THE SECRET WAR HAS BEGUN!



A MODIPHIUS PUBLICATION

ACHTUNG! Cthulhu®

ISSUE NO. 1

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Player's Guide

Your ultimate companion for battling the Mythos and punching evil in the face!

MODIPHIUS® ENTERTAINMENT

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PLAYER'S GUIDE

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Introduction



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Chapter One
Introduction

From the Shadows

The Thompson's barrel glowed red hot as a hail of bullets tore the final Servitor apart, its body jerking like a scarecrow, before it fell and then lay twitching and writhing in the remnants of its Nazi uniform. Behind it stretched a long line of the creature's foul brethren.

"That's the last of them, Prof…" said Sergeant Brandon Carter as beside him, resistance leader Ariane Dubois holstered her smoking Lugers and Major Jack McMasters wiped the edge of Nelly — his beloved broadsword — clean of foul encrusted gore.

"For now, Sergeant," agreed Deadman, although the Professor seemed to have already forgotten the Servitor horde and was pressing forward, hurrying towards the central plateau. "But I rather suspect they were merely a diversion, meant to delay us. Come along, we haven't much time."

"It is unusual, I have never seen the Professor so animated," whispered Dubois, as her pet demon, fluttered to rest on her shoulder and began to fastidiously clean its claws, "he is like a dog upon the trail."

"He makes rather a poor bloodhound though," grunted McMasters, "to your right, Professor!"

Deadman's course corrected, the quartet moved swiftly through the alien city. Its cyclopean scale was daunting, and its strange structures were constructed of unnatural angles and weird unsettling geometry — it smelt of a deep salt tang and something fouler too. The buildings were still damp, sporting weeds, corals, and fronds, from where they had recently surfaced from beneath the depths of the ocean.

At the base of a sweep of steps which were made for no human feet, there was evidence of another bitter battle. The vile amphibian forms of dozens of Deep Ones lay intertwined with insectoid Mi-Go drones and centurions, all in their death throes. Dark viscous liquids dripped and pooled from where they had cut each other to pieces. The reek of slaughter filled the air which also carried the faint whiff of ozone, from where high energy weapons had recently been discharged.

"I wonder what happened here?" pondered the Professor, "fascinating, no doubt, but we must press on." Awkwardly he began to clamber up the first of the gigantic granite steps.

After a stiff climb, the reconnaissance party reached the vast plateau of the city's central square. The silence was all consuming, not so much as a breath stirred.

At its centre, a vast structure loomed above them, a singular hub from which all the gigantic thoroughfares and slithering avenues of the sunken city radiated like spokes on a wheel. It was a truly gargantuan edifice, an enormous sky-spanning dome carved with all manner of foul sigils and devices and supported by blasphemously engraved pillars. A long avenue of profane, unholy statues marked a processional path toward a set of huge double doors, bolted, chained and so large that a single one of them would have dwarfed the USS Valiant, the destroyer which had deposited them on this remote island.

"I don't like the look of this, not one goddamn bit," said Carter, but undaunted, they plunged on, their footsteps echoing loudly in the unnatural silence. About half way towards the edifice, they began to make out black-robed human figures at the base of the doors, clustered like ants around a honey jar. Strange winged vehicles with bladed rotors were parked off to one side, each bearing a recognisable insignia, a black orb which emanated jagged rays.

"The Black Sun!" growled McMasters.

"Fools! What on earth do they think they are doing?" Heedless, Deadman broke into a run with a vigour that belied his age and the rest of the team followed, trailing in his wake. As they drew closer, the faint sound of chanting grew louder and now they could feel the earth pulse and hum, as if a cosmic subterranean heartbeat were originating from deep within the structure.

Before the gates, a cabal of robed Nazi sorcerers were spread in a wide circle around a giant central altar where a cowled man, evidently their leader, intoned an off-key counterpoint over the bodies of several bound sacrificial victims. Flanking the coven was a platoon of leather-overcoated Black Sun stormtroopers, their helmets and gasmasks concealing their faces.



As they approached this grim tableaux, the three soldiers instinctively moved into cover behind the statues, but Deadman ran on, waving his arms and exclaiming.

"Stop! Stop! You're meddling with forces beyond your comprehension!"

"Oh, I don't think so, Professor," the cowled sorcerer turned and regarded Deadman with a sneer.

"Albrecht Lohmann!" Deadman exclaimed, recognising the Black Sun's supreme sorcerer. "I should have known, only a Black Sun Prior would be audacious enough to…"

"Save your breath, Professor, you're late, far too late to prevent this happening now. Shoot him down!" The Black Sun troopers opened fire as one, but McMasters was a step ahead and was already hauling Deadman into cover and safety. Ignoring the gun battle which suddenly erupted around him, Lohmann resumed his dolorous chant and methodically began to slit the sacrificial victims' throats one by one…

"We must prevent him completing that incantation!" urged Deadman. Nodding to the others, McMasters unslung his bow, as the Professor began to mutter a charm of his own.

"Mam'selle Dubois, Sergeant Carter … on my mark! Three… two… one… now!"

Carter's mythos-fuelled machine gun spat, unleashing a torrent of fire as Dubois' pin-point Luger salvo dropped half a dozen Nazi sorcerers in a single volley. Freed to assume its demon form, Dubois' creature screeched into the skies and then dropped like a thunderbolt, lashing with claws and tail, feasting on the troopers' souls. Yet as the bullets felled all around him, those that targeted Lohmann seemed to slow and falter, falling away, as if he were by protected by some sort of mystical shield.

"Professor?" queried McMasters.

Deadman's hands glowed and eldritch fire bathed McMaster's nocked arrow, imbuing it with sorcerous might. In less than a heartbeat, the bow bent, the mighty tension released and the arrow was in flight, zeroing in towards Lohmann's neck, glowing with a golden nimbus as it tore through his magical defences. Yet at the very last second, the Nazi sorcerer seemed to sense it coming and with a complex hand gesture deflected the missile, turning it aside so that it buried itself in his shoulder.

Grunting in pain, but undeterred, Lohmann continued his work, reversing the knife and plunging it into the last victim's chest, then raising the still beating heart aloft and uttering an incantation so powerful, so blasphemous, so alien, that it generated a percussive wave which flattened all around him.

"Ph'nglui mglw'nafh Cthulhu R'lyeh wgah'nagl fhtagn!"

For a moment, all was stillness again, all silence, and then the inscriptions around the lintel began to glow. There was an ominous pounding sound, reverberating footsteps which shook the very earth itself. With a crack, the huge chains enclosing the door snapped and the doors themselves burst open, thrown back with a rumble like an earthquake.

From deep within the darkness, crimson orbs burned with an unearthly malice. Then an enormous head emerged, a huge octopoid face, the lower half a mass of writhing tentacles. A colossal body rumbled forward into the daylight, leathery wings folded around its blasphemous warty hide.

The dreaming god had awoken and now it spoke…

What is Achtung! Cthulhu?

Achtung! Cthulhu is a setting for Lovecraftian roleplaying during World War II, which allows players to discover the truth behind the malign influence of the Mythos on the Nazi war machine and beyond, as conflict engulfs the globe during 1939-1945.

In this pulp-influenced world of brave Allied heroes and dauntless two-fisted adventure, players will take on the roles of Allied servicemen and women, secret agents, members of the resistance or even hapless civilians caught up in the wider conflict. All stand firm against the twisted might of the Nazi occult: the Cult of the Black Sun, who wield foul magic and summon captive horrors in their bid to unleash Yog-Sothoth and *Nachtwölfe,* their nominal allies and rivals who place their trust in Atlantean technology, weird science, and strange wonder weapons to prevail.

Players will experience a world where dread secrets and powerful artefacts lie forgotten in ancient ruins, abandoned sites and forgotten cities, and peer deep into dusty tomes and manuscripts seeking to understand eldritch knowledge that was never meant for the sight of mortals. They'll arm themselves with experimental technology and deadly weapons and learn to wield powerful magical spells or harness potent psychic powers to fight against this uncanny threat.

