These are for flavour only—if you want them to have an in-game benefit for your investigator, then you will need to buy the Mythos Exposure Background Edge.

SERVICE BRANCHES & MOS/CIVILIAN OCCUPATION PACKAGES

If a character has joined the military, his service branch determines the basic skills he is taught as well as the particular jobs available to him. Start with Basic Training and make sure that your character meets the stated Attribute and Skill Requirements. If no die type is listed, the character must have at least a d4 in the associated skill.

Gear is the equipment an investigator has (if civilian), or has been issued with (if military), under normal circumstances. Note that “normal circumstances” can vary greatly by nation and campaign. Russian soldiers recruited for Stalingrad, for example, are lucky to get a weapon. They almost certainly won't be issued uniforms, bedding, gas masks, and so on.

After “passing” Basic Training, move on to your character's particular Military Occupational Specialty (MOS). The MOS packages here are provided as a quick way to make up characters who are likely to be on the frontlines. There are, of course, more occupational specialties within the military than listed here, but most of those are in support or administrative roles that don't typically have a presence on the battlefield.

If your investigator is not in the armed forces, then move straight on to choosing a Civilian Occupation, unless he has been seconded by the military and has been put through Basic Training in preparation for a covert operation (Game Master's discretion).

BASIC TRAINING

Army, Commandos & Marines

The Army is usually the backbone of a nation's military. In World War Two, armies swell to tremendous size—millions and millions of men (and a fair number of women, particularly in the Soviet Union) serve in the Axis & Allied armies.

- **Attribute Requirements:** US Marines and UK Commandos require a d6+ in Spirit.
- **Skill Requirements:** Fighting, Shooting.
- **Basic Gear Issue:** steel helmet, bayonet or knife, web gear (web belt, suspenders, 4 ammo pouches), backpack,

bandage, mess kit, canteen, gas mask, entrenching tool, spare uniform, boots (or shoes with leggings), 4 pairs socks, bedroll, rain poncho, single-man tent. Total Weight: 46lbs.

Navy

Naval forces during the war literally decide the fate of nations. They ferry vital materiel and armaments across the oceans, bring massive firepower to bear on coastal targets, and deliver waves of marines to distant and bloody shores.

- **Attribute Requirements:** Agility d6+.
- **Skill Requirements:** Boating, Shooting, Swimming.
- **Basic Gear Issue:** duffle bag, spare uniform, and shoes. Steel helmet, life preserver, flak jacket (usually worn when topside during battle). Total Weight: 35lbs.

Air Corps

Military air forces come into their own in World War Two. Bombing raids cripple production and massed troop formations, while airdrops of army paratroopers secure vital targets, such as the crossroads beyond Normandy on D-Day. Strafing fighter planes also take care of the constant thorn in the army's side—the much tougher German tanks—by destroying them from above. Truly, whichever side has air superiority (barring poor weather) has a massive advantage.

- **Attribute Requirements:** Smarts d6+.
- **Skill Requirements:** Repair, Shooting.
- **Basic Gear Issue:** leather flight helmet, goggles, oxygen mask, spare uniform, flight jacket, boots or shoes, electrically heated suit, leather flight suit (jacket, trousers), shoulder holster, life preserver, survival kit, knife, parachute. Total Weight: 63lbs.

OCCUPATIONAL PACKAGES

Listed below are the most common Occupational Packages available to characters in the *Achtung! Cthulhu* setting. This list includes both civilian and military occupations (marked with “CO” and “MOS”, respectively), but is in no way designed to be exhaustive, so please feel free to create exactly the character you want to play if you cannot find it here—as long as your Game Master agrees, of course.

You will find a series of tables on pp.51-52 which will allow you to randomly roll up an occupation for your character if you wish to.

Aircrew (MOS)

Large planes need more than just a pilot to operate properly; they need bombardiers, navigators, and gunners. All know

the ins and outs of several types of planes, including their weapon systems and basic piloting controls. They have probably never actually piloted a plane themselves but potentially could, in a pinch.

- **Attribute Requirements:** Smarts d6+ (bombardiers, navigators).
- **Recommended Skills:** Knowledge (Aircraft Systems, Bombardier, Navigation), Notice, Shooting.
- **Useful Edges:** Alertness, Bullseye, Jump Qualified, Killer Instinct, Pickle Barrel, Steady Hands, Mechanically Inclined.
- **Special:** characters starting play as bombardiers or navigators must take the Rank (Officer) or Rank (NCO) Edge (depending on their service and nationality) during character creation.
- **Gear:** bomber crews may also wear flak jackets and steel helmets if they care to bear the extra weight.

Antiquarian (CO)

Antiquarians collect and study ancient objects, manuscripts, and civilisations, preferring to deal with the past rather than the present. Trading in antiquities is the closest an Antiquarian ever comes to getting his hands dirty. 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 a cause of particular distress to the Antiquarian.

- **Attribute Requirements:** Smarts d8+.
- **Recommended Skills:** Knowledge (History), Investigation, Notice.

- **Useful Edges:** College Boy, Connections, Linguist, Scholar.
- **Special:** none.
- **Gear:** Antiquarian characters have \$500 (Game Master's discretion) to purchase their equipment and belongings.

Artist (CO)

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.

- **Attribute Requirements:** none.
- **Recommended Skills:** Investigation, Knowledge (Psychology), Notice, Persuasion.
- **Useful Edges:** Alertness, Charismatic, Steady Hands.
- **Special:** none.
- **Gear:** camera, rolls of film, art materials (paints, brushes, canvasses, etc.).

Army Rangers/Commandos/ First Special Service Force (MOS)

The best of the best, the elite fighting forces of the allied war machine. The British Commandos are first formed in 1940, and the US Army Rangers in 1942. These special forces are given the toughest missions, often behind enemy lines, where they are usually outnumbered and outgunned.



The First Special Service Force is a combined Canadian/American unit trained in winter and mountain warfare.

- **Attribute Requirements:** Agility d6+, Smarts d6+, Spirit d6+, Strength d8+, Vigor d8+.
- **Recommended Skills:** Fighting, Shooting, Stealth, Survival.
- **Useful Edges:** Alertness, Commando, Danger Sense, Woodsman.
- **Special:** none.
- **Gear:** none.

Artilleryman (MOS)

Artillery can be the infantryman's best friend (or his worst enemy). Artillerymen are members of an artillery unit or mortar section, and serve on a gun or mortar crew. They know how to limber and unlimber (set up and take down) the weapon, as well as how to load, aim, and fire it.

- **Attribute Requirements:** Strength d6+.
- **Skill Requirements:** Driving, Knowledge (Artillery), Repair.
- **Useful Edges:** Mechanically Inclined.
- **Special:** none.
- **Additional Gear:** none.

Aviator (CO)

You do not need to be in the military to learn how to fly. The sky calls to many adventurous men and women before the war, and they make their way across it with wit and skill. Many of these daring souls have now been seconded to the war effort, where their talents can make all the difference.

- **Attribute Requirements:** Agility d6+, Smarts d6+.
- **Recommended Skills:** Knowledge (Navigation), Notice, Piloting.
- **Useful Edges:** Ace, Alertness, Connections, Mechanically Inclined.
- **Special:** none.
- **Gear:** none.

Black Marketeer (CO)

The war is a time of want and opportunity, both on the warfront and back at home. The black marketeer provides a valuable service to those who are struggling to get hold of the bare necessities, let alone any luxury items. A black marketeer is part thief, smuggler, gambler, and entrepreneur, and is constantly on the wrong side of whatever passes for the law.

- **Attribute Requirements:** Agility d6+, Smarts d6+.
- **Recommended Skills:** Fighting, Gambling, Lockpicking, Persuasion, Stealth, Streetwise.

- **Useful Edges:** Alertness, Charismatic, Connections, Scavenger, Thief.
- **Special:** none.
- **Gear:** lockpicks, \$500 worth of contraband stored somewhere safe.

Boffin (CO)

During wartime, technology advances quickly. With the tremendous budgets and the full power of modern economies bent towards creating war-winning technologies, there is more than enough work for the nations' brain-trusts. Occasionally, this work even leads scientists to the frontlines.

- **Attribute Requirements:** Smarts d8+.
- **Recommended Skills:** any Knowledge, Investigation, Notice.
- **Useful Edges:** College Boy.
- **Special:** none.
- **Gear:** Boffin characters have \$500 (Game Master's discretion) to purchase their equipment and belongings.

Artillery can be the infantryman's best friend (or his worst enemy).

Clergyman/Doctor/Driver/ Farmer/Labourer/ Nurse/ Secretary (CO)

Civilian characters can be anything from blue-collar factory workers to housewives, doctors, politicians, or company executives. This is a catch-all package which covers any of the civilian occupations not covered elsewhere, such as doctor, labourer, or secretary.

- **Attribute Requirements:** Str d8+ (Labourer).
- **Recommended Skills:** any, but one should be related to your profession. A doctor, for instance, should take Healing.
- **Useful Edges:** Ace (Driver), Beast Bond (Farmer), Brawny (Labourer, Farmer), Connections (Clergyman), Healer (Doctor/Nurse), Investigator (Secretary), Scholar (Clergyman).
- **Special:** none.
- **Gear:** civilian characters have \$200 (Game Master's discretion) to purchase their equipment and belongings.

Comptographer (CO)

Though 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.

- **Attribute Requirements:** Smarts d6+.
- **Recommended Skills:** Foreign Languages, Investigation, Knowledge (Cryptography), Notice, Persuasion, Repair.
- **Useful Edges:** Alertness, Connections, Investigator, Linguist, Mechanically Inclined.
- **Special:** none.
- **Gear:** none.

Detective/Policeman/ Private Eye (CO)

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 a time of war, but are still crimes, nevertheless.

Detectives are plain-clothed officers of the law, but no less dedicated to maintaining order in the war torn streets of Europe and beyond.

The Private Eye is often an ex-cop or a moonlighting police detective, who essentially does the same job as the police but without the authority or the back-up enjoyed by his official cousins.

- **Attribute Requirements:** none.
- **Recommended Skills:** Intimidation, Investigation, Knowledge (Law), Notice, Streetwise.
- **Useful Edges:** Alertness, Fleet Footed, Investigator.
- **Special:** none.
- **Gear:** truncheon, revolver, whistle.

Diver (MOS)

Most navy ships carry dive-trained sailors to search flooded compartments, or to clear mines and other obstructions. 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 towards the later stages of the war.

- **Attribute Requirements:** Agility d6+.
- **Recommended Skills:** Fighting, Knowledge (Demolitions), Notice, Swimming.
- **Useful Edges:** Demo Man, Frogman, Squid.
- **Special:** none.
- **Gear:** diving gear.



Engineer (CO/MOS)

Combat engineer characters are usually attached to the HQ unit and sent out on missions as necessary. They know how to handle common construction tasks and demolitions (including setting and disarming charges of all kinds).

Engineers are also the backbone of the Navy; without their hard, frequently back-breaking work, ships would often flounder and be left to drift with the currents.

- **Attribute Requirements:** Smarts d6+.
- **Skill Requirements:** Knowledge (Demolitions), Knowledge (Engineering), Repair.
- **Useful Edges:** Demo Man, Jury Rig, Mechanically Inclined.
- **Special:** none.
- **Additional Gear:** toolkit.

Intelligence Operatives (Various)

MI5 is Britain's internal security and counter-intelligence department and its operatives work closely with the Police Force and Special Branch, hunting down foreign agents and saboteurs. Occasionally the Operative's work will take him

overseas, particularly to the colonies, which have become a hotbed of enemy espionage activity.

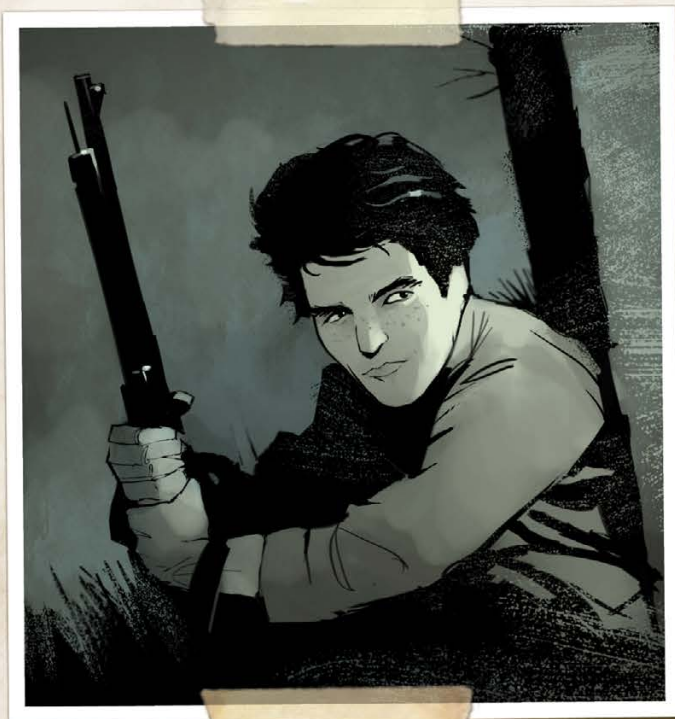
The FBI Agent, famous from the war against organised crime and bootlegging (during prohibition), operates mostly in the United States and Latin America, but during the war fulfils the same function as the MI5 Operative.

MI6 is Britain's foreign intelligence service, and its operatives can be found in His Majesty's embassies around the globe or working their 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.

Military Intelligence Officers are directly attached to one particular branch of the service (army, air force, or navy) and endeavour to provide their commander in the field with the very best information possible. They collate intel gathered by patrols and photo-reconnaissance, eavesdrop on wireless transmissions, and interrogate prisoners of war.

The Special Operations Executive (and its American counterpart, the Office of Strategic Services) worked closely with the various resistance groups to "set Europe ablaze", sabotaging enemy transport, spreading propaganda, and assassinating prominent *Gestapo* officers. Life for an operative is stressful and often short; each knock on the door could lead to capture and execution.

- **Attribute Requirements:** Smarts d6+.
- **Recommended Skills:** Intimidation, Investigation, Knowledge (Cryptography), Knowledge (Espionage), Notice, Stealth, Streetwise.



Thanks to
Sophus Reinert

- **Useful Edges:** Connections, Demo Man (OSS/SOE), Investigator, Linguist (MI6, OSS/SOE), Strong Willed.
- **Special:** none.
- **Gear:** false papers if operating in a foreign land.

Foot Guards (MOS)

Some of the oldest infantry regiments of the British Army are the Foot Guards: the Grenadier Guards, the Coldstream Guards, the Scots Guards, the Irish Guards, and the Welsh Guards. Guardsmen have a reputation for doing things by the book, having a smart appearance no matter what the conditions, and of being expert marksmen. The Irish Guards are a preferred regiment for Roman Catholic officers.

- **Attribute Requirements:** Agility d6+, Vigor d6+.
- **Recommended Skills:** Notice, Throwing.
- **Useful Edges:** Charismatic, Marksman.
- **Special:** none.
- **Gear:** none.

Infantryman (MOS)

The infantry's job is to close with and destroy the enemy via fire and manoeuvre. At least, that is what all the books say; most just want to survive the war in one piece and go home.

- **Attribute Requirements:** none.
- **Skill Requirements:** Notice, Throwing.
- **Useful Edges:** Infantrymen need all the Combat Edges they can get!
- **Special:** none.
- **Additional Gear:** none.

Medic (MOS)

Whereas most people on a battlefield are concerned with putting holes in other people, the combat medic is concerned with patching them up. Medics should be unarmed, but some do carry weapons. Note that the United States Marine Corps does not have medics of its own; the US Navy provides medics, called "corpsmen", to US Marine combat units.

- **Attribute Requirements:** none.
- **Skill Requirements:** Healing, Knowledge (Medicine), Notice.
- **Useful Edges:** Fleet-Footed, Healer, Medic.
- **Special:** none.
- **Additional Gear:** field medical kit.

*It's going to take more than water to put out
the fire that Black Sun have started.*

-R.D.

Merchant Navy/Marine/ Navy Sailor (CO/MOS)

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.

The Navy sailor is no less beset by difficulty than his civilian counterpart but, without him, the world's military fleets would be well and truly like a boat without a paddle.

- **Attribute Requirements:** none.
- **Recommended Skills:** Boating, Climbing, Notice, Repair, Swimming.
- **Useful Edges:** Ace, Connections, Jury Rig, Mechanically Inclined, Steady Hands.
- **Special:** none.
- **Gear:** toolkit.

Musician/Entertainer (CO)

Before the war you were an entertainer and a musician. Maybe you had some success and found a modicum of fame and fortune, but now the war has put that all on hold. Today, you use your talents to improve your comrade's morale and get them through the bad times.

- **Attribute Requirements:** none.
- **Recommended Skills:** Knowledge (Psychology), Notice, Persuasion.
- **Useful Edges:** Attractive, Charismatic, Command.
- **Special:** none.
- **Gear:** musical instrument.

News Correspondent (CO)

Wars have been won and lost by the morale and will to fight of the public back home. The News Correspondent must tread the fine line between propaganda and providing solid information for those on the home front. The wartime journalist must know when to pursue a story and when to let it go.

- **Attribute Requirements:** Smarts d6+.
- **Recommended Skills:** Notice, Investigation, Persuasion, Stealth.
- **Useful Edges:** Alertness, Charismatic, Connections, Investigator, Steady Hands.
- **Special:** none.
- **Gear:** camera, notepad.

Parapsychologist (CO)

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 may use scientific methods, like the researchers at Duke University, or prefer to go into the field to witness these strange occurrences up close and personal.

- **Attribute Requirements:** Smarts d6+.
- **Recommended Skills:** Investigation, Knowledge (Psychology), Knowledge (Occult), Notice, Repair.
- **Useful Edges:** Alertness, Investigator, Scholar.
- **Special:** none.
- **Gear:** none.

Paratrooper/ US Airborne (MOS)

Airborne paratroopers are trained in the use of parachutes to get them into battle. Paratroopers undergo far more difficult training than standard grunts as they are expected to drop deep behind enemy lines and operate with little to no support.

- **Attribute Requirements:** Strength d6+.
- **Skill Requirements:** Notice, Stealth, Throwing.
- **Useful Edges:** Paratroopers must take the Jump Qualified Edge.
- **Special:** none.
- **Additional Gear:** none.

Partisan/ Resistance Agent (CO)

Resistance movements spring up in nearly all of the countries occupied by the Axis powers during the war. Some, like the French Resistance, are an active and major part of the Allied war effort, providing valuable intelligence to US and British planners.

Resistance agents also sabotage roads, bridges, and depots, thus tying up large quantities of enemy resources. Some even carry out assassinations that, at least temporarily, cripple Axis operations, although often at a terrible price.

The Resistance Agent operates undercover, maintaining the identity of a cowed member of an occupied people when dealing with the Axis. The Partisan has totally abandoned the life he once led and has taken to the hills, living a life of lawlessness and banditry.

- **Attribute Requirements:** none.
- **Recommended Skills:** Knowledge (Espionage), Notice, Shooting, Stealth, Streetwise (if from an urban area), Survival (if from a rural area).
- **Useful Edges:** any.
- **Special:** none.
- **Gear:** rifle or pistol appropriate to theatre, knife, \$200 to purchase personal equipment and belongings.

Phantom (MOS)

The GHQ Liaison Regiment, Phantom, is a secret reconnaissance unit involved in gathering and disseminating accurate real-time battlefield intelligence.

- **Attribute Requirements:** Smarts d6+.
- **Recommended Skills:** Driving, Knowledge (Cryptography), Knowledge (Communications), Repair, Stealth, Survival.
- **Useful Edges:** Ace, Fleet-Footed, Mechanically Inclined.
- **Special:** none.
- **Gear:** none.

Pilot (MOS)

A pilot is one of the most highly skilled members of his nation's military forces. He might fly bombers or fighters, but either way, he has worked hard to get his wings. He is responsible for everyone aboard his craft, and knows that the payloads he delivers are vital to his nation's survival.

- **Attribute Requirements:** Agility d6+, Smarts d6+.
- **Skill Requirements:** Notice, Piloting, Knowledge (Bombardier) for single seat aircraft pilots, optional for bomber pilots; Knowledge (Navigation) for single seat aircraft pilots, optional for bomber pilots.
- **Useful Edges:** Ace, Alertness, Bullseye, Killer Instinct, Jump Qualified, Pickle Barrel, Mechanically Inclined.
- **Special:** characters starting play as pilots must take the Rank (Officer) or Rank (NCO) Edge (depending on their service and nationality) during character creation.
- **Additional Gear:** some fighter pilots may use early model "G-suits".

The professor is nevertheless an expert in his field, even if he sometimes struggles to get his point across.

Professor (CO)

Often in the possession of a teaching or tenure 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.

- **Attribute Requirements:** Smarts d8+.
- **Recommended Skills:** Investigation, Knowledge (Various), Persuasion.
- **Useful Edges:** College Boy, Connections, Investigator, Scholar.

- **Special:** none.
- **Gear:** none.

RAF Special Duties Pilot/Aircrew (MOS)

A Special Duties Pilot is highly skilled at flying at night, in moonlight. Flying at low-level across Europe, he can find a small illuminated field and land on it to deliver or pick up SOE agents, or deliver agents and supplies by parachute. Larger planes also require the presence of a Special Duties Aircrew to support the pilot in his task.

- **Attribute Requirements:** Agility d6+, Smarts d8+.
- **Skill Requirements:** Knowledge (Navigation) d8+, Notice d8+, Piloting d8+, Repair d8+ (Aircrew).
- **Useful Edges:** Ace, Alertness, Jump Qualified, Pickle Barrel, Mechanically Inclined.
- **Special:** characters starting play as pilots must take the Rank (Officer) or Rank (NCO) Edge (depending on their service and nationality) during character creation.
- **Gear:** none.

Signalman (MOS)

Signals allow military forces to communicate, operate cohesively, and to coordinate attacks. Signals are an integral part of command and control, and as well as wireless communications, there are also telephony (landlines), Aldiss lamps, and semaphore. Even carrier pigeons are still used in certain circumstances.

- **Attribute Requirements:** Smarts d6+.
- **Recommended Skills:** Knowledge (Communications), Notice, Repair.
- **Useful Edges:** Alertness, Mechanically Inclined.
- **Special:** none.
- **Gear:** radio.

Sniper (MOS)

A sniper's job is to take out key enemy personnel—officers, non-coms, radio operators, and so on. He might operate with a squad or larger unit, providing accurate fire when needed, or he might be sent off on his own to take out a specific target, or to generally wreak havoc.

- **Attribute Requirements:** Spirit d6+.
- **Skill Requirements:** Notice, Shooting d8+, Stealth, Survival, Tracking.
- **Useful Edges:** Danger Sense, Dead Shot, Marksman, Trademark Weapon.
- **Special:** none.
- **Additional Gear:** rifle scope.

Language Barriers

Attempting to use relatively complex equipment such as aircraft, artillery pieces, ships, or vehicles with instruments in a language your character is not familiar with, or taunting or intimidating a foe who does not speak your language, incurs a -2 penalty. The Game Master should use common sense here: intimidating a foe by pointing a weapon at him should not incur the penalty, but simply shouting at him in a tongue he does not understand should.

Specialist (MOS)

Some military careers just don't fit in boxes. We call them Specialists.

Pick one of Bomb Disposal, Musician or Padre. Once that decision has been made you must conform to one of the MOS service packages and then add the corresponding Occupation Package: Engineer (p.101), Musician (p.103), or Clergyman (p.100). Your character is now part of the military and ready to serve his country in his chosen career.

Spiritualist (CO)

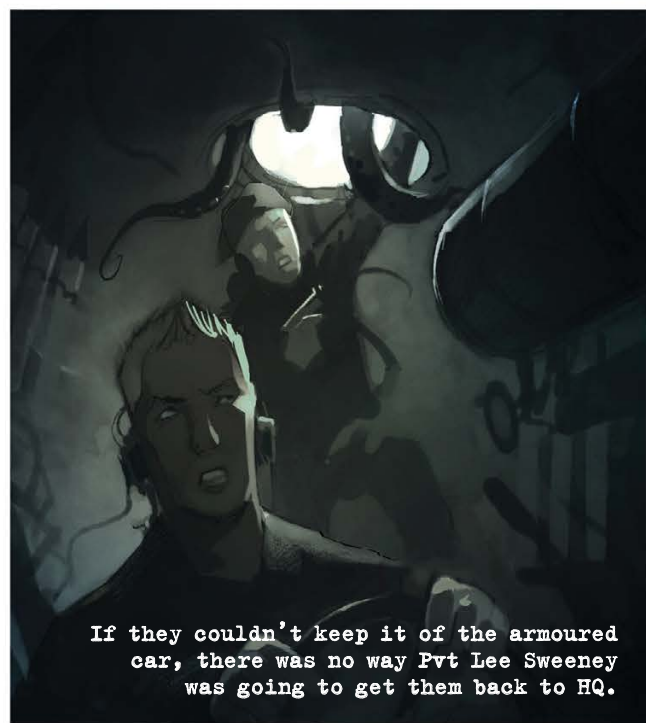
A student of the magical and mystic arts or, alternatively (depending on your point of view) a gifted conman or woman, the Spiritualist researches into the unknown, whether for enlightenment, power, or slightly more mundane rewards. Dabblers and practitioners come from all walks of life.

- **Attribute Requirements:** Spirit d6+.
- **Recommended Skills:** Intimidation, Knowledge (Occult), Knowledge (Psychology), Notice, Persuasion.
- **Useful Edges:** none.
- **Special:** none.
- **Gear:** none.

Tanker (MOS)

A tanker is a member of an armoured fighting vehicle (AFV) crew; he might be the driver, gunner, or commander. Vehicle crews cross-train in each position in case one of their comrades is disabled in combat. Each crewman knows the basic maintenance procedures for the vehicle, how to drive it, and how to load and fire its weapons.

- **Attribute Requirements:** none.
- **Skill Requirements:** Driving, Repair.
- **Useful Edges:** Ace, Bullseye, Steady Hands, Mechanically Inclined.
- **Special:** none.
- **Additional Gear:** tanker's helmet, goggles.



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.

SKILLS

All of the skills from the *Savage Worlds* core rules are available, except for those tied to Arcane Backgrounds. A few have special rules in this setting, and are noted below.

Boating

Boating covers all mundane aspects of handling boats, ships, and even submarines, including steering, basic navigation, and maintenance. In *Achtung! Cthulhu*, the Game Master should sometimes treat this like Common Knowledge. A sailor who has spent most of his time on submarines, for example, might suffer a -2 penalty for his few days aboard a battleship, or the first few hours he attempts to steer a PT boat. Briefly noting your character's experience in his background should help to figure out exactly when it is appropriate to apply any penalties.

Driving

The Driving skill works as usual. Characters are assumed to be familiar with wheeled vehicles such as trucks and cars. The first few hours spent in a tracked vehicle, motorcycle, or other type of unfamiliar vehicle should be accompanied by a -2 penalty. Characters with appropriate backgrounds, such as Tankers, ignore this penalty in tanks as well as wheeled vehicles.

Levelling the Playing Field (Quite Literally)

Someone once said "There are few problems that can't be solved by a charge of high explosives". If you believe that, then demolitions is your answer. Below are the things you can do with the always risky Knowledge (Demolitions) skill.

SET CHARGE

This covers the setting of a single charge that is to be detonated by a fuse or handheld detonator. If a series of charges is to be set off at the same time from a single fuse or detonator, the Knowledge (Demolitions) die roll for each charge after the first one is modified by -1. Setting a charge takes a single action.

DEFUSE CHARGE

A character may automatically defuse his own charge as an action, unless it is so complicated that the Game Master determines a roll is necessary. Rolling a 1 on the Knowledge die means the charge detonates immediately.

Defusing a charge set by someone else requires a Knowledge (Demolitions) roll at a -2 penalty. If the roll succeeds, the charge is disarmed. If the roll is failed, the explosive detonates as designed.

ESTIMATE CHARGE

The mark of a professional is using just the right amount of explosives to get the job done. A successful roll allows a character to know exactly how much explosive to use for a particular job.

BOOBY TRAPS

The die roll modifiers when setting booby traps are the same as for charges. Spotting such a trap requires an opposed Notice roll versus Knowledge (Demolitions) roll. Each additional minute used to set up the booby trap allows it to be more sophisticated, and adds +1 to the Knowledge roll when it is opposed by Notice (to a maximum of +3).

BOOM!

A critical failure when setting a charge indicates the explosive detonated. The character and anyone in the burst radius suffers full damage.

Guts

Guts is not used in *Achtung! Cthulhu*—Spirit rolls are made instead. The Game Master has more details on fear and sanity in *Achtung! Cthulhu: the Keeper's Guide to the Secret War*.

Knowledge

Knowledge skills are very important in the *Achtung! Cthulhu* setting. Many military specialties directly depend on a specific Knowledge skill focus. Some common Knowledge skills are listed below.

ARTILLERY

The Artillery skill covers the use and maintenance of crew-served indirect fire weapons like mortars, artillery pieces, rockets, naval guns, and torpedoes—weapons that can be fired at targets out of the line of sight. Usually, a character with this skill is part of a crew. He knows the basic firing and gun-laying procedures for his weapon but cannot necessarily operate the gun alone; the Game Master should decide whether or not it is feasible for him to do so. For example, one man can load and fire a mortar, but readying a 16" naval gun is not something one man can do alone (the shells alone are too heavy). If it is important (and possible), work on the basis that it takes a single person as many rounds as the gun typically has in crew to load such a weapon alone.

BATTLE

This skill is used to employ military units in combat. Battle is broken down into Aerial, Land, and Naval specialties, with each one comprising a separate skill. An Army officer knows how to manoeuvre a platoon of infantrymen for example, but would not be able to do anything with a squadron of PT boats. The skill is used to resolve mass engagements using the Mass Battles system (see the *Savage Worlds* core rulebook, **Chapter 4: Situational Rules** for further details). It can also be used to analyse an enemy battle plan or other subjective uses.