They'll also encounter exotic native races like the Deep Ones, undersea worshippers of the dreaming god Cthulhu, or the strange Mi-Go, fungoid-insectoid beings from the furthest corners of the solar system who have come to Earth for an unknown purpose. Towering over them all are the monsters, entities and gods of the Mythos themselves, who seek to take advantage of the chaos of the second world war to extend their dominion over the minds of men.

Will your heroes prevail against all odds, or will they, like so many others before, fall to the malign influence of the Mythos? That is your story to tell…

What is the 2d20 System?

During your game, your actions and their consequences affect the storyline uniquely. The instant a villain pulls the trigger, what happens when your hero tries to dive for cover behind the nearest sofa? Does the hail of bullets hit them full on taking them down or do they narrowly miss, spraying the nearby wall instead? When a character is in jeopardy and the outcome is in doubt, it's the dice that decide.

The player pulls out a pair of twenty-sided die and rolls them to see what happens. A twelve and a fifteen means the hero will feel those slugs penetrating his flesh, his body twitching under the impact. If they rolled a three and a ten; the bullets might be stopped by the sofa's metal frame or whistle by his cheek, failing to find their prey.

Roleplaying games use rules in order to shape or resolve the drama of a story. ***Achtung! Cthulhu*** utilizes the *2d20 System* (2d20 shorthand for "two twenty-sided dice"). The dice reign where the gamemaster does not, dictating if the shooter hits their mark, and the fallout and consequences of what follows.

The *2d20 system* also has some unique characteristics which aren't present in other roleplaying games. Rules for **Stress** let you know how much physical and mental punishment your character can take. Rules for **Momentum** allow your character to push home any advantage, using that successful dive into cover to come up all guns blazing, or make their escape through a handily discovered back door. The gamemaster can use **Threat** to make a Nazi patrol materialise out of the ether, suddenly blocking the hero's escape route and sparking a further encounter (an event that is invoked as a **Complication**).

All of these rules and mechanics, help set the scenes, add suspense, and shape the thrilling storylines that characters from the ***Achtung! Cthulhu*** universe experience during their daring escapades.

The *2d20 System* is also here to lend a helping hand to players taking their first steps on that road, as they create a unique hero or heroine to fight in the Secret War. **Focuses**, **personal truths**, **talents** and other mechanical values come together to flesh out each character's personality — while **skills** and **attributes** define their virtues, as well as their weaknesses. The *2d20 System* does all of this in an easy-to-learn, quick-to-play manner and throughout this book, you'll find plenty of examples to help walk you through the mechanics in engaging ways. Buckle up, pack your trustiest revolver and prepare for action, it's going to be some ride!

Chapter 2

A Secret War?



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Chapter Two
A Secret War?

CLASSIFIED

Rumours, Innuendo and Unverified Accounts

World War II is a global conflict which draws nations from Europe, the Americas, and the far east into its orbit as battles erupt on fronts as diverse as the sweltering jungles of Borneo, the frozen steppes of Russia, and even the remote island chains of the Pacific.

Yet beneath this global conflict another war is being fought, a secret war, which few know about and even fewer understand. Yet, listen closely, when men are in extremis and on the peripheries, you may just hear tales of strange events, unusual happenings, and unsettling accounts of the uncanny—episodes which never make the papers and which leave their tellers fearing for their very sanity.

If you wish your character to enter the strange world of ***Achtung! Cthulhu*** unburdened by this dangerous fore-knowledge then this chapter is not for you, and you should skip forward to Chapter 3: Playing the Game.

However, if you must know more, these short quotes and vignettes are meant to represent some of the rumours, gossip and innuendo which swirl around during wartime and which your character may have overheard. Randomly pick between one and five of them, which will represent the knowledge you have gleaned listening to things you shouldn't. If you simply must know the full story or wish to play a character who has increased knowledge of the arcane, then read them all… at your peril.



SECTION M

"When that V2 landed without going off, we thought we were lucky, surviving by a one-in-a-million chance. When we saw what slithered out of it, and what it did to Ada... well, perhaps it would've been better if it had exploded."

— Vera Baker, East End Resident

March 20th - 1943

"I'd never heard anything like it. Two days we'd fought Jerry to a standstill and we were pretty beat up, and holed up in the ruins of an old church. I'd pulled first watch and the fog was heavy, wisps of it clinging to the marshy ground. It came on gradually, a weird, unearthly, sound like something flapping wetly, and it spooked us rotten. Then they broke out of the fog, nightmares in SS uniforms with tentacles for heads. I was so shocked I couldn't shout a warning, could only watch as they sprinted toward our lines with a speed that was unnatural. Just as those bonders were about to overwhelm us, there was an eruption like a battalion of giant kettles going off and jets of steam spat out scything those monsters down. It was some of our own boys, wearing red berets and toting some kind of weird experimental weaponry. A Captain Higgins put his hand on my shoulder and said, 'Thanks old boy, we'll take it from here.'

Private Mike Finn, XV King's Rifles

"I'd never seen a man killed by an umbrella before, but if it's taught us anything, this war has taught us to improvise!"

Lieutenant Daphne Smythe, WAAF

"It was an unusual mission anyway, some obscure mountain in the middle of Norway, no nearby bases, no obvious strategic value. As we came up on target, the skipper gave the order and I'm staring down the sight. The crosshair aligns, and it's bombs away, and they're tumbling down, right on target. But just as they were about to detonate, the rock split apart like an enormous mouth, all jagged fangs and gaping maw, and it simply swallowed them whole. No explosions, no craters, nothing. I've never seen anything like it before, and I doubt I ever will again."

Bombardier Freddie Jones RAF

"I'M NOT ONE TO TALK, BUT THERE'S SOME STRANGE GOINGS ON OVER THERE AT CLEMENS PARK, PLENTY OF COMINGS AND GOINGS AT ALL HOURS OF THE DAY AND NIGHT AND UNUSUAL ARMY TYPES, BOFFINS AND ALL SORTS WHO COME IN FOR A DRINK SOMETIMES. IT'S ALL VERY HUSH HUSH, BUT CARELESS TALK COSTS LIVES YOU KNOW, SO I'LL SAY NO MORE... THAT'S VERY KIND, I WILL HAVE ONE MYSELF."

GEORGE SMITH,
LANDLORD OF THE GREEN DRAGON,
CUDNAM, KENT

"They're cheery little fellows those mountain men, led by that Subedar Gopal chap, always ready with a winning smile and a hot a cup of char. But once those kukris come out, phew, they're all business and fierce as snow leopards. You wouldn't fancy being Jerry when they come calling I can tell you."

Major Derek 'Winter' Frost,
Oxs and Bucks Regiment

"We were in a tight spot, fighting back to back for our lives against those creatures, and I doubt we had a minute left before they'd have done for us all. Then we heard it, the distant skirl of the pipes wailing like a horde of demented madmen. The things heard it too, for they started to quail visibly then began to break, slinking off with their tentacles between their legs. I've never been so glad to see a Scotsman, I can tell you."

Captain Fred Willis, King's XIIth Rifles

MAJESTIC

"So, it's D-Day plus six and we're pushing inland, making good ground as the Krauts are in headlong retreat. We move into this small hamlet, and Joe spots a set of stairs leading down and we're thinking 'hm, maybe there's some wine down there that's in need of liberation. Anyways, we take a nose around down in that cellar and there's no booze, just all these Krauts wearing strange masks and uniforms, laid out in a regular pattern around this kinda altar, I guess. They're dead, but there's also this book, old looking, kinda creepy with some strange symbols on it. For some reason, I gotta know what's inside, like it's calling to me. Just as I'm about to part the covers, a hand snatches it away. I look round there's this older fella, dressed like a college professor or something, and he says, "I wouldn't touch that, soldier, not if you value your immortal soul."

Corporal Dwayne Rogers,
Big Red One Division

"Those Salamander guys are crazy, I mean real crazy, deranged, pyromaniacs by name and by nature. I casually ask one for a light and next thing I know, he fires up my smoke with his flamethrower. Burned my eyebrows clean off!"

Private Dan Kelly, US Army

"You don't think a woman can head up the agency? Underestimate her at your peril, Miss Sally Armitage has bigger balls than any man I know and a real nose for spotting talent."