BOMBARDIER

This covers the dropping of bombs or torpedoes from aircraft. This skill may be taken by both pilots and crew members, but is not a necessity for the pilots of large strategic bombers (like the B-29). The skill allows level, dive-bombing, and skip-bombing (where pilots come in low and fast over water and "skip" their bombs, like a flat stone on a pond, toward their target).

COMMUNICATIONS

The use and maintenance of wireless radio equipment and landline communications devices is covered by this skill. Those who have it also know Morse code. Successful use of Knowledge (Communications) means that the messages

the operator sends are clear and accurate, whilst failure indicates the message is garbled or incomplete in some way. When receiving a message, success means that the operator can pick a message out of the static, or more finely tune the receiver to get a clearer signal.

CRYPTOGRAPHY

Those who use encoding and decoding devices (like the Enigma machine) have this skill, which also covers knowledge of the history and theory of cryptography. Characters can also create their own codes and attempt to break codes for which they do not have a key.

DEMOLITIONS

This skill covers all aspects of demolitions and the use of high explosives. It can be used to set and defuse charges, and to estimate the amount of explosives necessary to demolish buildings and structures.

ESPIONAGE

This skill covers aspects of spycraft, such as setting up and running surveillance, counter-surveillance, and spy networks. It also includes tradecraft, which involves things like arranging clandestine meetings and “dead drop” transfers. Use of this skill generally determines the quality of the investigator's own espionage activities, or his success or failure at spotting or recognizing other agents' handiwork.

GUNNERY

This skill works like Knowledge (Artillery) but applies to the use, knowledge, and firing of large naval guns (basically, anything larger than anti-aircraft weaponry).

NAVIGATION

This is an especially important skill for any combat officer or non-com in any branch of the services, and it certainly cannot hurt for an enlisted man to know how to use a map and compass. Navigation can be used to determine position, plot a course, or determine how long it will take to get to a destination. Failure on a Navigation roll means that the character is either lost, off course, or will take longer to get to a destination than planned (which can be dangerous if one's vehicle is low on fuel, or one's rations are running out).

OCCULT

Knowledge of the mysterious and supernatural falls under Occult. Those who have dabbled in this field know something about the history of secret societies, magical traditions (like kabbalism, voodoo, tribal, or shamanic magic), and the paranormal.

SONAR

Your hero is trained in the use of sonar equipment to detect ships and submarines at sea. Good sonar operators can determine the speed and bearing of a contact, its type, know when

it has launched weapons (torpedoes and depth charges), and identify and separate other background “noise”.

Knowledge (Mythos)

This skill is important enough in the setting that it deserves its own separate entry, rather than listing it with the mass of Knowledge skills above. Even more importantly, though, Knowledge (Mythos) cannot be taken during character generation.

This Knowledge skill gauges how far a character's slow realisation of the sanity-shattering horror of the Cthulhu Mythos has progressed. It can also be used to identify creatures or spells through either direct observation or the evidence they leave behind, and identify a Mythos tome, as well as being the skill used to cast spells.

There is more detail on how you earn and increase Knowledge (Mythos) in *Achtung! Cthulhu: the Keeper's Guide to the Secret War*. All you need to know for the moment is that every time you increase this skill, your investigator's Sanity is permanently reduced by 1 point—certainly something to bear in mind before you start down this dark, doom-laden path.

Knowledge (Psychology)

This skill is important enough to the continued mental health of investigators that it also deserves its own separate entry.

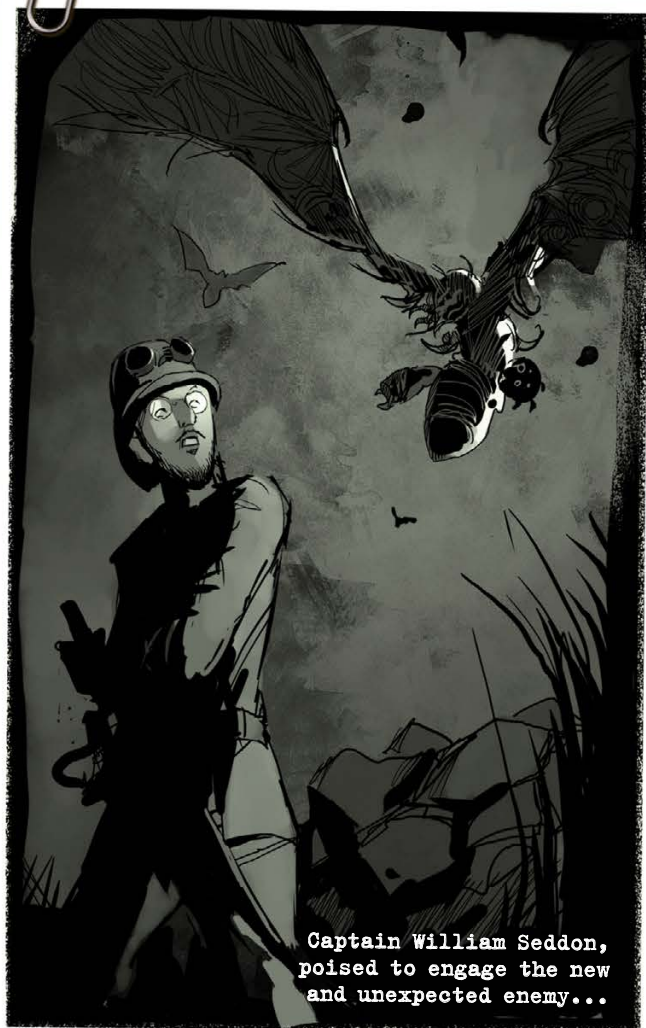
Not only does this skill give an investigator an insight into the motives and behaviour of others, but it also provides a means of recovering from the mental instabilities caused by exposure to the Cthulhu Mythos. It can be used either to shock a subject out of a temporary delusion or phobia or, over a protracted period of time, to restore the semblance of sanity to a long suffering investigator. More details can be found in *Achtung! Cthulhu: the Keeper's Guide to the Secret War*.

Parachuting

Under normal circumstances, parachuting requires a successful Agility (-1) roll to land safely; failure requires a further subsequent successful Agility roll, or the investigator suffers a level of Fatigue which persists until they receive successful medical treatment, or have rested for more than 6 hours. Investigators trying to land close to a populated area at night without alerting guards (within a mile or so) must also make a Stealth roll to avoid being spotted on the descent; doing the same by day means the investigator is automatically spotted.

Piloting

Piloting handles all aspects of flying and the routine maintenance of aircraft, from transports to fighters and bombers. Like Boating, working with new equipment should inflict a



Captain William Seddon,
poised to engage the new
and unexpected enemy...

–2 penalty until the pilot gets used to the craft. Most penalties should disappear after 10 hours of flight time in the new machine. A few remarks in your character's background about the types of aircraft he has flown, or worked on, should help to decide when penalties are likely to be incurred.

Repair

Repair works as usual, but particularly complex or specialised jobs outside a character's regular background suffer a penalty of –2. An aircraft mechanic, for example, might suffer the penalty when working on a submarine's hydraulics. After a few days of working things out, the Game Master can eliminate the penalty.

Shooting

Shooting covers all types of direct fire weapons, including personal firearms from pistols up to heavy machine guns, man-portable rocket launchers, flamethrowers, and aircraft mounted machine guns, cannon, and rockets. This skill also covers crew-served tanks, anti-tank, and anti-aircraft guns.

Indirect fire weapons, mortars, and artillery pieces use the Knowledge (Artillery) skill. Naval guns use Knowledge (Gunnery).

Survival

A character with the Survival skill knows the basics of survival in most situations. Note which climates your hero is familiar with, such as arctic, desert, temperate, tropical, or mountain, including such things as skiing or travelling safely through inhospitable jungles. When the character is out of his element, he typically incurs a –2 penalty on his rolls.

NEW HINDRANCES

While every Hindrance from the *Savage Worlds* rules is potentially available in *Achtung! Cthulhu*, the Game Master will need to use their discretion in what Hindrances they allow the characters to take, particularly if they are running a military-based campaign. Most regular armies won't accept Elderly or Young characters, for instance, and soldiers with disabilities like One Arm are more likely to serve as rear echelon troops, if they serve at all. Those are perfectly appropriate Hindrances for civilians, however, or for soldiers with specialised knowledge the brass can't afford to lose.

Bullet Magnet (Major)

Some soldiers are just in the wrong place at the wrong time, but this character seems to make a habit of it. The poor, unfortunate soul is hit by accidental fire (using the Innocent Bystander rules) on a 1–2 for single-shot weapons, and a 1–3 for shotguns or full-auto fire. He is also hit on a 1–2 under Heavy Fire (see the **Rules of Savage Engagement** chapter of *Achtung! Cthulhu: the Keeper's Guide to the Secret War* for more details).

Doubting Thomas (Major)

Besides the description presented in *Savage Worlds*, Doubting Thomases are just not prepared to deal with the things they will encounter in the world of *Achtung! Cthulhu*. Characters with this Hindrance suffer double Dementia when such an event occurs (see *Achtung! Cthulhu: the Keeper's Guide to the Secret War* for more details). On the plus side, they gain +2 to their starting Sanity for their stubborn faith in the mundane.

Fanatic (Major)

Your hero believes so strongly in his country, political party, philosophy, or religion that he will do almost anything for it, and often tries to persuade, cajole, convert, or browbeat those who do not subscribe to his beliefs into doing so. Fanaticism motivates some enemy troops (SS troops and

many Japanese soldiers), but it can also manifest among elite Allied troops like commandos, paratroopers, or US Marines, as well as the regular rank and file.

If your character is ordered to do something that serves or is perfectly aligned with his beliefs, he *must* do it, however foolish or dangerous it might be. His attitude among friendly troops may be disadvantageous depending on the situation, and the Game Master may apply a -2 Charisma modifier when appropriate.

Shell Shocked (Minor or Major)

Modern warfare puts tremendous stress on those on the frontlines. Some soldiers are able to deal with it better than others, but in the end, everyone has a breaking point. Once that point is passed, psychological breakdown begins. Soldiers call it “the shakes”, “shell shock”, or “flak happy”.

At a Minor level, the Shell Shocked Hindrance means your character has -1 to his Sanity and tends to stare a lot. As a Major Hindrance, Sanity and Charisma suffer a -2 penalty. At either level, whenever the character gains a Quirk, or suffers a Phobia loss he must make a Spirit roll or be mentally Incapacitated for 1d6 rounds (2d6 rounds if taken as a Major Hindrance).

Slow (Major)

Not everyone is born with cat-like reflexes. This soldier is just a little slow on the uptake, or maybe he freezes up when lead starts flying. He draws two cards in combat and acts on the worst. If he draws a Joker, he uses it normally and ignores his Hindrance for the round.

Slow characters cannot take the Quick Edge, but they can actually improve their reaction time by taking the Level Headed Edge (but not during character creation). For this soldier, Level Headed allows them to draw one card and act normally. Improved Level Headed grants them two cards and they act on the better of the two.

NEW EDGES

Unlike Hindrances, not all Edges are suitable for use in *Achtung! Cthulhu*. The following Edges are, therefore, not recommended: all Arcane Backgrounds, Champion, Holy/Unholy Warrior, Mentalist, and Wizard. Rich, Filthy Rich, and Noble can be taken, but will have little use here.

Background Edges

ACADEMY GRADUATE

Requirements: Novice, Smarts d6+

Your character is a graduate of one of his country's prestigious military academies, and among officers is considered

part of the “special club”. The extensive regimen of military training has prepared him for combat as well as the rigours of military politics.

This future general adds +2 Charisma when dealing with “Headquarters”-type officers (rather than field officers) of the same service branch (Army or Navy), in addition to any other bonuses they may have for other social Edges. This officer also ignores the Rank requirement for Leadership Edges.

Unfortunately, most enlisted troops have a dim view of “ringknockers” and his Charisma is at -2 with enlisted soldiers until he reaches the rank of Captain. Such malcontents will frequently disobey orders and cause mayhem when they can get away with it.

Modern warfare puts tremendous stress on those on the frontlines. Some soldiers are able to deal with it better than others.

COLLEGE BOY

Requirements: Novice, Smarts d8+

This investigator spent some time in college before entering the workplace, being drafted, or enlisting. He has an additional 4 skill points to spend on any Smarts related skills. At least one of these must be a Knowledge skill at d6 or better (his Major).

GRIZZLED

Requirements: Novice, Smarts d6+, Spirit d6+, Vigor d8+, Fighting d8+, Shooting d8+

This veteran has already “seen the elephant” and survived it. He begins play as a Seasoned character to represent his previous experience, and his military rank is higher than normal.

Grizzled soldiers get four Advances immediately upon character creation, just as if they had earned 20 Experience Points. The price is that the advancements must be repaid—the next 20 Experience Points your hero earns are forfeited to pay back the debt.

An enlisted character with this Edge begins as an NCO. A character who takes the Rank Edge starts as an Officer.

ICY CALM

Requirements: Seasoned, Spirit d8+

The Investigator is able to ignore penalty modifiers on the rolls on both the Horror and Terror Tables (see *Achtung! Cthulhu: the Keeper's Guide to the Secret War* for further details).

MYTHOS EXPOSURE

Requirements: Novice, Smarts d8+

At some point in the past your character had an encounter with the supernatural. Maybe it was the haunted house he spent the night in on a dare, or perhaps he read strange

tomes from the locked trunk in his grandfather's attic and learned something best left unlearned. However it happened, your character has a sense that strange and fearsome things really do exist in this world and, unlike many, this knowledge has made him stronger. Add +2 to Sanity, and +2 to fear rolls caused by supernatural events.

NATIONAL IDENTITY

Requirements: Novice, Wild Card

The soldiers of each nation in the war have an "identity" associated with them. Americans are "lucky", the British are "plucky", and the Soviets seem stoically fatalistic for most of the conflict. Soldiers with this Edge are what makes this identity iconic, and can choose one of the special abilities described below.

Over 100 nations fight in World War Two but we have only listed a few. If your warrior is from a nation not represented here (such as Greece, the Philippines, Romania, etc.), you may choose any of the abilities in the list, after discussing it with the Game Master to ensure it fits the perceived national stereotype. Of course, you could also make up an appropriate effect with the Game Master's permission.