— Anonymous witness during closed Congressional hearing

Man, I've never been so glad to see anyone in my life. There were these things, creatures like insects, but bigger and with razor teeth and wings and they seemed to spring fresh from the bodies faster than we could mow them down. Anyways, those guys, the Furies or whatever dropped straight outta the sky like they was the 7th Cavalry or something. And the firepower they unleashed on those bloodborn? Well, it was just mind-blowing..."

Sergeant David Harris, US Marine Corps

"The Department of Mumbo Jumbo is what Hoover used to call them, but damn, I'm glad they're fully operational now: I wouldn't want our boys in the field face what the Brits had to in '39 without some kind of esoteric support."

Colonel Devon Archer,
51st Infantry Division



TOP SECRET

BLACK SUN

"Have you ever seen dead men rise? Men who you fought alongside, who you watched spill their blood, who you held as the light went out in their eyes, have you seen them as they come back to life? Have you ever watched as they twitched and staggered and stood, leaking blood, their sightless eyes staring at you from beyond the abyss, a shambling parody of their former selves, raised by the power of hell magic?"

Hauptmann Ernst Fischer

"The snow covers everything, blankets the frozen city, but there's something living under it, something unnatural and it takes a fresh victim every night. It's swift, silent and deadly and it leaves no trace."

Feldwebel Otto Brandt, 4th Panzer Army, Stalingrad

"The sand gets everywhere, the sandstorms will strip exposed flesh to the bone and the fly swarms are appalling. But my friend, if you ever see anything that resembles a ziggurat in the deeper wastes, then turn around immediately and head back from whence you came. No Egyptian Pharaoh ever built those, but something much older and far more dangerous."

Feldwebel Kurt Jaeger, Afrika Korps

"I don't like them and I don't trust them. An aura of unwholesomeness clings to them like a shroud on a corpse. I'd rather fight alongside the legions of hell than those Black Sun bastards. Come to think of it, they're pretty much the same thing."

Corporal Friedrich Fleischer

NACHTWÖLFE

"The American tankers are brave men, no doubt, but their Stuarts and Shermans are no match for our Tigers and Panthers one on one. It takes a strange kind of courage to face a superior enemy but there are so many of them, and they swarm like crows flapping around an eagle, dragging us down with sheer numbers. So that we must always fall back, fall back. It was during one such retreat that we were pursued by a squadron of Shermans. We came to a crossroads and prepared to make our stand. The odds were against us, you can only fire so many rounds in a minute and they can flank and encircle, probe where your armour is weakest. But what should come rumbling out of a nearby barn, but a tank destroyer of an unfamiliar design. Four gun barrels lit by a strange blue glow. It made short work of those attacking Shermans, slicing through them like they were made of aluminium. I popped the hatch to thank our saviours but they did not emerge and all I could see was a curious wolf's paw insignia on the turret, as it trundled off in pursuit, far swifter than any tracked vehicle has a right to be."

– Rolf Earhart, Tiger Tank Commander

"The **kristall** ... the **blauer Kristall** that is all those wolves think about. If you offered them their own weight in diamonds or a fistful of the **Kristall**, they would choose the **Kristall** every time."

Horst Köhler, miner

"One guy, it was just one guy I tell you. He had on this strange backpack and these kind of weird plates one in each hand. But he lifted that Sherman clean over his head and tossed it into a ditch, like I'd toss away a spent k-ration."

— Private James Sterling, 50th Infantry Division, US Army

Mi-Go

We were a flying column deep in the heart Burmese Jungle, when we came across an ancient tumbledown temple. It was crawling with them, drones, warriors and more. In an instant we were surrounded, and it looked like our end had come. Without thinking, I laid down my arms, walked forward speaking as calmly as I could, managed to convey that we were lost and intended no harm—in the same tone I'd use if I were making enquires at a country pub for directions. A single [redacted] emerged and in a buzzing approximation of human speech it intoned 'Begone!'. We didn't need a second invitation I can tell you."

Major Malcolm Reid, Chindits, Burma

"Just a room full of brains in jars, who, what... is responsible for that kind of horror? But that wasn't the worst of it, for they still lived in some bizarre way, if you can call that life. Then I began to hear their voices, not out loud, but inside my head, voices that screamed and screamed and wouldn't let up."

Private Matthew Wyatt,
29th Infantry Division, US Army

"This war is fought on many fronts and in many theatres, but few stranger than the quest which took us to the peaks of the ancient Himalaya. There, on certain paths where the villagers will not tread, you can see them rise at the full moon, a swarm which dances and capers in honour of gods whose names were ancient before the Earth was formed."

Captain David Hutchings, Indian Army

EYES ONLY

DEEP ONES

"There are things, vast things that lurk beneath the surface hidden amongst those ageless depths that would drive men insane if they could but see them in their entirety. They are the leviathans which belong to that ancient undersea race and those behemoths can seize and squash a U-boat as easily as cuttlefish crushes a clam."

Captain Horst Grobler, U-Boat 645

"We swam toward that vast undersea city and my first impression was of a large grouping of rocky stone towers, lit by the phosphorescent fronds of seaweeds and other strange lambent fish species. The towers were adorned with all manner of esoteric markings and clustered around a central monolithic structure which seemed to function as the creatures' civic centre or more likely, place of worship. It was there I encountered an assembly of their elders, mages and warriors, and they had a fearful ultimatum waiting for me."

Major Desiree Jones

"They walk amongst us you know, half breeds, hybrids, some strange unholy mix of man and beast. Who knows how many of them there are or how high they've ascended, the Senate, Congress, even the White House itself?"

Commander Paul McAvoy,
Office Naval Intelligence

"I've seen them, strange beings rising from the waves on a cloudless night when the tide is in flood, with their unnatural eyes and their spiked crests. That obscene chittering speech as each calls to each, ugly, hopping flopping things that no sane mind should have to countenance."

Pierre Malraux, French Resistance

Chapter 3

Playing the Game



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Chapter Three
Playing the Game

Achtung! Cthulhu is a game of heroic deeds and bold action in a Secret War where dauntless Allied heroes battle tittering Nazi villains in epic, thrilling, seat-of-your-pants adventures. Yet even the bravest heroes require rules to help frame and describe their mighty deeds and actions.

This chapter covers the core rules of ***Achtung! Cthulhu*** forming the foundation of the game, and will be referenced regularly, so you should read and familiarise yourself with them for use during roleplaying sessions and adventures.

Dice

Achtung! Cthulhu uses two different types of dice to resolve the actions a character attempts and the situations they face. If more than one dice of the same type will be rolled at once; these dice are referred to as a **dice pool**.

D20s

The most commonly-used is the twenty-sided die, abbreviated to **d20**. D20s are used for resolving skill tests, and for rolling on random tables. Two to five d20s will be required, noted as Xd20, where X is the number of dice to be rolled. 2d20 means that two twenty-sided dice should be rolled, and 5d20 means five should be rolled. It's helpful to have at least two d20s for each player, as more than one player may be rolling at the same time.

Rerolls

Special talents or other rules, allow you to reroll dice. Roll those dice again, and the new results replace the original ones, even if they are worse.

Some situations allow for a specific number of dice to be rerolled, while others allow all the dice in a pool to be rerolled. You can always choose how many dice you want to reroll, up to the number listed — you can always choose *not* to reroll a die if you want to keep the result.



CHALLENGE DICE

The second type of dice are **Challenge Dice**, abbreviated to this symbol: . These six-sided dice are used primarily for inflicting stress in combat. Each has four faces with three possible results — a score of 1, a score of 2, and two faces showing "!", or an **effect**—as well as two blank faces.

Effects inflict 1 stress, and also trigger special effects like additional damage (see Chapter 4: Action p.XX), depending on the circumstances of the roll. If there are multiple special rules that trigger when an effect is rolled, then all of them trigger even if only 1 effect is rolled.

A pool of Challenge Dice is rolled all at once, and their results added together. Multiple Challenge Dice are noted as X, where X is the number of dice rolled. So, 4 indicates that four Challenge Dice should be rolled, and their results added together.