- **British Pluck:** the British "stiff upper lip" makes them incredibly resilient under even the most dreadful circumstances. "Tommys" add +2 to Spirit rolls made to resist Fear, Intimidation, or arcane powers. It does not add to Spirit rolls made to recover from being Shaken.
- **Canadian Heart:** the young nation of Canada is the first of the Commonwealth nations to join England in their war on Germany. Their soldiers are eager to prove themselves, and get +3 on trait and damage rolls when dealt a Joker, rather than +2.
- **French Élan:** those French who resist their German occupiers are at terrible risk. Spies are shot on sight, while those seen as collaborators find themselves quietly targeted by their neighbours. Learning to live under such circumstances is only possible with incredible spirit. If a Frenchman with this Edge spends a benny to make a roll, he rerolls any result of 1.
- **Polish Pride:** the Poles suffer terribly under Nazi occupation. Though their home army is defeated in the *Blitzkrieg* of '39, they later field resistance fighters, special forces (such as those who accompany British troops at Operation Market Garden), and entire divisions in France and Africa. The desire to regain their country makes these fighters extremely resilient. Polish characters add +1 to their Toughness (after 1939).
- **Soviet Fatalism:** many "Ivans" seem resigned to inevitable suffering, whether in the trenches, in captivity, or back at the collective farm. Yet they struggle on, even while waiting for the British and Americans to re-ignite the Western Front. Soviet characters with this Edge are somewhat numb to their fate and ignore one level of wound modifier.

- **US Luck:** the rest of the world could not help but see the smiling American GI as extremely fortunate. Lady Luck often smiles on the "Yanks" in combat as well. Whenever the character spends a benny, roll a d6. On a 6, he gets the benny back immediately (it may even be spent on the same roll he spent the first one on).

Combat Edges

BLOOD & GUTS

Requirements: Veteran

This warrior has seen his fair share of gore and carnage and has grown jaded to it. He automatically passes Fear tests caused by gore. In addition, his savagery grants him +1 damage in bloody close combat.

BULLSEYE

Requirements: Seasoned

Many of the enemy's fighting machines are terribly formidable, but well-trained and experienced gunners know just where to aim in order to hit a vehicle's weak spot. Characters with this Edge may modify vehicle critical hit die rolls result by 1, up or down.

IMPROVED BULLSEYE

Requirements: Heroic

As for Bullseye, but the critical can be modified by up to 2 points.

DIG IN!

Requirements: Novice, Smarts d6+

This canny grunt is good at making himself small and getting the most out of any cover he is in. While in cover, foes suffer a -1 penalty to any physical attack rolls against him. The hero also adds +1 to his Toughness against area effect damage as long as he is prone or in cover.

IMPROVED DIG IN!

Requirements: Seasoned, Dig In!

As for Dig In!, but foes subtract 2 from attack rolls, and the hero gains +2 Toughness versus area effect attacks if prone or in cover.

GRAZING FIRE

Requirements: Seasoned, Rock and Roll!, Shooting d8+

This edge allows your character to use a machine gun more effectively in suppressive fire mode. Targets who roll a 1 or 2 on their Spirit checks are hit and take damage.

HOSE 'EM DOWN

Requirements: Novice, Shooting d8+

Machine-gunners with this Edge can suppress an area more effectively than the typical gunner. When using a braced medium or heavy machine gun, this killer can suppress an area equal to two Medium Burst templates. The

second template must be adjacent to the first (in any direction), and the weapon burns through double its usual amount of ammunition.

IMPROVED HOSE 'EM DOWN

Requirements: Seasoned, Hose 'em Down

This edge allows a machine-gunner to suppress an area equal to three Medium Burst templates, at triple the usual amount of ammo spent. Each additional template must be adjacent to the first.

INCOMING!

Requirements: Seasoned

After a while, many veterans are able to distinguish the sounds of different kinds of artillery fire, both friendly and enemy, and determine if it is outgoing or incoming "mail". Whenever a character with the Incoming! Edge is under artillery attack, he may throw himself prone before the shell impacts, reducing damage from the attack by -2. This is cumulative with Dig In!

PICKLE BARREL

Requirements: Novice, Knowledge (Bombardier) d6+ or Piloting d6+

The primary goal of tactical and strategic bombers is of course, getting their "eggs" (bombs) or "fish" (torpedoes) "in the pickle barrel" (on target). This Edge helps the pilots and aircrew of these kinds of planes to do just that. Characters with this Edge receive a +2 on skill rolls to hit with bombs or torpedoes.

TANK HUNTER

Requirements: Novice

To an infantryman, a tank is a near-invincible, armoured, fire-breathing monster. To a character with the Tank Hunter Edge, a tank is just a large target.

When attacking armoured vehicles, your hunter knows how to hit the weak points and adds +4 to the AP value of the weapon. This bonus applies to attacks with ranged anti-tank weapons or to close up weapons like limpet mines, bundles of grenades, and Molotov cocktails.

IMPROVED TANK HUNTER

Requirements: Novice, Tank Hunter

The Tank Hunter adds a d6 to any damage roll versus a vehicle with Heavy Armour.

Leadership Edges

A FEW GOOD MEN

Requirements: Heroic, Smarts d8+, Command, Inspire

The hero knows how to get the best from the troops at his disposal. When the Game Master checks to see which of the commander's troopers are alive or dead after a battle, he may reroll any failures. This Edge affects up to 12 men

(a typical squad), and does not stack if multiple characters have the ability.

If the leader is the overall commander in a Mass Battle, roll a d6 whenever a token is lost. On a 6, the token is recovered.

A FEW MORE GOOD MEN

Requirements: Heroic, Smarts d8+, A Few Good Men, Command, Inspire

As for A Few Good Men, but the commander can affect up to a platoon's worth of men (no more than 40).

The Americans are "lucky", the British are "plucky", and the Soviets seem stoically fatalistic.

RANK (NCO OR OFFICER)

Requirements: Novice, Smarts d6+, MOS qualified

Non-commissioned officers (NCOs, such as sergeants) and regular officers (lieutenants and higher) get to order subordinates around, but are also the ones held responsible for the success, or failure, of their men and their mission. They know the thrill of watching a plan come together, and the agony of watching one fall apart.

In *Achtung! Cthulhu*, the Rank Edge allows NCOs and officers to command others, but this is a double-edged sword that grants few benefits. To compensate, characters who purchase this Edge get an additional benefit as well. (Non-player characters and those who achieve the rank during play do not get these additional abilities.)

NCOs are the backbone of their units, and must be tougher, stronger, and more resilient than those they lead. Non-coms with the Rank (NCO) Edge add +2 to their base Toughness to reflect their hard-bitten nature.

The character's military rank is the lowest for an NCO in his particular service branch (a sergeant in the US Army, for example).

Officers are there to inspire and lead, and should definitely concentrate on Leadership Edges as they advance. To help them get there, officers gain an additional benny per game session, and may *always* spend that benny on those under their command. (Note: an officer with the Common Bond Edge can grant a benny to anyone—not just those under his command.)

Professional Edges

COMMANDO

Requirements: Novice, Agility d6+, Smarts d6+, Spirit d6+, Strength d8+, Vigor d8+, Fighting d6+, Shooting d6+, Stealth d8+

Commandos tackle the toughest missions on the front, often operating behind enemy lines with little chance of coming home. Due to the invariably tricky circumstances

they find themselves in, commandos need to be mentally sharp to stay ahead of the enemy. This applies to British Commandos, Ghurkas, Long Range Desert Group, SAS, US Army Rangers and Marine Raiders, and other similar elite soldiers.

Commandos add +2 to all Fatigue rolls made against environmental hazards (including cold and heat), sleep deprivation, foot marches, and add +2 to all Survival rolls. As much of their work involves getting close to their targets for a silent takedown, they receive a +1 to Stealth rolls. All of these bonuses are cumulative with those derived from other Edges.

DEMO MAN

Requirements: Novice, Knowledge (Demolitions) d6+

This maniac is intimately familiar with all sorts of explosives, detonators, and booby-traps. He adds +2 to all rolls made to set, disarm, or improvise explosives and booby-traps (but not Notice them). This can cover a range of abilities and skills determined by your Game Master (for example ordnance disposal, bomb making, or structural demolition).

FROGMAN

Requirements: Novice, Smarts d6+, Strength d6+, Vigor d8+, Knowledge (Demolitions) d6+, Swimming d8+

Navy frogmen are highly skilled, tough, and motivated. Their primary job is underwater demolitions. Whether their targets are beach obstacles, mines, or enemy ships, frogmen can remove, defuse, or blow them sky high. When supporting beach landings, they make maps, do hydrographic surveys, and prepare obstacles for demolition so that the beach is as clear as possible for the main landing force. They can also find themselves planting explosives on ships at anchor in enemy harbours. Their training is as rigorous as any commando.

Swimming rolls for frogmen are made at +2, and Pace is improved by +1". These bonuses are cumulative with those offered by other Edges. Creatures with the Aquatic special ability do not get their +2 attack bonus against Frogmen.

JUMP QUALIFIED

Requirements: Novice

Your character has had training in the use of a parachute. He knows how to put one on, deploy it, and land without breaking his legs (usually). The Jump Qualified Edge gives your character +2 to all rolls associated with parachuting, such as manoeuvring or landing.

JURY RIG

Requirements: Novice, Smarts d6+, Repair d6+, Notice d8+

This character can improvise something when the need for a tool arises. He suffers no negative penalties on Trait rolls for lack of equipment in most situations.

In addition, given a few simple tools, props, or devices, he can generally rig devices to help escape from death-traps,

build weapons to match some bizarre requirement, or otherwise create something that is needed when such a thing is not actually present. The extent of this is completely up to the Game Master, but creativity should be rewarded, particularly in dire situations where few other answers are possible.

The eagle-eyed amongst you may have noticed this is actually the McGyver Edge from the *Savage Worlds Rulebook*. We have presented it here with a much less anachronistic name.

MEDIC!

Requirements: Novice, Healing d6+

A character with this Edge can get wounded soldiers up and fighting again in seconds. If the medic can get to a wounded non-Wild Card by the end of the round in which he is wounded, he can make an immediate Healing roll at -2. If the roll is successful, the victim is merely Shaken instead of wounded.

MECHANICALLY INCLINED

Requirements: Novice, Smarts d6+, Repair d6+

Modern warfare relies on technology. The side that can get the most out of its equipment can have a decisive advantage in battle. You intend to see to it that the winning side is your side.

Your character is good with mechanical and electronic devices, and can more easily figure out how to use and repair them. He gets a +2 bonus to Knowledge or Repair rolls required to use, design, troubleshoot, or mend such apparatus (engines, radio sets, encryption devices, electrical and hydraulic systems, machinery, etc.).

Social Edges

BAND OF BROTHERS

Requirements: Wild Card, Veteran, Common Bond

This group of soldiers has been to Hell and back together. That kind of bond hardens men, and makes them better able to withstand wounds that might otherwise put them out of action. Subtract 1 point of damage from every attack that hits the character for each other "brother" with this ability within 5", to a maximum of -3. If three heroes with the Band of Brothers Edge fight together, for instance, they ignore three points of damage from every attack that hits them.

SCROUNGER

Requirements: Novice, Smarts d6+, Streetwise d6+

Wars and the associated chaos that go with them often bring out unusual traits in people, both good and bad. Some seem to have an uncanny ability to find just what they are looking for, no matter where they find themselves.

A consummate trader and wheeler-dealer, this investigator can find a way to acquire almost any piece of equipment or luxury item. Once per session, and while in a populated

area (such as a large village or town), a successful Streetwise roll allows the Scrounger to do one of the following:

- Find 2d6 × \$20 in easily-concealed cash or valuables.
- Acquire some rare, but not particularly valuable, item (cigars, silk stockings, fine chocolate, a needed spare part, etc.).

Military Scroungers can also:

- Improve one squad's Ammo by one level.
- Acquire one "heavy" weapon with limited ammunition (such as 1d3 Molotovs, a single Bazooka, PIAT, flame-thrower, *Panzerfaust*, or land mine—Game Master's choice).
- Improve one squad's Rations by one level.
- Acquire 2d6 "refills" for a medic's med pack.

Civilian characters close to the frontline (or a military base) may also be able to find such weaponry and supplies, at the Game Master's discretion.

Weird Edges

COURAGE UNDER FIRE

Requirements: Seasoned, Command, Rank (NCO or Officer)

Sometimes you feel as if you have a guardian angel. Bullets and even artillery fragments seem to whizz right by you, especially when you are doing your duty and commanding your men.

If your character is standing and not in cover, roll a die for every successful attack that would wound him (including area effect attacks). If the die roll is odd, the hero takes no damage. Otherwise he is affected normally.

INSANE INSIGHT

Requirements: Novice, a permanent Habit (Minor), Phobia, or Quirk

Once per session the player of this investigator can ask a Yes/No question of the Game Master, who must then give a truthful answer.

RADAR

Requirements: Novice

Maybe your hero has a sixth sense. Or maybe he just has really keen hearing. Either way, his squad mates have learned to hit the deck when he does.

The soldier can somehow anticipate incoming area effect attacks such as artillery, tank rounds, and even thrown grenades. When caught in an area effect attack, he automatically goes to ground. Since cover modifiers count as armour against area effect attacks, the warrior gets +2 points of armour against the blast.

Better still, allies who have been around the character for a while, and who have not acted when the attack hits, get an Agility roll to hit the dirt as well.

RADIO HEAD

Requirements: Novice

The fillings in your teeth sometimes pick up radio chatter. At least that's what the medics said. But you know there is far more to it than that. Not only do you occasionally pick up random radio messages, but you have even figured out how to change frequencies!

Radio Head grants the character the ability to pick up radio chatter within a 1 mile radius. Make a Smarts roll when attempting to "tune in". Failure results in a severe headache (Fatigue) that lasts for 1d6 hours. Success means that the soldier picks up on nearby radio chatter, though it is up to the Game Master as to exactly what he overhears.

SQUID

Requirements: Novice

Sometimes you feel like you were born in water. The character adds +2 to Swimming rolls and can hold his breath for 20 times his Vigor in seconds.



Table 22: Decorations

d20	Promotion*	US	UK
1-12	+0	Citation	Military Medal
13-15	+1	Bronze Star	Military Cross
16-19	+2	Silver Star	Distinguished Service Order
20-23	+2	Distinguished Service Cross	George Cross
24+	+4	Medal of Honor	Victoria Cross

*The Promotion Bonus is a one-time bonus that is added to the Promotion roll made after the mission on which the Hero wins the award.

Table 23: Medal Modifiers

Modifier	Circumstance
+X	CO's Charisma modifier
+1	If CO is military rank Major or higher
-2	If CO is an NCO or other enlisted man
-2	Easy Mission
-4	The leader put in for another medal recently (Game Master's call on what counts as "recent," but usually within the last 1-2 missions)
+2	Difficult Mission
+2	Character was wounded by the enemy

SUGGESTIBLE

Requirements: Novice

Something about your mental make-up makes it easier for modern psychiatric methods to repair the psychological damage inflicted by both the sanity-blasting horrors of the Mythos, and the more mundane horrors of the war. Not only does the investigator make mental healing rolls in half the time of his colleagues, he also gains a +2 bonus to the roll.

AWARDS & MEDALS

Conspicuous acts of bravery can result in medals for the Armed Forces' best. These in turn can lead to promotions. To get recognised, a soldier's commander must put in a request for an award. This is done between missions, and it usually takes a week or so for the paperwork to clear headquarters.