Roll the Bones

If you don't have special Challenge Dice available, you can use normal six-sided dice instead; treat any roll of a 3 or 4 as blank, and any roll of a 5 or a 6 as an effect.

Challenge Dice Result

D6 ROLL	CHALLENGE DICE ROLL	RESULT
1	1	1
2	2	2
3	0	0
4	0	0
5	1, plus effect	1, plus an effect
6	1, plus effect	1, plus an effect

Skill Tests

Player characters in ***Achtung! Cthulhu*** are daring, dynamic individuals, skilled in their chosen fields, and knowledgeable enough in other fields to ensure they can overcome a wide range of problems, given enough time and the right tools.

In any situation where a character's success is in doubt, where failure is interesting, or where there is risk involved, you need to make a **skill test**.

ROLLING THE DICE

1. **Choose Attribute + Skill:** The gamemaster chooses which **attribute** and which **skill** are appropriate for the skill test, and if any of the character's **focuses** apply. Add together the attribute and the skill chosen: this is the **target number** for each d20.
2. **Set the Difficulty:** The gamemaster sets the **difficulty** for the skill test, normally between 0 and 5. The difficulty is the number of **successes** you must generate with your dice to pass the skill test.
3. **Roll the Dice Pool:** Assemble your dice pool. You start with 2d20, but you can buy up to 3 more d20s with Momentum (p.XX), and after you've added any dice, roll the entire dice pool.
4. **Check For Successes:** Each d20 that rolls equal to or less than your **attribute + skill** target number scores 1 success.
   a. Any die that rolls a 1 is a critical success, and generates 2 successes.
   b. If you have a focus that applies you will score a critical success if a d20 rolls equal to or less than your **skill** rating.
   c. Each die that rolls a 20 causes a **complication**, (p.XXX).
5. **Check Successes Against the Difficulty:** If the number of successes generated equals or beats the difficulty of the skill test, then you have passed. If the number of successes scored is less than the difficulty, you have failed.
   a. Each success above the difficulty becomes a point of **Momentum**, (p.XXX) a valuable resource for players which tips the odds in their favour.
6. **Get the Result:** The gamemaster describes the outcome, and if the test was successful you can spend Momentum to improve the result further. After this, the GM introduces any complications.

Behind Enemy Lines

Captain Jim Swann, a grizzled British special forces veteran and Section M operative, is deep behind enemy lines on a scouting mission to infiltrate a Black Sun castle, when he encounters two Black Sun troopers out on patrol. Swann needs to get round them, and needs to do it quietly. He wants to sneak past them, which will need a skill test.

Swann has an **Agility** attribute of 10 and a **Stealth** skill of 2, so the target number of his skill test is 12 (10+2). The Black Sun troopers have walked past him, so as long as he can be quiet he can sneak off behind them, so the **difficulty** of the test is 1. He rolls 2d20, which scores 7 and 15. 7 is below his target number, while 15 isn't, but he's done it! He got 1 success, which is enough to tip-toe quietly away from the patrolling troopers.

TEST DIFFICULTY

When the Gamemaster calls for a skill test, they set a **difficulty**, which describes how challenging the task is. Skill tests have a base difficulty of 1, though more routine skill tests can have a difficulty of 0. Difficulties can also be affected by **truths** (see p.XXX).

You will always be informed of the difficulty of the skill tests you attempt: player characters are skilled professionals with fate on their side, who can evaluate how challenging an activity is. This allows you to decide whether you want to spend Momentum or Fortune points to improve your chance of success.

Example Difficulties

DIFFICULTY	EXAMPLE
0	Researching a widely known subject
1	Overcoming a simple lock
2	Driving across challenging terrain
3	Does your disguise pass muster under intense scrutiny?
4	Deciphering an unknown alien language
5	Retaining your sanity as your stare into the face of an elder god!

Difficulty Zero Tests

If a test is difficulty 0, it does not require a dice roll: it is automatically successful with zero successes, and no risk of complications. However, because no roll is made, it cannot generate Momentum and you cannot spend any Momentum on the outcome.

At the gamemaster's discretion, you can still choose to roll the dice against a difficulty of 0 to generate Momentum as normal — because zero successes are required, every success generated is Momentum — but complications can still occur if you roll a 20.

Reconnaissance

Sergeant Sarah 'Roo' Walker is engaged in reconnaissance of a Nazi checkpoint on the approach to the Black Sun castle. She can see the basic lay of the land thanks to her binoculars, so the skill test is difficulty 0, but she decides to roll anyway so she can pick out more details. She gets 1 success, generating 1 Momentum. From her vantage point she can ask the gamemaster a question about the checkpoint, however one of her d20s rolls a 20, causing a complication. The GM describes the Black Sun guards pointing at her through her binoculars – sunlight has glinted off her binocular lens and she's been spotted. Now she needs to get out of there, sharpish!

ASSISTING OTHER CHARACTERS

If the situation allows, characters can work together as a team when attempting a skill test, with one character acting as the **leader**, and the others as **assistants**. To assist with a skill test, you must describe how you are assisting the skill test's leader. If the gamemaster agrees, then you roll only 1d20, using your own **attribute** + **skill** target number, and your own focus (if any). So long as the leader generates at least one success, then you add your successes to theirs. You can still generate complications as normal.

The gamemaster has the final say on whether you can assist — there might be limited space, or the test might be something only one person can attempt. You do not have to use the same **attribute** + **skill** combination as the other characters involved in the test — indeed, assistance is often best provided by contributing something different. You cannot purchase additional d20s while assisting, but your dice don't count towards the leader's 5d20 limit.

OPPOSED TESTS

At times, you will find yourself in direct opposition to an opponent, and these situations call for an **opposed test**. With an opposed test, there is an **active character** (the character who is trying to accomplish something) and the **reactive character** (the one trying to resist or avoid the active character's efforts). If there is more than one character on each side, then they may assist (see below).

Both characters attempt a skill test normally, with a base difficulty of 1, which may be adjusted by the GM. The outcome of the opposed test depends on both characters' results.

- **Active Character Succeeds, Reactive Character Fails:** The active character achieves their goal, and their test is successful.
- **Active Character Fails, Reactive Character Succeeds:** The active character fails to achieve their goal, but the reactive character completes theirs.
- **Both Characters Fail:** Neither character achieves their goal.
- **Both Characters Succeed:** Compare the total Momentum generated on each character's skill test. The character with the higher Momentum wins, and achieves their goal, but loses one Momentum for each Momentum their opponent scored. The loser then discards all the Momentum they generated, and cannot spend any. In the case of a tie, the active character wins, but doesn't have any Momentum left.

Toodle-Pip Old Chap!

Captain Jim Swann has now infiltrated the Black Sun castle and pauses for moment in a forbidden library to take stock and get his bearings. A Black Sun Canon suddenly emerges from the shadows and with no time to draw weapons, Swann decides to take to his heels, with the Canon in swift pursuit.

Swann attempts to lose the Canon in the castle's labrythine corridors, so they both need to make an **Agility** + **Athletics** test, with a difficulty of 1. They roll and check their successes. Swann scores 2 while the Canon only scores 1, meaning they both passed the test but Swann scores one more Momentum than the Canon. Swann wins, saves his Momentum, and utters a quick "Toodle-pip, old boy!" to the Canon as he ducks around several corners, doubles back and manages to loses himself in the maze of ancient corridors.



EXTENDED TESTS

Some actions and outcomes are too complicated to be covered by a single test and in this case, you will attempt an extended test which is used to represent problems that take more time and effort. This could be a lengthy action like cracking a complicated code, sneaking through a shadowy compound, or working multiple tumblers to break into a bank vault. Extended tasks use the same mechanism as taking stress and injuries in combat, except these injuries are called **breakthroughs**.

Stress Track

Each extended test has a stress track, and a number of breakthroughs which must be made before the extended test is complete. The stress track represents how much work is needed to resolve the problem, ranging in size from 5 to 20, while the breakthroughs represent the tasks that need to be completed.