After any mission in which the Commanding Officer cites the hero for bravery, the hero's player rolls 1d20 on **Table 22: Decorations**, taking into account the effects described in **Table 23: Medal Modifiers**.

The US Purple Heart is awarded to any American soldier who suffers a permanent injury on the **Injury Table** (*Savage Worlds* core rulebook).

PROMOTION

To advance in rank, a soldier has to be promoted. Promotions are awarded for good performance, and generally mean higher pay and status. Along with these perks, however, comes responsibility. A private doesn't have to worry much about anyone else but himself and his squad mates. A captain gets nicer quarters and access to the officer's club when in

Table 24: Promotion Modifiers

Modifier	Circumstance
-2	Routine Mission
+2	Difficult Mission
-2	Character is rank Captain or higher
+1	Character is a Private
+2	Character displays great heroism or good judgement during the mission

garrison, but is responsible for a company of men, equipment, and their performance in action.

At the completion of a mission in which the squad leader recommends the soldier's performance, each player rolls a d20 and adds or subtracts the modifiers in **Table 24**. Modifiers are cumulative. A total of 20 or better means the character has been promoted one rank by the powers that be (see the **Rank Tables** on p.70 for national rank structures).

*For the record, just how do we describe
destroying one of these things in despatches?
A. T.*



CHAPTER 8

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*

When fighting a war, it is essential to make sure that you have exactly the right equipment at your disposal. Due to the circumstances, and a distinct lack of preparedness on the part of some of the combatants, this is not always the case at the beginning of World War Two. The situation improves as time goes on, at least for the Allies.

This chapter looks at the types of military and covert equipment and weaponry available to investigators during the Secret War. Where possible, the dates when such equipment becomes available are also included. The statistics for the weapons have been gathered into tables on pp.124-130. Prices have not been included—discuss with your Keeper whether or not it is reasonable for your investigator to have a particular gadget or weapon based on his occupation and experience.

COMMON MILITARY 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.

Cth A First Aid skill roll is classed as *Easy* if using a military first aid kit when attempting to treat a wound.

Sav An Investigator gets +2 on his Healing roll if using a military first aid kit when attempting to treat a wound.

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.

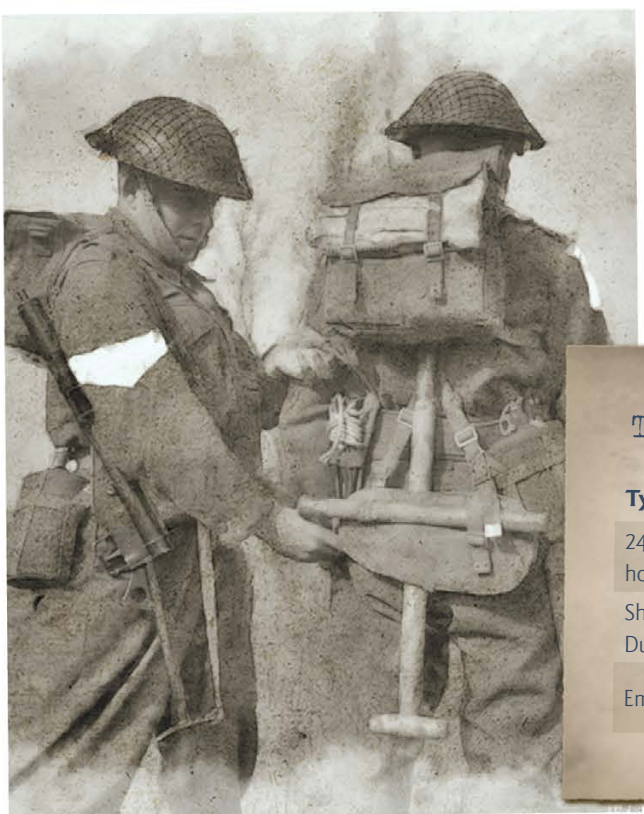


Photo: Lt Tanner, War Office official photographer — Soldier demonstrates 1937-pattern webbing — Public Domain image.

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 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.

Table 24: 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-päcken</i>

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-calory, 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

Many women join the Wrens because they are issued, as standard, a couture-designed uniform and stockings.

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 *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.

MILITARY WEAPONS

Statistics for the following weapons for both rules systems can be found in the tables on pp.124-130, organised by weapon type. Not all of the weapons included in the tables are described below, only those which are unusual, interesting or important.

British Commonwealth of Nations Forces

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

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.

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.

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.

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



Weapon Range

Range affects a weapon's chance to hit its target. The table below is based on the Spot Rules for Firearms on p.63 of *Call of Cthulhu, Sixth Edition*, and includes a new range: Point Blank, which represents 1/10th of the weapon's normal base range.

Table 25: Ranges

Range	Effect on Chance to Hit
Point Blank	Double (<i>Easy</i>)
Base	Normal (<i>Normal</i>)
Double	Half (<i>Difficult</i>)
Triple	One quarter
Quadruple	One eighth

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.

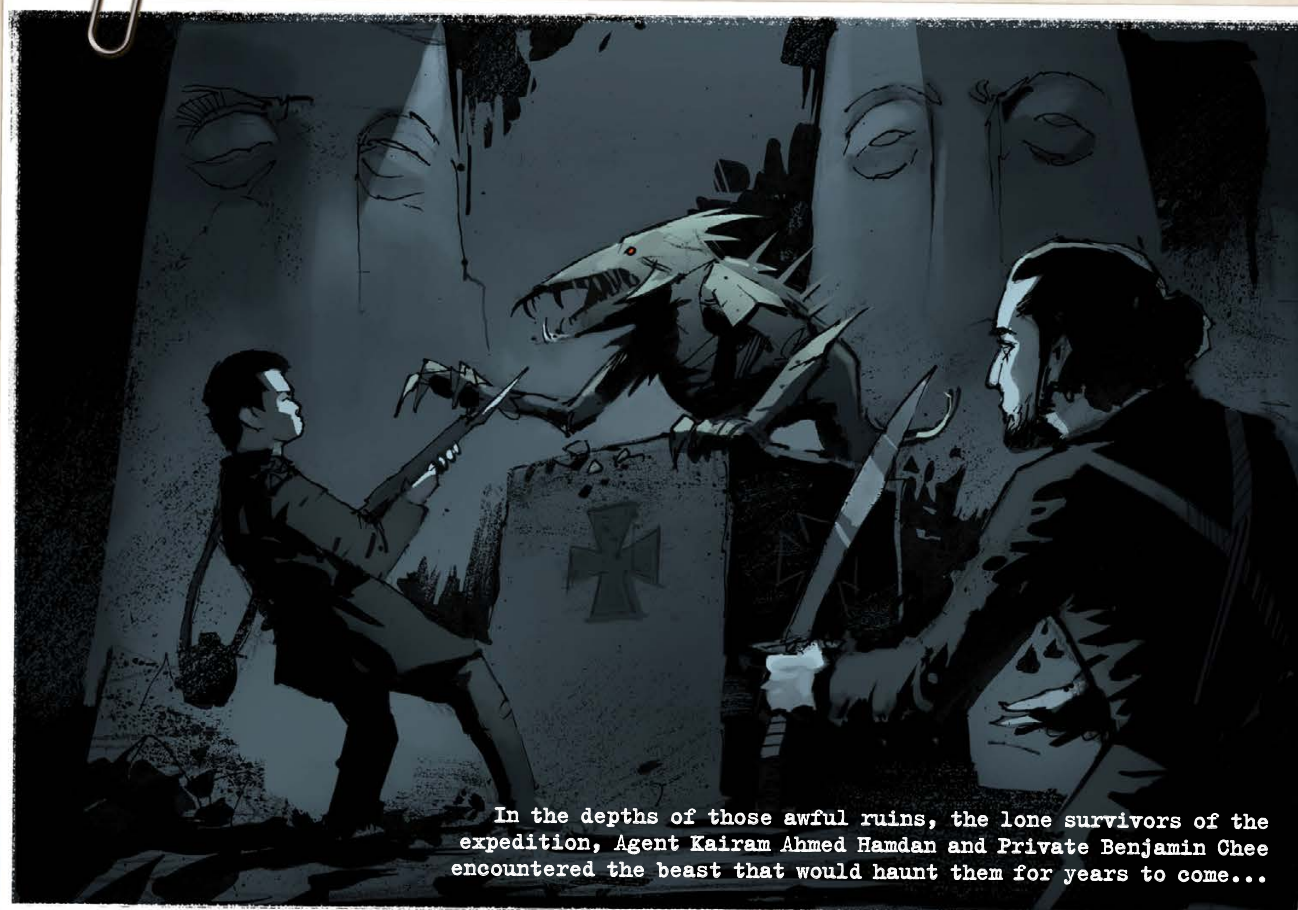
The Vickers has a crew of three, and breaks into three components for travel: gun, tripod, and cooling system. The Vickers is deployed in support or machine battalions as required. The Vickers is also mounted on universal carriers, jeeps, and trucks.

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



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...

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 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 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.

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.

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.

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 World War One, as well as being issued to the *Police Nationale* and the *Gendarmerie Nationale*. It is also widely used by the French Resistance.

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.

"I prefer the Thompson."

— Ardeth Bay, *The Mummy Returns*

COVERT CLOTHING**Continental Clothing**

SOE and OSS agents 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 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.

COVERT 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.

Cth The driver of any vehicle running over caltrops must make a *Difficult Drive/Ride* check to maintain control of the vehicle. A *Difficult Ride* check is also required for those on horseback. Any animal or human treading on caltrops suffers 1D3 Hit Points of damage.

Sav Driving over caltrops forces a Driving, Piloting, or Riding roll; failure could lead to an unfortunate accident. Furthermore, caltrops do 2d4 damage to horses and those without sturdy footwear.

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.

Gilhooley

Supplied by the OSS, the Gilhooley is a contact paper printer that can fit into a briefcase. Using the Gilhooley, 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.

COVERT EXPLOSIVE & INCENDIARY DEVICES

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.

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.

Bucketfuls of Dice

When you look at the Weapons Tables on p.126 and p.127 for Grenades and Explosives, you will notice that many of them have their damage marked as "Special". Although we could provide you with the exact number of damage dice these explosive charges cause, when using them against human beings and the vast majority of vehicles, they either destroy them or they don't—certainly no man is going to survive being hit by 8oz of PE, even if it only does minimum damage.

So instead, treat the damage caused by such massively powerful explosives cinematically—does it serve the purpose of the plot for it to do big damage, or only partially destroy a building or vehicle? Do you really want a distant explosion to kill the evil Nazi scientist, or would you rather finish him off yourself, face-to-face? Hopefully treating explosive damage in this way will stop your adventure getting bogged down by rolling huge numbers of dice, and keep the story flowing.

Of course, there are certain Mythos creatures that can stand up to the sort of destruction dished out by really big bombs, and for more information on large-scale Cthulhoid combat, see *Achtung! Cthulhu: Terrors of the Secret War*.



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.

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.

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.

COVERT FIREARMS

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 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.

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.

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.

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.

COVERT MELEE WEAPONS

BCRA Knife & Garrotte

The *Bureau Central de Renseignements et d'Action* (BCRA) issues its agents with a combined bodkin-style knife and attached garrotte. 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.

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.

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 size of a machete, Smatchet training emphasises slashing attacks to arm joints and the neck, thrusts to the stomach, andommel 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.

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.

I DON'T CARE WHAT THAT LIMEY PROF SAYS,
I'M GOING TO NEED A BIGGER GUN!
-CARTER



Table 26: Common Equipment & Weapons

HELMETS

Equipment	Country	Available	Armour Points
Mk. I Brodie	GB	1936	2
Mk. III "Turtle"	GB/Canada	1944	3
M1935 & M1940	Germany	1935/40	4
M1936/37/38 <i>Fallschirmjäger</i>	Germany	1936/38	4
M3 & M5*	USA	1943	3
Mk. 2 "Talker"*	USA/Navy	1942	3

*Allows the use of communication devices whilst wearing the helmet.

**HAND-TO-HAND WEAPONS**

Equipment	Country	Available	Starting Skill [^]	Damage Done	Base Range	Attacks/Round	Rounds in Gun	HP	Malf
Entrenching Tool	—	—	CC/MW (Club)	1D6+2+db	Touch	1	—	16	—
Bayonet (attached) (as Knife)	—	—	CC/MW (Spear) CC/MW (Knife)	1D8+db 1D6+db	Touch Touch	1	—	15	—
Rifle Butt	—	—	CC/MW (Club)	1D6+db	Touch	1	—	11	—
Fairbairn-Sykes Fighting Knife	GB	1941	CC/MW (Knife)	1D4+2+db	Touch	1	—	12	—
Mk.I Trench Knife	US	1918	CC/MW (Knife) Fist/Punch	1D6+db 1D3+2+db	Touch Touch	1	—	12	—
M3 Fighting Knife	US	1943	CC/MW (Knife) Throw	1D4+2+db 1D4+2+½db	Touch (STR-1)×3y	1	—	14	—
BCRA Fighting/ Garotte Knife	France	?1941	CC/MW (Knife) Grapple (Garotte)	1D3+db+POT† Strangle‡	Touch Touch	1	—	8 6	—
Mappin & Webb Nail Knife	GB	1941	CC/MW (Knife)	1D3+db	Touch	1	—	8	—
McLagen-Peskett Mk.I Close Combat Weapon	GB	1940	CC/MW (Knife) Grapple (Garotte) CC/MW (Club)	1D4+db Strangle‡ 1D8+db	Touch Touch Touch	1	—	12 6 12	—
Smatchet Fighting Knife	GB/US	1941	CC/MW (Knife)	1D8+db	Touch	1	—	15	—
Spring Cosh	US	1941	CC/MW (Club)	1D8+db	Touch	1	—	12	—
Thumb Knife§	GB/US	1941	CC/MW (Knife) or Fist/Punch	1D3+db	Touch	1	—	10	—

[^]CC = Close Combat; MW = Melee Weapon.

†POT = potency of the poison used. See p.58 **Call of Cthulhu, Sixth Edition** for some examples.

‡Use the drowning rules on p.57 **Call of Cthulhu, Sixth Edition** to determine HP loss or death.

§Unlike other knives and bayonets, the thumb knife cannot impale.

Photo (left): Lt West, No 5 Army Film & Photographic Unit - 5th Queens Own Cameron Highlanders, 51st Highland Division meet GI's from American 87th Division, Champlin, Belgium 1945 - Public Domain image.

THE TOOLS OF THE TRADE

Photo (right): Sgt J Mapham, No 5 Army Film & Photographic Unit - 59th Division NCO School demonstration of German anti-tank weapons, Vienne-en-Bessin, 1944 - Public Domain image.

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HELMETS

Equipment	Armour Provided	Weight	Notes
Mk. I Brodie	1	5	50% chance vs head shot.
Mk. III "Turtle"	2	5	50% chance vs head shot.
M1935 & M1940	3	5	50% chance vs head shot.
M1936/37/38 <i>Fallschirmjäger</i>	3	5	50% chance vs head shot.
M3 & M5*	2	5	50% chance vs head shot.
Mk. 2 "Talker"*	1	3	50% chance vs head shot.