Breakthroughs

The breakthroughs needed to complete an extended test can be thought of as the key moments when solutions are discovered to solve a difficult problem. Depending on the scale of the problem, the number of breakthroughs required is called the **magnitude** — and ranges between 1 and 5. When you have made enough breakthroughs, you've passed the extended test.

Resistance

If a problem is especially tricky, the extended test may also have some native resistance which reduces the effect of your stress rolls (it can be thought of a bit like armour or cover, hindering your efforts to inflict stress). Most extended tests have a resistance of 0, but some will have more, reducing the stress you can inflict on the track each time.

Resolving Extended Tests

Whenever you pass a skill test to overcome the extended task, you roll 4 with bonus from any applicable attribute (for example the bonus you gain from your Brawn attribute for a physical task). If you have the right tools or an appropriate skill kit, you might also gain the Piercing or Vicious effects from your rolls (the GM will decide).

If you inflict 5 stress is in one go, or the test's stress track is filled, you have achieved a breakthrough! But even before that, individual breakthroughs can be made at the GM's discretion which will affect your subsequent progress. These might include:

- **Difficulty Reduction:** Any remaining skill tests made to overcome the problem are reduced in difficulty by 1.
- **Resistance Reduction:** The stress track's resistance is reduced.
- **Challenge Dice Increase:** From now on you gain +1 for each roll made against the problem.
- **Establish a Truth:** A new truth is established, reducing or increasing the difficulty of your skill tests.

Safe Cracker

Private Dan Gregg discovers a Nazi safe, which he suspects is full of valuable information and with his comrades keeping watch, he sets about trying to crack it. The GM decides this will be an extended test, with a stress of 15, a difficulty of 2, a magnitude of 3 and a resistance of 1. Gregg makes a **Reason** (10) + **Engineering** test test and because he has a focus in Mechanical Engineering the range of critical success is extended. Rolling a 3 and a 9, Gregg scores 4 successes and rolls 4 base stress, plus two additional for his Reason score of 10.

He inflicts 5 stress at the first attempt, including an effect which makes the damage Piercing, which means it ignores any native resistance. Gregg has made a breakthrough, cracking the first tumbler with ease and is so successful, the GM rules that the test's resistance is reduced to zero.

Momentum

Whenever you generate more successes than the difficulty of a skill test, each of these extra successes becomes 1 point of Momentum, a valuable resource that can be spent to improve the result of the skill test, or saved so the group can use it later.

SPENDING MOMENTUM

Immediately after passing a skill test, Momentum can be spent to improve the outcome. Momentum used in this way doesn't need to be declared in advance, with each point spent as required.

You can spend Momentum to:

- **Buy d20s:** Before you roll for a skill test, you can buy up to 3 more d20s for your dice pool. The cost of this increases for each die purchased: the first d20 costs 1 Momentum, the second costs 2 Momentum, and the third costs 3. You can't roll more than 5d20s.
- **Create a Truth:** You can spend 2 Momentum to establish a new truth in the scene, or remove a negative truth currently in play. Truths created *must* relate to the skill test you just passed, and it must be something that would result from your actions.
- **Obtain Information (repeatable):** You can ask the gamemaster a single question about the scene, per Momentum spent. They must answer truthfully, but don't have to give complete information, and the question must be related to the test attempted.
- **Reduce Time:** You can spend Momentum to reduce the time it took to complete your test. The reduction in time is down to the gamemaster, and you can vary the amount of Momentum you spend depending on how quickly you want to complete the test.

Any unspent Momentum is saved to the group's pool, as described opposite. Momentum that cannot be added to the group pool is lost if it isn't spent.

Using Threat to Pay Instead...

If you don't have any Momentum, or you don't want to use Momentum, you can pay for these options by allowing the gamemaster to increase their Threat pool instead. If you do, the cost is the same, but the GM increases their Threat pool by the cost of Momentum option, and you can always use a mix of Momentum and Threat to pay for the spend. Threat is explained in more detail on p.XXX.

Behind Enemy Lines

Sergeant Sarah Walker has evaded the Black Sun guards and rejoined her team of commandos heading, as reinforcements, toward the Black Sun castle. However, they suddenly encounter a river which must be crossed. The river has a strong current, and with a difficulty of 4, Walker is going to have to put some extra effort in to this skill test. Thankfully, the march went well and the troops aren't tired – with 3 Momentum in their group pool, Walker buys more d20s to roll. This first die costs 1 Momentum, and the second costs 2, for a total of 3 Momentum, and Walker will roll 4d20s on a **Brawn** + **Athletics** test.

REPEATABLE MOMENTUM SPENDS

Momentum can only be spent on one option on a skill test, or once per round in a conflict. When a use of Momentum can be repeated it will be noted as "repeatable," or that the effect is "per Momentum spent." These Momentum spends can be used as many times as you are willing to pay for them.

BONUS MOMENTUM

Some situations, items, and talents grant a character **bonus Momentum**. This is added to the amount of Momentum you generate from a successful skill test. A special rule generating bonus Momentum may specify that it can only be used in a specific way, such as buying dice, or obtaining information.

Bonus Momentum cannot be saved to a Momentum pool: if it is not used when generated, it is lost forever.

Other Uses for Momentum

Just like the most dauntless of Allied heroes, you shouldn't be afraid to be creative when using Momentum. When you pass a skill test with a lot of Momentum, think of how that incredible success can be reflected in either the result of that skill test, or how the test affects what happens next.

Regardless of how it is used, Momentum spends must make sense within context, and the gamemaster can veto Momentum spends that do not reflect the scene.

SAVING MOMENTUM

Saved Momentum goes into a **Momentum pool**, which can be added to or used by any player in the group, and represents the benefits of your collective successes. *The Momentum pool cannot contain more than 6 Momentum at any time.*

Whenever you want to spend Momentum, you spend points from the group pool. Momentum only needs to be spent as required, so you don't need to choose how much Momentum you want to take from the group pool until you know how you want to spend it, and it doesn't need to be spent all at once.

At the end of each scene, the GM removes 1 point of Momentum from the group pool.

Momentum must be maintained, it will not last forever.

Timing Momentum

Most uses of Momentum come immediately after a successful skill test but a few important uses for Momentum happen at different times. These options have their own restrictions on when they are used, which is made clear in their text, such as buying d20s before you roll you dice pool for a skill test, but after the GM sets the difficulty.

Truths and Complications

Locations, character traits, and situations come in a variety of shapes and sizes, and these significant details are called **truths**. A truth is a single word or short phrase describing an important fact about the scene. It might be:

- A **location** truth, such as "gridlocked road", "rowdy bar", or "dense forest".
- A **situation** truth, such as "darkness", "heavy rain", or "bustling crowds".
- A **personal** truth, such as "Veteran", "Shell-Shocked", or "Disciple of the Black Sun". Personal truths are described in more detail in *Chapter 5 Heroes Are Forged (p.XXX)*.

PERMISSION AND DIFFICULTY

Details of a scene are only truths if they affect a skill test. They help the GM determine what is and isn't possible, and how easy or difficult things are to achieve. In rules terms, if the truth applies, it does one of the following:

- The truth makes an action easier, reducing the difficulty of the skill test by 1.
- The truth makes something more difficult, increasing the difficulty of the skill test by 1.
- The truth makes an action possible, or impossible.
- If a truth should have a particularly potent, or intense effect, the GM can add a number after the name of the truth, increasing the modifier of the difficulty. For example, Smoke could be made more intense by calling it Smoke 2, making the difficulty to shoot through the smoke increase by 2, rather than 1.

Lingua Franca

Section M agent Daphne Rogers is a "Polyglot", a personal truth that means she can speak several languages. However, when she encounters some local Resistance members near the Black Sun castle, as the fates would have it, they speak Flemish, a language with which she's unfamiliar. Communicating with the Resistance is therefore going to be a little tricky – a difficulty of 3. However, being a polyglot allows Rogers to mix a bit of German and French together, to make herself understood and so this personal truth reduces the overall difficulty of communication by 1.