*Allows the use of communication devices whilst wearing the helmet.



HAND-TO-HAND WEAPONS

Equipment	Damage	Range	Min. Str.	Weight	Notes
Entrenching Tool	Str+d4	Touch	—	3	—
Bayonet (attached) (as Knife)	Str+d6 Str+4	Touch	—	1	When attached to rifle: Parry +1, Reach 1, 2 Hands.
Rifle Butt	Str+d6	Touch	—	3	—
Fairbairn-Sykes Fighting Knife	Str+d4	Touch	—	3	AP 1
Mk.I Trench Knife	Str+d4	Touch	—	3	—
M3 Fighting Knife	Str+d4+1	Touch 03/06/12	—	3	—
BCRA Fighting/ Garotte Knife	Str+d4+Poison Strangle	Touch	—	3	Examples of poisons can be found in Savage Worlds . For Strangling, use the Grapple rules: each round the victim fails his roll he takes a level of Fatigue.
Mappin & Webb Nail Knife	Str+d4	Touch	—	3	—
McLagen-Peskett Mk.I Close Combat Weapon	Str+d4 Strangle	Touch	—	3	For Strangling, use the Grapple rules: each round the victim fails his roll he takes a level of Fatigue.
Smatchet Fighting Knife	Str+d6	Touch	—	4	—
Spring Cosh	Str+d6	Touch	—	2	—
Thumb Knife	Str+d4	Touch	—	1	Target suffers -1 to rolls to unshake.



GRENADES & EXPLOSIVES

Equipment	Country	Available	Starting Skill	Damage Done	Base Range	Attacks/Round	Rounds in Gun	HP	Malf
No.82 Grenade	GB	1943	Throw	6D6/3y**	(STR-1)×1y	1	—	6	—
Tyrebuster	GB/US	1943	N/A	2D6/1y	Touch	1	—	12	—
GP Grenade	—	1944	Throw	Special**	(STR-1)×1y	1	—	10	—
1½lbs/3lbs Standard Charge	GB	1940	Demolitions	Special**	Touch	1	—	8	—
No.36M Hand Grenade (Mills Bomb)	GB	1917	Throw	4D6/4y	(STR-1)×1y	1	—	8	—
Rifle Grenade (Mills Bomb)	—	—	Artillery (Indirect)	4D6/4y	150y	1/2	—	8	—
2-Inch Mortar	GB	1938	Artillery (Indirect)	4D6/4y Smoke Illumination	250y	1/3	1	16	00
Pineapple Grenade (Mk.II)	US	1918	Throw	4d6/4y	(STR-1)×1y	1	—	8	—
M17 Rifle Grenade	US	1941	Artillery (Indirect)	4d6/4y	150y	1/2	—	8	—

**For large quantities of explosive, treat damage cinematically (p.122).

HANDGUNS

Equipment	Country	Available	Starting Skill	Damage Done	Base Range	Attacks/Round	Rounds in Gun	HP	Malf
Browning Hi-Power Pistol	GB	1944	Handgun	1D10	15y	2	13+1	8	98
Webley .38/200 Service Revolver	GB	1932	Handgun	1D10	15y	2	6	8	00
M1911A1	US	1924	Handgun	1D10+2	15y	1	7	8	88
MAB Modèle D Pistol	France/Wehrmacht	1933	Handgun	1D8	15y	3	9	8	99
MAS Modèle 1873 Revolver	France/French Resistance	1873	Handgun	1D10	15y	2	6	10	00
Enpen Mk.I	GB (SOE)	1944	Handgun	1D6	3y	1	1	6	99
High Standard HDM Pistol	US (OSS)	1944	Handgun	1D6	10y	1 or 3	10	8	00
Welrod Mk.IIA Pistol	GB	1943	Handgun	1D8	8y	1/2	8	8	00
Welrod 9mm Pistol	GB	1944	Handgun	1D10	8y	1/2	5	8	00
Sleeve Gun	GB (SOE)	1943	Fist/Punch Handgun	1D8 1D8	Touch 3y	1	1	8	00

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GRENADES & EXPLOSIVES

Equipment	Template	Damage	RoF	Range	Shots	Min. Str.	Weight	Notes
No.82 Grenade	Large	4d6	—	05/10/20	—	—	2	Heavy Weapon
Tyrebuster	Small	2d6	—	—	—	—	—	—
GP Grenade	Medium	Special**	—	05/10/20	—	—	—	—
1½lbs/3lbs Standard Charge	Large	Special**	—	—	—	—	—	—
No.36M Hand Grenade (Mills Bomb)	Medium	3d6	—	05/10/20	—	—	2	—
Rifle Grenade (Mills Bomb)	Medium	2d6+1	1	10/20/40	1	—	—	AP 1, Snapfire.
2-Inch Mortar	Medium	2d8 Smoke Illumination	1	50/75/100	1	—	9	AP 1, May not move. Heavy Weapon.
Pineapple Grenade (Mk.II)	Medium	3d6	—	05/10/20	—	—	2	—
M17 Rifle Grenade	Medium	2d6+1	1	10/20/40	1	—	—	AP 1, Snapfire.

HANDGUNS

Equipment	Damage	RoF	Range	Shots	Min Str	Weight	Notes
Browning Hi-Power Pistol	2d6-1	1	12/24/48	13	—	2.5	AP 1, Semi-Auto.
Webley .38/200 Service Revolver	2d6+1	1	12/24/48	6	—	2	AP 1, Revolver.
M1911A1	2d6+1	1	12/24/48	7	—	2.5	AP 1, Semi-Auto.
MAB Modèle D Pistol	2d6+1	1	12/24/48	9	—	2.5	Semi-Auto.
MAS Modèle 1873 Revolver	2d8	1	12/24/48	6	—	2	AP 1, Revolver.
Enpen Mk.I	2d6-1	1	03/06/12	1	—	1	Silenced.
High Standard HDM Pistol	2d6-1	1	12/24/48	10	—	2.5	3 Round Burst, Silenced.
Welrod Mk.IIA Pistol	2d6+1	1	12/24/48	8	—	2	AP 1, Silenced.
Welrod 9mm Pistol	2d8	1	12/24/48	5	—	2	AP 1, Silenced.
Sleeve Gun	2d6+1	1	Touch	1	—	—	+2 to Stealth rolls to get the Drop.

RIFLES & SHOTGUNS

Equipment	Country	Available	Starting Skill	Damage Done	Base Range	Attacks/Round	Rounds in Gun	HP	Malf
Lee-Enfield Mk.III	GB/ Commonwealth	1907	Rifle	2D6+4	110y	1/2	10	12	00
Lee-Enfield No.4 Mk.I (T) (with Sniper Scope)	GB	1942	Rifle	2D6+4	220y	1/2	10	12	00
M1 Carbine	US	1941	Rifle	2D6+2	90y	1	15	10	98
M1 Garand Rifle	US	1936	Rifle	2D6+4	110y	1	8	11	99
Winchester M12 Shotgun	US	1914	Shotgun	4D6/2D6/1D6	10/20/50y	1	6	10	00
Berthier <i>Modèle</i> 1892 M16 Carbine	France	1916	Rifle	2D6+2	90y	1/2	5	11	00
MAS <i>Modèle</i> 1936 Rifle	France/ Wehrmacht	1936	Rifle	2D6+4	110y	1/2	5	11	00
De Lisle Commando Carbine Mk.I	GB/US/ Free French	1943	Rifle	1D10+2	90y	1/2	7	11	00

SUBMACHINE GUNS & MACHINE GUNS

Equipment	Country	Available	Starting Skill	Damage Done	Base Range	Attacks/Round	Rounds in Gun	HP	Malf
STEN Mk.I-V Submachine Gun	GB/ Commonwealth	1941	Submachine Gun	1D10	30y	2 or burst	32	8	98
BREN Machine Gun	GB/ Commonwealth	1938	Heavy Weapons	2D6+4	130y	1 or burst	30/100	12	98
Vickers Machine Gun	GB	1912	Heavy Weapons	2D6+4	110y	burst	250	14	00
Thompson Submachine Gun	US	1928	Submachine Gun	1D10+2	30y	1 or burst	20/50	10	96
Browning Auto. Rifle (BAR)	US	1938	Heavy Weapons	2D6+4	90y	1 or burst	20	12	98
Johnson M1941 Machine Gun	US	1940	Heavy Weapons	2D6+4	110y	1 or burst	25	12	99
Browning M1919 Machine Gun	US	1940	Heavy Weapons	2D6+4	120y	burst	250	12	98
Pistolet Mitrailleur Erma <i>Modèle</i> 1935 (EMP-35)	France	1935	Submachine Gun	1D10	30y	2 or burst	32	8	98
MAC <i>Modèle</i> 1924 M29 Machine Gun	France/ Germany	1930	Heavy Weapons	2D6+4	110y	1 or burst	25	12	00
United Defence M42 Submachine Gun	US (OSS)/ Resistance	1942	Submachine Gun	1D10	30y	2 or burst	20	8	99

RIFLES & SHOTGUNS

Equipment	Damage	RoF	Range	Shots	Min Str	Weight	Notes
Lee-Enfield Mk.III	2d8	1	24/48/96	10	d6	9	AP 1, Snapfire.
Lee-Enfield No.4 Mk.I (T) (with Sniper Scope)	2d8	1	24/48/96	10	d6	8	AP 1, can be fitted with a telescopic sight.
M1 Carbine	2d6	1	15/30/60	15	—	5.5	Semi-Auto.
M1 Garand Rifle	2d8	1	24/48/96	8	—	9.5	AP 2, Semi-Auto.
Winchester M12 Shotgun	1-3d6	1	12/24/48	6	—	8	See Savage Worlds .
Berthier <i>Modèle</i> 1892 M16 Carbine	2d6	1	15/30/60	5	—	5	Semi-Auto.
MAS <i>Modèle</i> 1936 Rifle	2d8	1	12/24/48	5	—	9.5	AP 1, Snapfire.
De Lisle Commando Carbine Mk.I	2d6+1	1	15/30/60	7	—	5	Semi-Auto.

SUBMACHINE GUNS & MACHINE GUNS

Equipment	Damage	RoF	Range	Shots	Min Str	Weight	Notes
STEN Mk.I-V Submachine Gun	2d6-1	3	12/24/48	32	—	8	AP 1, Auto.
BREN Machine Gun	2d8	3	40/80/160	30/100	d8	22	AP 2, Auto, Snapfire.
Vickers Machine Gun	2d8	3	30/60/120	250	—	40	AP 2 Auto, May not move.
Thompson Submachine Gun	2d6+1	3	12/24/48	20/50	—	13	AP 1, Auto.
Browning Auto. Rifle (BAR)	2d8	2	30/60/120	20	d8	20	AP 2, Auto, Snapfire.
Johnson M1941 Machine Gun	2d8	3	24/48/96	25	d6	13	AP 2, Auto.
Browning M1919 Machine Gun	2d8	3	24/48/96	250	—	32	AP 2, Auto, May not move.
Pistolet Mitrailleur Erma <i>Modèle</i> 1935 (EMP-35)	2d6	3	12/24/48	32	—	10	AP 1, Auto.
MAC <i>Modèle</i> 1924 M29 Machine Gun	2d8+1	3	12/24/48	25	d6	13	AP 2, Snapfire.
United Defence M42 Submachine Gun	2d8	3	12/24/48	20	—	10	AP 1, Auto.

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HEAVY WEAPONS & MISCELLANEOUS

Equipment	Country	Available	Starting Skill	Damage Done	Base Range	Attacks/Round	Rounds in Gun	HP	Malf
PIAT Anti-Tank Weapon	GB/ Commonwealth/ Resistance	1942	Heavy Weapons	5D6/1y	60y	1/8	1	18	00
"Lifebuoy" Portable Flamethrower, No.2 Mk.II	GB	1943	Heavy Weapons	2D6	60y	1	10	8	94
Boys Anti-Tank Rifle	GB	1937	Heavy Weapons	2D6+4	100y	1	5	10	98
M1A1 Bazooka	US	1943	Heavy Weapons	4D6/1y	30y	1/3	1	14	98

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HEAVY WEAPONS & MISCELLANEOUS

Equipment	Template	Damage	RoF	Range	Shots	Min Str	Weight	Notes
PIAT Anti-Tank Weapon	Medium	4d8	1	12/24/48	1	d8	32	AP 7, Snapfire, Heavy Weapon.
"Lifebuoy" Portable Flamethrower, No.2 Mk.II	Cone	2d10	1	—	10	d8	64	Ignores Armour.
Boys Anti-tank Rifle	—	4d8	1	24/48/96	5	d8	35	AP 4, Heavy Weapon.
M1A1 Bazooka	Small	4d8	1	24/48/96	1	—	12	AP 9, Snapfire, Heavy Weapon.





CHAPTER 9

Quick Play Guide

"The young man knows the rules, the old man knows the exceptions."
- Oliver Wendell Holmes

CALL OF CTHULHU

Below is a quick reference guide to where you will find the *Call of Cthulhu* rules, skills, and equipment that you may need during a game of *Achtung! Cthulhu*. A more detailed section covering game specific rules and tables can be found in *Achtung! Cthulhu: the Keeper's Guide to the Secret War*.

Abbreviations: CoC6—*Call of Cthulhu, Sixth Edition*; A!CIG—*Achtung! Cthulhu: the Investigator's Guide to the Secret War*.

Character Creation

- Basic character creation rules—CoC6, pp.36-37.
- *Achtung! Cthulhu* character creation rules—A!CIG, pp.48-85.
- Occupations—CoC6, p.42, pp.44-46; A!CIG, pp.59-84.
- Skills (definitions)—CoC6, pp.61-74; A!CIG, pp.86-95.
- Skills (usage)—CoC6, pp.52-53.
- Equipment—A!CIG, pp.115-130.

Creating Your Investigator, *Achtung! Cthulhu* Style

- Choose, or roll, your nationality (p.50).
 - » Don't forget that you can just choose to play either a British or American character, even though they aren't listed as options in the tables.
- Choose, or roll, your occupation (pp.51-52, pp.59-84).
- Choose, or roll, your prior connection to the Mythos (optional).
- Civilian characters:

- » Follow the standard character creation rules from CoC6, p.36-37, spending EDU×20 points on the skills given to you by your education, up to a maximum of 99 points per skill. Then assign your INT×10 points on personal interest skills, excluding Cthulhu Mythos.
- » If your investigator then wishes to join the armed forces, go to p.72 (see below).
- Military characters:
 - » Follow the standard character creation rules from CoC6, p.36-37, to generate the investigator's characteristics. Do not assign any points to skills yet.
 - » Choose, or roll, which service the investigator enters from the Draft Table (p.67)
 - » Determine whether or not the investigator passes basic training by rolling against his CON, and consulting the Physical Fitness Table on p.68. Don't forget to make a note of the +1D6 skill advances acquired as a result of passing muster (Basic Training Table, p.69).
 - » Consult the Rank Training Table to determine the investigator's initial rank (p.69), making a note of the associated skill advances.
 - » If you have not already done so, choose a military occupation (pp.73-84), and assign EDU×20 points to the investigator's occupational skills, as well as applying any skill advances gained from basic training, rank, and training packages up to a maximum of 99 points per skill. Then assign your INT×10 points on personal interest skills, excluding Cthulhu Mythos.
 - » Having consulted the rank table (p.70), roll against your character's INT+POW to see if he has been

promoted during his prior military service, and apply any additional bonuses or penalties gained (Promotions Table, p.71). Keep rolling until you fail or you reach the rank of Major (Keeper's discretion). This is your investigator's active rank at the beginning of play. Then roll to see if he has been decorated as a result of his actions.