COMPLICATIONS

In the dangerous world of the Secret War things don't always go to plan. Sometimes unforeseen problems crop up, sometimes there are inescapable consequences for acting, and sometimes a price must be paid simply to even attempt a heroic action. Problems abound, and the measure of a hero is how they confront and overcome the slings and arrows of outrageous fortune

These obstacles are called **complications**, a truth that has a uniquely negative impact on the characters affected. Complications make skill tests harder or impossible after they are introduced.

Complications can occur in one of three ways:

- **Rolling a 20:** When attempting a skill test, each d20 that rolls a 20 causes a complication, which comes into effect once the test has been resolved.
- **GM Introduction:** The GM can introduce complications by spending Threat.
- **Succeeding at a Cost:** The GM may allow you to turn a failed skill test into a pass by taking on a complication.

Buying Off Complications

When you suffer a complication, you can always choose to buy it off by adding 2 points of Threat to the gamemaster's pool — trading a problem now for a potential problem later. Similarly the GM, if they can't think of an inconvenient truth, can add 2 Threat to their pool instead; but players always get first choice.

If an NPC suffers a complication, the GM can choose to buy off the complication by spending 2 Threat, but you cannot gain Momentum if you don't introduce a complication for the NPC.

Success at a Cost

Some skill tests can't really be failed outright; rather, it's uncertain whether the test can be completed without problems. In this situation, the gamemaster may allow you to **succeed at a cost**. With this option, a failed roll still means you pass the skill test, but you also suffer one automatic complication in addition to any that occur because of the dice rolled.

Although the failed test has produced a successful outcome, you cannot spend Momentum to improve the outcome of a skill test. Momentum can only be spent on the test if it was successful due to the dice roll.

Lower the Drawbridge

Having fled the Black Sun Canon, Captain Swann works his way toward his main objective: the castle's gatehouse where he intends to lower the drawbridge, so that Walker and her commandos can get inside. Swann finds his way to the guard room, but the mechanism for lowering the bridge is old and heavy and clearly designed to be operated by two people. Swann attempts a skill test using his **Brawn + Engineering** to lower the drawbridge. The GM warns Swann that the complication range for trying this manoeuvre has risen by 2, so if any of Swann's dice roll an 18, 19, or 20 he'll generate one complication for each result. If Swann lowers the drawbridge, and a complication is rolled, the GM might choose to say he loses control of the mechanism and the drawbridge falls with a resounding crash, alerting the guards nearby.

COMPLICATION RANGE

Some skill tests might not be more difficult but are riskier or more uncertain than normal. With this in mind, the gamemaster might increase the complication range of a test, making it more likely that complications will be generated. A skill test normally has a complication range of 1, meaning that you suffer a complication for each d20 that rolls a 20. Increasing the complication range by 1 means that complications occur on a result of 19 or 20. The complication range can be increased by up to four.

It's Complicated

DIFFICULTY	COMPLICATION RANGE
1	20
2	19-20
3	18-20
4	17-20
5	16-20

THE DRAWBRIDGE FALLS WITH A RESOUNDING CRASH, ALERTING THE GUARDS NEARBY

Fortune

The heroes of the Secret War, being larger-than-life characters, have access to a special resource called **Fortune**. Fortune reflects their ambition, drive, and luck which goes beyond that of the ordinary men and women involved in World War II. Such individuals take destiny into their own hands, shape their own fates, and influence the course of the Secret War. Whether or not they are regarded as heroes in the conventional sense, player characters are marked by destiny, and might just be the champions mankind needs in its darkest hour.

Fortune can be used to pull off extraordinary actions, perform exciting stunts, make one-in-a-million shots or provide a vital edge during life or death situations.

You begin an adventure with three Fortune points, which refresh at the beginning of each subsequent adventure. You cannot have more than five Fortune points at any one time, and any excess points are immediately discarded.

You can only spend one Fortune point per scene: once you've spent a Fortune point, you cannot spend another until the next scene.

SPENDING FORTUNE

Fortune points can be spent to buy:

- **Critical Success:** A Fortune point may be spent before a skill test to set a single d20 so that it automatically rolls a 1 (generating two successes automatically). This option must be selected before any dice are rolled on that skill test, and you must roll the remaining dice in the pool.
- **Reroll:** A Fortune point may be spent to reroll any number of dice in the character's dice pool (d20s or Challenge Dice).
- **Additional Major Action:** In conflict you immediately take an additional major action this turn, as soon as the first one has been resolved. Outside of a conflict, you can perform another skill test or other significant action immediately, before anyone else has an opportunity to respond.
- **Avoid Defeat:** The character may spend a Fortune point when they are defeated to immediately return from defeat, either as soon as they are defeated, or at some point later in that scene. See Chapter 4: Action Scenes for more details.
- **Make It Happen:** You can immediately introduce a new truth for the scene (see p.XXX). It could be something that no one in the scene has noticed yet, or a piece of equipment you thought you didn't have, but actually do! This may be used before rolling for a skill test.

REGAINING FORTUNE POINTS

Fortune points refresh at the start of each adventure, as your plucky heroes prepare themselves to face the unspeakable. But when you're down on your luck, the gamemaster might award you a Fortune point during play — perhaps you made a noble sacrifice for King and country, or deployed a killer one-liner while destroying the enemy's stockpile of eldritch weapons. The GM may also award Fortune points to the group based on your progress in a campaign, completing an objective, or to invoke a scar (see *Scars*, p.XXX).

VOLUNTARY FAILURE

You can also choose to voluntarily fail a skill test, at the GM's discretion. If you decide that fate turns on your character, the test is failed automatically and you don't roll. You can't decide to fail a difficulty 0 skill test, or a skill test where you can succeed at a cost.

VOLUNTARILY INVOKE A SCAR

You can also voluntarily invoke one your scars, if you have any, to produce a negative affect for your character in a scene. By doing so, the character's past trauma or injury inhibits them in a big way, and you gain 1 Fortune point — but only if agreed by the GM.