- "Conscripted" characters:
 - » Follow the standard character creation rules from **CoC6**, p.36-37, spending $\text{EDU} \times 20$ points on the skills given to you by your education, up to a maximum of 99 points per skill. Then assign your $\text{INT} \times 10$ points on personal interest skills, excluding Cthulhu Mythos.
 - » Either choose which service the investigator volunteers for, or roll on the Draft Table (p.67) if conscripted.
 - » Determine whether or not the investigator passes basic training by rolling against his CON, and consulting the Physical Fitness Table on p.68. Apply the relevant +1D6 skill advances acquired as a result of passing muster (Basic Training Table, p.69). If the investigator does not already have a particular skill, he starts at base chance for that skill, and adds the advances where appropriate.
 - » Consult the Rank Training Table to determine the investigator's initial rank (p.69), and apply the associated skill advances as described above.
 - » Apply an additional number of skill advances equal to the investigator's INT, to be spent on the military occupation skills acquired through basic training.
 - » Rolls for additional promotion are at the Keeper's discretion. If they are permitted, consult the rank table (p.70) and roll against your character's $\text{INT} + \text{POW}$ to see if he has been promoted during his prior military service, and apply any additional bonuses or penalties gained (Promotions Table, p.71). Keep rolling until you fail or you reach the rank of Major. This is your investigator's active rank at the beginning of play. Then roll to see if he has been decorated as a result of his actions.

Combat

- Fighting—**CoC6**, pp.56-61, p.63.
 - » Spot rules for basic combat—**CoC6**, pp.59-60.
 - » Spot rules for vehicle combat—**CoC6**, pp.284-285.
 - » Spot rules for firearms—**CoC6**, p.63.
 - » Weapons tables—**CoC6**, pp.64-65; **A!CIG** pp.124-130.
- Injury and healing—**CoC6**, p.54, p.56.
 - » Spot rules for injuries—**CoC6**, p.57.
 - » Sample poisons—**CoC6**, p.58.
 - » Resistance Table—**CoC6**, p.55.

Magic

- Learning a spell—**CoC6**, pp.101-102.
- Casting a spell—**CoC6**, pp.102-103.
- Magic points—**CoC6**, p.101.
- Spells—**CoC6**, pp.217-247.

Sanity

- Insanity—**CoC6**, pp.82-84.
 - » Sample SAN point costs—**CoC6**, p.76.
 - » Temporary Insanity tables—**CoC6**, p.83.

SAVAGE WORLDS

Below is a quick reference guide to where you will find the *Savage Worlds* rules, skills, and equipment that you may need during a game of *Achtung! Cthulhu*. A more detailed section covering game specific rules (such as Sanity) can be found in *Achtung! Cthulhu: the Keeper's Guide to the Secret War*.

As we recommend using either the *Deluxe* or *Deluxe Explorer's Edition* of *Savage Worlds*, references are made only to the relevant chapter title and section (where appropriate), rather than to an exact page, as these differ between the two editions.

Abbreviations: **SW**—*Savage Worlds* core rulebook; **A!CIG**—*Achtung! Cthulhu: the Investigator's Guide to the Secret War*.

Character Creation

- Basic character creation rules—**SW Chapter One: Characters**.
- *Achtung! Cthulhu* character creation rules—**A!CIG**, pp.96-114.
- Occupations—**A!CIG**, pp.98-105.
- Skills—**SW Chapter One: Characters**—Skills; **A!CIG**, pp.105-108.
- Languages—**SW Chapter One: Characters**—Knowledge (Language) Table.
- Edges—**SW Chapter One: Characters**, Edges; **A!CIG**, pp.109-114.
- Hindrances—**SW Chapter One: Characters**—Hindrances; **A!CIG**, pp.108-109.
- Equipment—**SW Chapter Two: Gear**; **A!CIG**, pp.115-130.

Creating Your Investigator, *Achtung! Cthulhu* Style

- Determine your Nationality (p.96).
 - » You can either choose it or roll for it on the tables on pp.50.
 - » All *Achtung! Cthulhu* characters are human by default, so there is no need to choose a Race.

- Determine your Role (p.96, pp.98-105).
 - » Choose a service (optional)
 - » Choose or roll for either a Military Occupation Specialty (MOS) or a Civilian Occupation (CO).
- Determine your attributes (pp.96-97).
 - » Attributes are described in **SW Chapter One: Characters—Traits**.
 - » Sanity = 2 + half your Spirit die type, +/- any Edges or Hindrances.
 - » You begin with a d4 in each attribute and have 5 points to spend between them. It costs 1 point to raise an attribute by 1 die type.
- Assign your skill points.
 - » All skills start at nothing, and each character has 15 skill points to spend.
 - » It costs 1 skill point to raise a skill by 1 die type, up to the level of its linked attribute.
 - » Raising a skill above that of its linked attribute costs 2 skill points per die type.
 - » If you are a military character, the way in which you assign your skill points is dictated by your Basic Training and MOS. Any extra points can then be used to spend on other skills as you wish.
 - » If you are a civilian character, your CO dictates how you initially assign your skill points. Any extra points can then be used to purchase other skills as you wish.
 - » Remember: skills tied to Arcane Backgrounds are not suitable for *Achtung! Cthulhu*.
- Calculate your Derived Statistics (**SW Chapter One: Characters—Derived Statistics, Character Creation Summary**).
- Determine your Edges (pp.109-114; **SW Chapter One: Characters—Edges**).
 - » All investigators receive one free Edge.
 - » The character must be eligible to use whatever Edge they choose.
 - » Some edges are not suitable for *Achtung! Cthulhu*. See p.109 for further details.
- » Use your MOS or CO to guide you as to what are the most useful Edges for your character.
- Decide if you are going to take on Hindrances (pp.108-109; **SW Chapter One: Characters—Hindrances**).
 - » A Major Hindrance gains you either 1 more attribute point, or 1 more edge.
 - » A Minor Hindrance gains you 1 extra skill point.
 - » The benefits from two Minor Hindrances can be combined to gain you 1 attribute point or 1 more edge (instead of 2 extra skill points).
 - » You can only take up to one Major and two minor Hindrances.
- Determine your Gear (pp.115-130).
 - » Details of what gear your character has as part of their MOS or CO can be found in the relevant description.
- Determine your Background.
 - » This can include how you first encountered the Mythos (pp.52-58).
 - » Remember: for your Mythos encounter to have an in-game effect, you must purchase the Mythos Exposure Background Edge.

Combat

- Fighting—**SW Chapter Three: Game Rules; SW Chapter Four: Situational Rules**.
- Spot rules for basic combat—**SW Chapter Three: Games Rules—Combat, Situational Combat**.
- Spot rules for vehicle combat—**SW Chapter Four: Situational Rules—Vehicles**.
- Weapons tables—**SW Chapter Two: Gear; A!CIG** pp.125-130.
- Injury and healing—**SW Chapter Three: Game Rules—Damage, Healing**.
- Sample poisons—**SW Chapter Four: Situational Rules—Poison**.

Sanity

- Sanity Attribute—**A!CIG**, p.97.

*When it comes to fighting monsters
I wouldn't recommend the "up close and personal" approach.*
E.H.



CHAPTER 10

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.

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, Hunspach.
<http://www.lignemaginot.com/accueil/indexen.htm>

The Memorial Centre, Oradour sur Glane.
<http://www.oradour.org/>

Petit Ouvrage la Ferté, nr Montmédy.
<http://www.ouvrugelaferte.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

Anne Frank Huis, Amsterdam.
<http://www.annefrank.org/>
 Joods Historisch Museum, Amsterdam.
<http://www.jhm.nl/english.aspx>
 Airborne Museum Hartenstein, Oosterbeek, Arnhem.
<http://www.airbornemuseum.nl/language/en>
 Kamp Westerbork, nr Assen.
<http://www.kampwesterbork.nl/en/home/>
 Naational 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/OTP1.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

Aniolowski, Scott David.
Malleus Monstrorum: Creatures, Gods & Forbidden Knowledge.
 Barton, William A., et al.
Cthulhu by Gaslight: Horror Roleplaying in 1890s England (Third Edition).
 Hensley, Shane Lacey.
Savage Worlds Deluxe.
 Herber, Keith, Dietze, William, et al.
The Keeper's Companion (Volume 1).
 Montessa, Mike, Hensley, Shane Lacey et al.
Weird Wars: Weird War II.
 Petersen, Sandy, Willis, Lynn, et al.
Call of Cthulhu, Sixth Edition.



KICKSTARTER BACKERS' THANKS

Wall of Patrons

"I would maintain that thanks are the highest form of thought."
- G.K. Chesterton

"Weird Dave" Olson, (anonymous), @MartinO23, @solardepths, @soulmib, A.Shultz, A&B Ng, Aaron "Mokona" Alberg, Aaron Max Berkowitz, Aaron Reimer, Aaron Smith, Aaron Smithies, Achab, Adam Alexander, Adam Benedict Canning, Adam Boisvert, Adam Caverly, Adam Flynn, Adam M. Coleman, Adam Page, Adam Petersen, Adam Plant, Adam Silva-Mlramon, Adam Vik, Adam Windsor, Adrian Deacon, *Adrian Gawain Jones**, Adrian Maddocks, Adrian Rivero Iglesias, Adrian Smith, Adumbratus, AE Doyle, Afraid of the dark, Agis Neugebauer, Agustin Lozano de la Cruz and The Vradbury Club, Åke Argéus, Åke Nolemo, Alain Comeau, Alain Renz, Alan Beven, Alan Brzozowski, Alan Cannon, Alan D. Kohler, Alan Lawson, Alan Santos Dias, Alan Winterrowd, Alberto Perez, Alec & Sophie Phillips, Alejandro Santamarta Martinez, aleksandar stossitch, Aleksandr Ermakov, Alessandro Saullo, Alex Barton, Alex Dingle, Alex Flagg, Alex Heim, Alex Imrie, *Alex Jeffries**, Alex Manduley, Alex Speight, Alex Thornton-Clark, Alexander Allan, Alexander Gräfe, Alexander Hallberg, Alexandre Aboud, Alexey Vlasov, Alfonso Abella "Tumbos", Ali Abdellah Siboukrin, Alice, Alistair Gillies, Allan Goodall, *Allen Manning**, Amonchakai, Ansel von Spreckelsen, *anderland**, Anders Johansson, Andras Basch, Andre Ouellet, Andrea "Cioffaz", Andrea Gaulke, Andreas Davour, Andreas Jauss, Andreas P. Rauch, Andreas Pauly, Andreas Wild, Andrew Birch, Andrew Byers, Andrew C. Dieppa, Andrew Chang, Andrew Churchill, Andrew Cowie, Andrew David Smith, Andrew DeLorenzo, Andrew G Smith, Andrew Girdwood, Andrew Goad, Andrew Godde, Andrew Hall, Andrew John Noble, Andrew Laliberte, Andrew Lee, Andrew Markell, Andrew McColl, Andrew Merritt, Andrew Moreton, Andrew Morton, Andrew Nicholson, Andrew Peregrine, Andrew Pickin, Andrew Raphael, Andrew Rodwell, Andrew Smith, Andrew Steele, Andrew Sturman, Andrew Weir (TheDiceShopOnline), Andrew Wilson, Andy "FryCook" Lomerson, Andy Barrett-Venn, Andy Blanchard, Andy Coombes, Andy Jenkinson, Andy Leighton, Andy Macphee, Andy P Smith, Andy Page, Angel Garcia, Angelo Pileggi, Angus Abranson, Angus Hewson, Aníbal J. Delgado, Anne-Sylvie 'Bajorque' Betsch, Ant Purdie, Anthony "Runeslinger" Boyd, Anthony Ferguson, Anthony Florea, Anthony Howell, Anthony Neville, Antoine, Antoine

BERTIER, Antoine Pempie, Anton "Ljudas" Adolfsson, Antonio M. Martorell Ferriol, Antonio Rodriguez, Antony Brown, Antti "Blue_Hill" Timonen, *Antti Heikkinen**, Apa and the Crew, Arabascan, Arc Dream Publishing, Ariadne Raynor, Arkadiusz Łożewski, Arlette Noppen, Arnaldo "Kuro" Lefebvre-Piñeiro, Arran Ross-Paterson, Artemis Aiden, Arthur, Arthur "Solo" Boff, Arthur Santos, *ArthurDent**, Arto Nurro, Artur "SySCR" Jeziorski, Arturo U. Fouz, Åsa Roos, Atsushi Yamagata, Axel Corrigan, Axel Gotteland, Ayton, AZRAELDESIGN, B R McCann, Bad Karma, Badger McInnes, Balda, Baradaelin, Barrett Bishop, Barry S. Morgan, Belinda Kelly, Ben "phantomwhale" Turner, Ben Bonds, Ben Evans, Ben Ferguson, Ben Halbert, Ben Mathis, Ben Mund, Ben Quant, Ben W Bell, Benjamin Bedrossian, *Benjamin Chee**, Benjamin F. Bullock, Benjamin Jones, Benjamin Muller, Benjamin NOREST, Benjamin Sennitt, Benjamin Wenham, Bentley Burnham, Bernd Wachsmann, Bernard Gravel, Bernhard Holl, Bert Isla, Bevan Clatworthy, Bezultek, BigSteve, Bigstevey, Bill Crum, Bill Forster, *Bill Heron**, Bill Nibz, Bill Stowers, Bill Walsh, BJ Dolan, Björn, Bjørn Tore Øren, Bo Hasle Buur, Bob Fanelli, Bob Huss, Bob Jamieson, Bob Munsil, Bojan Zimonja, Bonnie Skimblecat Beyea, Borja "Khaine" Salcines, Bousis elias, Bouyx bertrand, Bowie Whitaker Sessions, Brad Bell, Brad D. Kane, Brad Osborne, Bradford T Cone, Brady T. Chin, Brandon Metcalf, Brandon Stenger, Brenda Summerhill, Brendan Miller, Brendan Power, Brendan Taylor, Brent, Brent Hoyler, Breon Halling, Brett Bozeman, Brett Easterbrook, Brett LaPrairie, Brett W. Stoner, Brian Allred, Brian Cooksey, Brian Cwikla, Brian Dean Jennings, Brian Feeley, Brian Kelsay (@ripd), Brian Kirchhoff, Brian Lauer, Brian Lavelle, Brian M. Kowalski, Brian Onstot, Brian Rock, Brian S. Piorkowski, Brian Wilk, Brian Young, Brigadier James Sims, Brock Ballingdark, Bruce Anderson, Bruce Baugh, Bruno Mamolini, Bryan Andrews, Bryan Hilburn, Bryan Hunt, Bryan Launier, Bryant Durrell, Bryce Perry, Bryce Robinson, Bryce Undy, Brynjar Sigurðsson, burio2020, burningcrow, Cairnryan Dorian Mower, Callum Muntz, Calum McDonald, Calvin D. Jim, Cameron Atkinson, Cameron Esfahani, Cameron Marschall, Cameron Paine, *Candy Thurman**, Capricia Bruns, Captain Clarke, AKA Goat, Carl Matthews, Carl Walmsley, Carlo Anziano, Carlos E Restrepo, Carlos San

Emeterio, Carlos Sari, Carlyle Sguassabia, Carsten Bernstorff, Carsten Damm, *Cason Snow**, Cédric Balmat, Cédric Ferrand, Cedric Mauvielle, Celia Lichtenstein, Chad Damn Harding, Chad Drummond, Chad J. Bowser, Chad Roberts, Chaim "Der Jude" Garcia, Chandler Halladay, Charles (Chaz) Engan, Charles Chase, Charles Coleman, Charles Cordingley, Charles Crowe, Charles Dickinson, Charles Glass, Charles Lister, Charles Myers, Charles Silbernagel, Charles Wilkins, Charlie Payne, Charlie Westenberg, Charmaine & Steven Thornton-Cook, Che "UbiquitousRat" Webster, Chet Cook, Chris "DrChi" Shannon, Chris "Wooberman" Woodward, Chris "Woolff" Altmaier, Chris & Daisy Swaffer, Chris & Tammy Garland, Chris Alvarez, Chris Anderson, Chris Auriel, Chris Brashier, Chris Bullock, Chris Carbone, Chris Edwards, Chris Ellis, Chris Field, Chris Geschkat, Chris Griffiths, Chris Hartford, Chris Headley, Chris Hirst, Chris Hyde, Chris Jarocha-Ernst, Chris Lackey, Chris LeBlanc, Chris Lutes, Chris Lynn, Chris Manning, Chris McKinnon, Chris McKinnon, Chris Miles, Chris Neveu, Chris Perkins, Chris Pramas, Chris Quin, Chris Rule, Chris Snyder, Chris Spivey, Chris Starr, Chris Sylvis, Chris Thompson, Chris W. Harvey, Christian A. Nord, Christian Eilers, Christian Johansson, Christian Kupper, Christian Lehmann, Christian Leonhard, Christian Lindke, Christian Mintert, Christian Müller, Christian Richnow, Christiane Rooms, Christina Goefron, Christof 'Ruadrim' Jacques, Christoph Schelleis, Christophe Achouiant, Christopher Allen - RPGnet, Christopher D Williams, Christopher Denton, Christopher Ferry, Christopher Gunning, Christopher J. McLean, Christopher Käck, Christopher S. Williams, Christopher Wiley, Christopher Young, cintain, Ciro Alessandro Sacco (from Italy), Claes Florvik, Claes Svensson, Claus B. Nielsen, Claus Bornich, Clem Powell, Clemens Schnitzler, Clement Esmieu, Cole Leadon, Colin Middleton, Colleen Morgan, Collin H Smith, Commandant Joly, Conall O'Connor, Conrad Betts, Conrad Kinch, Corey A Spillis, Corrosive Rabbit, Cory Scanlan, Cpt. D Tudor-Williams RM, *Craig Andrews**, Craig Bishell, Craig D Hewitt, Craig Gates, Craig Hackl, *Craig Hargraves**, Craig Johnston (flash_cxxi), Creshininbon, Creventz, Curtis Turner, CZ Dunn, D Benford-Brown, D Gilks, D L Gurnett, D. Cardillo, Daekle, Dain Lybarger, Dale Elvy, Damien Gour, Dan Alban, Dan B. Boyer, Dan Behlings, Dan Gerold, Dan Hall, Dan Lamm, Dan Nanni, Dan Taylor, Dan W., Dana Thoms, Dane Winton, Daniel Brown, Daniel Bullen, Daniel C. Barton, Daniel Fernandez Rubio, Daniel Harms, Daniel Henry Bain, Daniel Jensen, Daniel Leggett, Daniel Ley, Daniel López Coira, Daniel Niklasson, *Daniel Paarmann**, Daniel Pamos Ramón, Daniel Stack, Daniel Yauger, Danny Hatcher, Danny Keen, Danny Seedhouse, Dark Anakleto, DarkShoal, Darrell Impey, Darren 'NightUlf' Smith, Darren "Rubber" Fong, Darren "Sanity Check" Maley, *Darren G. Miller**, Darren Green, Darren Ormandy, Darren Stephen Bird, Darren Watts, Darrin Fesperman, Darryl 'Art' Steventon, Dave, Dave "KingDaveTheBest" Hood, Dave Borne, Dave Corner, Dave Gross, Dave Maple, Dave Nicholls UK, Dave Post, Dave Russo, Dave Satterthwaite, Dave Sherohman, Dave Sokolowski, Dave Swanson, Dave Thompson, Dave Tomczyk, Dave Walsh, Davezilla, David "Windywino" McLachlan, David "Yabon Gorky" Lallemand, David "Alcibiade" Tuffelli Rail, David A. Jepson, *David A. Schimpff**, David Andrews, David Avery, David Bagdan, David Bartley, David C. Hofmann, David Campbell, David Cole, David Dorward, David Duerschlage, David Esbr_, David Farnell, David Fergman, *David Gilbert**, David Harrison, David Isaac Frohman, David Lai, David Langbach, David Larkins, David London, David Mayer, David McKeegan, David Morgans, David Morris, David Myers, David Neubauer, David Nielsen, David Notar, David P. Hoberman, David Panseri, David Pawley, David Rawlinson,

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*A massive thanks to these people for proofreading.

Heartfelt thanks to my husband Richard and my parents Vera and Derek Wilson for their continued faith and support.

- Lynne Hardy

To my wife Rita for all the love and support, Angus Abranson for the big push, my brother Al for games and my dad for stories!

- Chris Birch

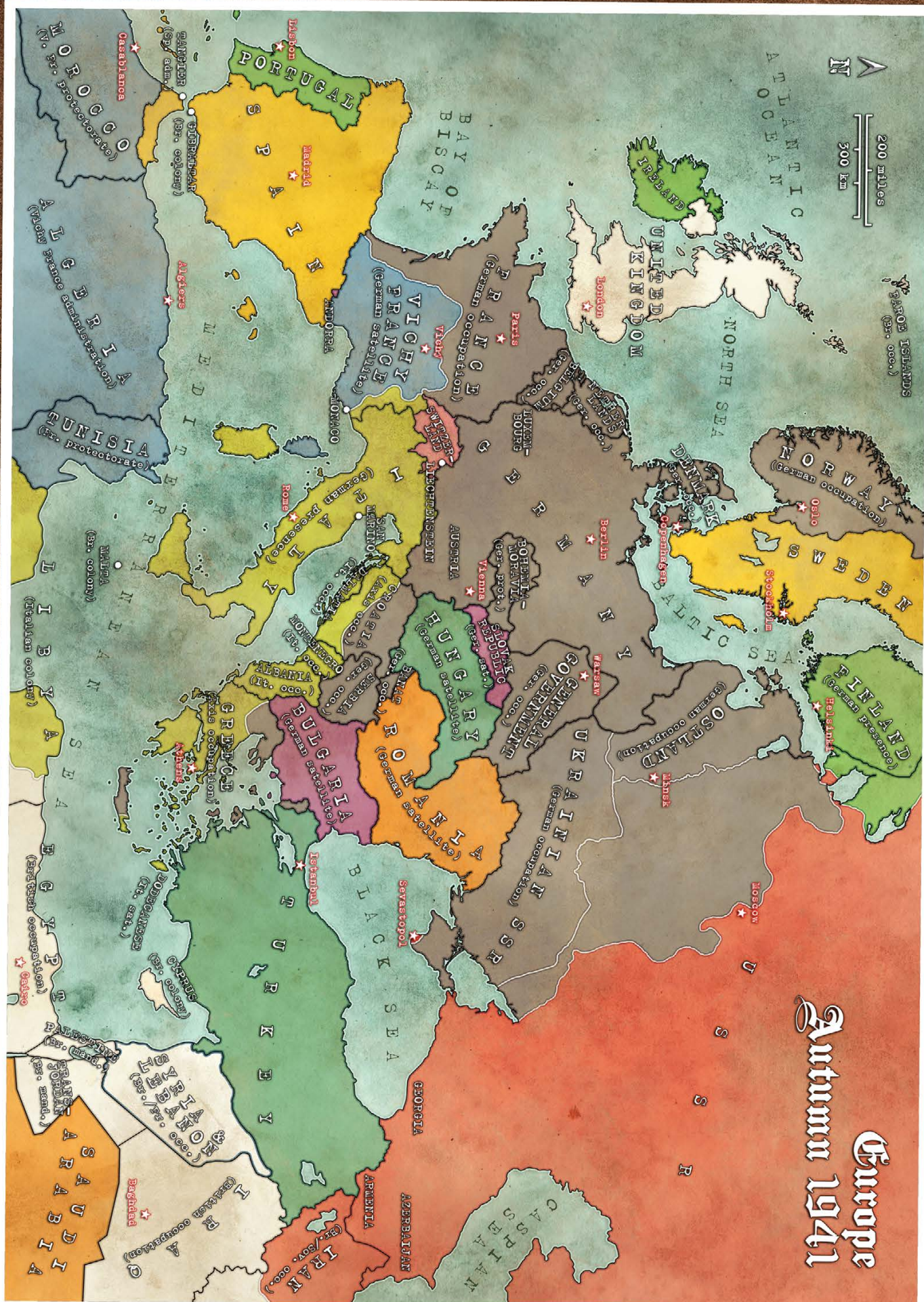
I'D LIKE TO THANK CHRIS & MODIPHUS FOR MAKING ME PART OF THE ACTHUNG! CTHULHU CREW, AND THE WHOLE CREATIVE TEAM FOR BEING SUCH A SOURCE OF INSPIRATION.

- DIM MARTIN

to my father, who taught me how to make things look awesome and who bought me the "wrong game" all those years ago

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INDEX

Armed Forces..... 34-41, 73-84, 98-105
 Airforce..... 36, 38, 40, 73-74
 American..... 38
 British..... 36
 German..... 40
 Army..... 34-35, 37, 38, 39, 40, 74-76
 American..... 37
 British..... 35
 French..... 38
 German..... 40
 Navy..... 35, 38, 40, 76-77
 American..... 38
 British..... 35
 German..... 40
 Ranks..... 70
 Special Forces..... 36, 37, 82-84, 99-100
 American..... 37, 83-84
 British..... 36, 82-83

Auxiliary Forces...... 45-47
 Civil Defence..... 46
 Entertainment..... 45
 Miscellaneous..... 47
 Women's..... 45, 80
 Civilian..... 45
 Military..... 45, 80

Character Creation...... 48-85,
 96-114, 131-133
Call of Cthulhu...... 48-85, 131-132
 Military Investigators..... 67-85
 Mythos..... 52, 53-58
 Nationality..... 49, 50
 Occupations..... 51, 52, 58, 59-67, 73-84
 Training Packages..... 69, 85
Savage Worlds...... 96-114, 132-133
 Edges..... 97, 109-114
 Background..... 109
 Combat..... 110
 Leadership..... 111
 Professional..... 111
 Social..... 112
 Weird..... 113
 Hindrances..... 97, 108-109
 Military Investigators..... 98, 114
 Nationality..... 49, 50, 96
 Occupational Packages..... 98-105
 Sanity..... 97
 Skills..... 97, 105-108
 Traits..... 96, 133

Equipment...... 115-130
 Covert..... 120-123, 124-129
 Clothing..... 120
 Communications..... 120
 Gadgets..... 121
 Weapons..... 121-123, 124-129
 Military..... 115-120, 124-130
 Basic Kit..... 115, 116
 Rations..... 116
 Uniform..... 115, 117
 Weapons..... 117-120, 124-130

Historical Accuracy...... 11

Home Front...... 10-20

Clothing..... 15-17
 Men's Fashions..... 15-16
 Women's Fashions..... 16-17
 Entertainment..... 17-20
 Censorship..... 19-20
 Films..... 18-19
 Music..... 17-18
 Propaganda..... 20
 Radio..... 19
 Food & Rations..... 12-14
 Black Market..... 14
 Population Movement..... 11-12
 Work..... 10-11
 Women's Jobs..... 10

Intelligence Services...... 41-44
 American..... 42-43
 Federal Bureau of Investigation..... 43
 Majestic..... 43
 Office of Strategic Services..... 42-43
 British..... 41-42
 Military Intelligence..... 42
 Section D..... 41
 Section M..... 41
 Special Operations Executive..... 41
 French..... 44
 The Resistance..... 27, 28, 29, 44
 German..... 43

Occupations..... 51-52, 58-67,
 73-84, 98-105
Call of Cthulhu...... 51-52, 58-67, 73-84
 Civilian..... 59-65
 Covert..... 65-67
 Military..... 73-84
Savage Worlds...... 98-105
 Civilian..... 99-105
 Military..... 98-105

Quick Play Guide...... 131-133
Call of Cthulhu...... 131-132
Savage Worlds...... 132-133

Resources...... 134-137
 Books..... 135
 Movies & Television..... 134-135
 Museums & Memorials..... 136-137
 France..... 136
 Germany..... 137
 The Netherlands..... 137
 United Kingdom..... 137
 The Channel Islands..... 137
 United States..... 137
 Roleplaying Games..... 137
 Web Pages..... 136

Skills...... 61, 86-95, 97, 105-108
Call of Cthulhu...... 86-95
Savage Worlds...... 97, 105-108
 Skill Difficulties, *Call of Cthulhu.*... 61

Tables...... 50-51, 52-58, 67-80,
 91, 114, 116, 118, 124-130
 Auxiliary Services, Women's..... 80
 Basic Training..... 69
 Decorations..... 72, 114

Medal Modifiers..... 114
 Drafted!..... 67
 Melee Weapons Specialisations..... 91
 Mythos Encounters..... 52-58
 Nationality..... 50
 Commonwealth..... 50
 Displaced..... 50
 Occupations..... 51-52
 Civilian..... 51
 Covert..... 51
 Military..... 52
 Physical Fitness..... 68
 Rank..... 69, 70, 71, 114
 Comparative Allied..... 70
 Promotion..... 71, 114
 Training..... 69
 Rations..... 116
 Weapons & Equipment..... 118, 124-130
 Ranges..... 118
 Statistics..... 124-130

Timelines...... 4-9, 21-33
 American..... 29-33
 British..... 21-26
 French..... 26-29
 Main..... 4-9



*Shall I get started on
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 now, Sir? I'm sure the
 lads will be needing
 those soon.*

- Peggy