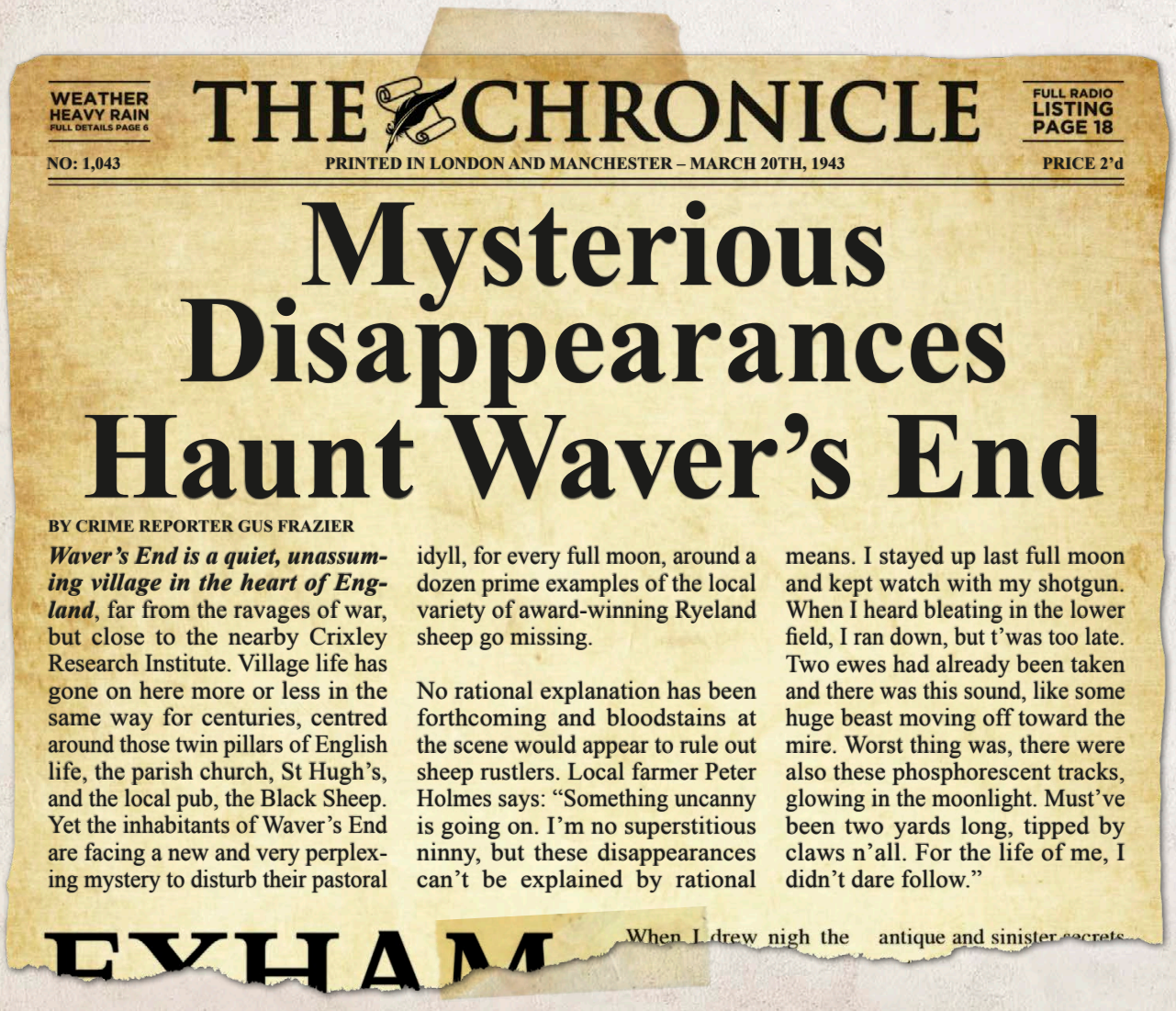
Threat

As you generate and spend Momentum, the gamemaster generates and has their own currency to spend, called **Threat**. The GM uses Threat to alter scenes and empower NPCs. Strictly speaking, your characters don't know about Threat, but they will have a sense of the stakes of their mission, and any impending doom around the corner.

PAYING FOR MOMENTUM SPENDS WITH THREAT

If you're in dire straits, low on Momentum, in a tight corner or need a helping hand, you can decide to pay for some Momentum spends by letting the gamemaster add an equivalent amount of Threat to their pool instead; this is always allowed when buying additional d20s, but the GM may permit other uses of Momentum to be paid for with Threat. You can even use a combination of spending Momentum and generating Threat to pay for your Momentum spends. You may also need to add Threat to the GM's pool for other reasons, such as:

- **Complications:** If you want to ignore a complication from rolling a 20 during a skill test, you can generate 2 Threat for the GM's Threat pool.
- **Escalation:** If you perform a heroic but risky action, it is possible to generate Threat. Getting access to some more exotic or deadly equipment, or reading forbidden, alien texts can escalate the tension, and should be approached with caution!



WEATHER HEAVY RAIN
FULL DETAILS PAGE 6

THE CHRONICLE

FULL RADIO LISTING PAGE 18

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Mysterious Disappearances Haunt Waver's End

BY CRIME REPORTER GUS FRAZIER

Waver's End is a quiet, unassuming village in the heart of England, far from the ravages of war, but close to the nearby Crixley Research Institute. Village life has gone on here more or less in the same way for centuries, centred around those twin pillars of English life, the parish church, St Hugh's, and the local pub, the Black Sheep. Yet the inhabitants of Waver's End are facing a new and very perplexing mystery to disturb their pastoral idyll, for every full moon, around a dozen prime examples of the local variety of award-winning Ryeland sheep go missing.

No rational explanation has been forthcoming and bloodstains at the scene would appear to rule out sheep rustlers. Local farmer Peter Holmes says: "Something uncanny is going on. I'm no superstitious ninny, but these disappearances can't be explained by rational means. I stayed up last full moon and kept watch with my shotgun. When I heard bleating in the lower field, I ran down, but t'was too late. Two ewes had already been taken and there was this sound, like some huge beast moving off toward the mire. Worst thing was, there were also these phosphorescent tracks, glowing in the moonlight. Must've been two yards long, tipped by claws n'all. For the life of me, I didn't dare follow."

EXHAM

When I drew nigh the antique and sinister secrets

Chapter 4

Action



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Chapter Four
Action

Action scenes in ***Achtung! Cthulhu*** embrace its heroic, pulp-flavoured nature. Whether it's thrilling car chases, spectacular shoot outs, or going toe-to-toe with the might of the Mythos menace, your heroes require quick decision-making and razor-sharp reflexes. Action in ***Achtung! Cthulhu*** is fast-paced and enthralling, forming the beating heart of your adventures.

Environments and Zones

In an action scene, knowing where everyone is of vital importance but rather than track everything to the precise inch, ***Achtung! Cthulhu*** resolves this by describing **zones**.

Minis to the Max

Achtung! Cthulhu also has a series of accompanying miniatures featuring brave Allied heroes like Sergeant Brandon Carter and Professor Richard Deadman and elite units like Badger's Commandos, as well as evil Black Sun Villains, sinister *Nachtwölfe* troopers and a wealth of horrific monsters and Mythos creatures to bring the Secret War to life. See the full range at Modiphius.net for more details!

DISTANCES

To visualize your place in an action scene, it's important to keep track of which zone your character is in. Zones are defined by the terrain around them and tracking a character can simply be a matter of description — an enemy might be 'behind the control panel' or 'in the corridor'. This has the advantage of relying on natural language and intuitive concepts.

The gamemaster may also use a map or sketch to mark out the zones of a location, using markers to show your position in the scene.

In combat, movement and ranges are measured in four categories, and one state:

- The state of **Reach** is when an object or character is within arm's length or melee weapon range. Reach isn't a specific range, but rather is a state that you can enter when you move. When you move into or within a zone, you can move into or out of Reach of an object or character. Being within Reach of an enemy increases the difficulty of any skill test that isn't a melee or mental attack by +2.
- **Close** range is defined as the zone you are in, or a distance of 0 zones.
- **Medium** range is defined as an adjacent zone, or a distance of 1 zone.
- **Long** range is defined as two zones away, or a distance of 2 zones.
- **Extreme** range is any zone beyond Long range, or a distance of 3 or more zones.

DISTANCE AND PERCEPTION

The further away something is, the harder it is to see. The difficulty of tests to notice creatures or objects increases by 1 for each zone beyond Close range. A creature that isn't trying to avoid notice doesn't require a skill test under normal circumstances. Creatures or objects that are particularly noticeable — someone firing a gun, shouting, a fast-moving or brightly-coloured object—may also reduce the difficulty.

Communication

Allies will often want to communicate during an action scene — like calling for help or relaying orders. You can talk normally within Close range — you're close enough to be heard and to make yourself understood without raising your voice. At Medium range you'll need to raise your voice, and at Long and Extreme ranges, you might be heard but not understood and will need radio or telephone equipment to get your message across.

MOVEMENT AND TERRAIN

Moving to anywhere within Medium range is a minor action — so long as your movement is unimpeded. Moving further than this requires the Rush major action.

If the terrain is rough or hazardous, due to a location truth, then moving across it will require a skill test with an increased difficulty based on the truth. Failure may result in you stopping in the difficult terrain, falling prone, or suffering the effects of a hazard.

OBJECTS

Interactive objects are the doors, windows, control panels, or anything else you can move or manipulate in an action scene. Interacting with these objects may take little time or effort under normal circumstances, but operating something more complex might need a major action (even a skill test) to use.

COVER

Cover is a common element of action scenes, representing objects that interfere with a character's ability to see or attack a target. Cover provides protection in the form of **cover dice**. The nature of the cover can provide cover dice to everyone in the zone, or it may be a smaller feature within a zone you must be within reach of.

The Shape of Battle

Different kinds of environments will determine different types of engagement. Large open spaces with clear lines of sight favour snipers, heavy weapons, and other sources of overwhelming firepower, while confined spaces and close quarters favour short-ranged weaponry and melee combat. Dense terrain hinders or directs movement, while open spaces allow characters to move freely. Mixtures of these factors in a single environment can result in a battlefield that has a very specific shape or flow and encourages certain tactics — an empty street may allow easy movement, but if it lacks cover, may also be a sniper's hunting ground. Terrain containing shell holes and semi-ruined buildings will provide plenty of cover, but will be much slower to traverse and potentially more hazardous.

'Look before you leap' is one of the oldest sayings in the book, but I'd also say 'check where you hide'. Took cover behind some sturdy looking barrels one time, turns out they were full of some kind of volatile organic Mi-Go goop. Couldn't scrub the smell off me for a month after they went off.''

Private Dan Gregg

Action Order

Action scenes are divided into **rounds** and **turns**. During a round, each character takes a turn, during which the character can attempt a single major action, normally including a skill test of some kind (some circumstances may allow a character to take a second major action). In addition, they may also take minor actions (described later), which happen separately from the major action, though they may influence it. No character may take more than one turn in each round.

At the start of an action scene, the gamemaster chooses a single character to take the first turn:

- Unless there are good reasons for an NPC to take the first turn, the gamemaster chooses a player character to take the first turn.
- If NPCs have an obvious reason to act first, or the GM spends 2 Threat, an NPC will be chosen to take the first turn.
- GMs may decide that characters with the highest Coordination or Insight get to act first, or alternate between PCs to give everyone an opportunity.

ALTERNATE TURNS

After you have completed your turn, the owning player hands the action to the opposing side (from Player Characters to GM-controlled NPCs, or vice versa), who will choose a single character to take the next turn.

Once all characters on one side have taken a turn, then any remaining characters on the other side take their turns in whatever order they choose, one at a time, until all characters on both sides have taken a single turn each.

Once all characters on both sides have taken a turn, one point of Momentum is lost from the PCs' group Momentum pool, and the action passes to a character on whichever side did not take the last turn, and the whole process begins again for the next round.

KEEP THE INITIATIVE

There is another option which either side may use: either side may choose to ***Keep the Initiative***. To *Keep the Initiative*, the character who has just completed their turn may spend 2 Momentum, and then hand the action to another character on their own side. Once one side has opted to *Keep the Initiative*, nobody on that side may do so again until the opposition have taken at least one turn of their own.



Actions

During each turn, a character can take a **major action**, and a **minor action**.

MINOR ACTIONS

You can take one minor action on your turn. You can spend 1 Momentum to take one additional minor action (once per turn), and each minor action can only be taken once per turn.

- **Aim:** You can reroll 1d20 when you make an attack this turn.
- **Draw Item:** You pick up an item within Reach, or draw an item you are carrying. If the item doesn't require a skill test to use, you can use it immediately for free.
- **Movement:** You move to any point within Medium range, can stand or drop prone, as part of this movement. You can't take this minor action if you have taken the Sprint action (see below) or if you are within Reach of an enemy.
- **Prepare:** You take a second to set up a major action. Some major actions, such as spellcasting, require this minor action before they can be taken.

Prone

When you're prone, the following rules apply:

- The difficulty of ranged attacks against you are increased by 1, unless the attacker is within Reach of you.
- The difficulty of melee attacks against you are reduced by 1, as are ranged attacks made by attackers within Reach.
- You cannot take the Rush action.
- Using the **Hit the Dirt** ability (see page XX) to become prone increases the difficulty of being attacked by 2, unless the attacker is within Reach of you. If the attacker is within Reach of you, when using **Hit the Dirt**, the difficulty of being attacked is increased by 1.
- When attacking a prone enemy, the difficulty of ranged attacks is increased by 1, unless your target is within Reach of you.
- The difficulty of melee attacks against a prone enemy are decreased by 1.

MAJOR ACTIONS

You can take one major action each turn. You can spend 1 Fortune point to take a second major action, once per action scene.

- **Assist:** You assist a character with a skill test during their turn. It may be that you assist them before your turn, in which case your major action is taken up by doing so when it comes to your turn.
- **Attack:** You attack an enemy or object. See ***Making an Attack*** (p.XX) for details.
- **Cast a Spell:** Spellcasters can cast a spell, but must have taken a Prepare minor action beforehand. The spell may require a skill test, as noted in the spell's effect description.
- **Catch Breath:** You take a moment to remove stress from your track, or remove a damage effect you are suffering. This is a **Will + Resilience** test with a difficulty of 2. Success either removes stress equal to your Resilience score (plus 1 stress per Momentum spent), or removes an ongoing effect, such as the Persistent damage effect.
- **Create Truth:** You alter the circumstances of the battle, to give yourself an advantage or to hinder the enemy. This is a skill test with a difficulty of 2, using an **attribute + skill** appropriate to how you are altering the scene which you should discuss with the GM to see if it is appropriate. If successful, the character creates a new truth, changes an existing one, or removes a truth from the scene.
- **Pass:** You choose not to attempt a major action.
- **Ready:** You choose another major action to take as a reaction to something else. When the trigger event occurs, you temporarily interrupt the current character's turn to resolve your readied major action, then play proceeds as normal. If the triggering event does not occur before your next turn, the action is lost. You can still perform minor actions during your turn as normal.
- **Rush:** You sprint as fast as you can, making a difficulty 1 **Agility + Athletics** test to move anywhere within Long range. You can't take this action if you've already taken the Move minor action. Location truths may increase the difficulty of this skill test, and this skill test always allows *success at cost*.
- **Stabilise:** If a character is dying, you can provide medical attention with a **Coordination + Medicine** test with a difficulty of 2. If you succeed, the dying character's condition is stabilised — they are no longer at immediate risk of dying, but they remain defeated.
- **Skill test:** You make a skill test, at the discretion of the GM.

Helping Someone Else

You can choose to use the Catch Breath major action on an ally within reach instead. This changes the skill test to a **Will + Medicine** test with a difficulty of 2, and removes stress equal to your Medicine skill or their Resilience skill, whichever is higher.

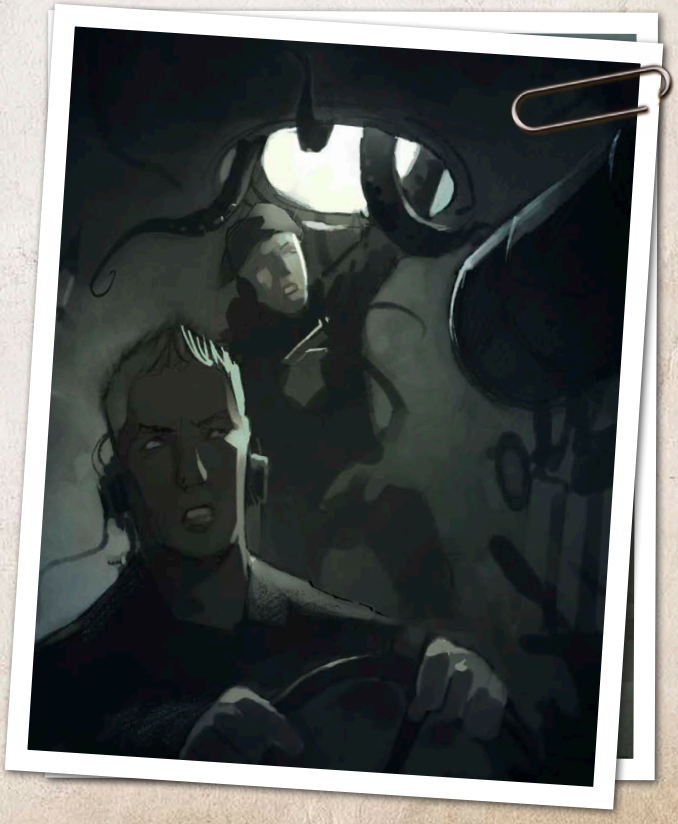
FREE ACTIONS

Free actions are very short actions, such as talking, turning, or dropping something, that can be incorporated into minor or major actions. The gamemaster may judge any action not covered in the rules to be a free action, and you can perform as many free actions as the GM decides. A free action never involves a skill test.

REACTIONS

Some talents allow you to respond to other characters' actions, outside of your own turn. You can perform one reaction during each round. Reactions each have a specific circumstance that triggers their use, and they must be declared as soon as that circumstance applies. Anyone can perform the following reaction:

- **Hit the Dirt:** When you are targeted by a ranged attack, but before the attack is rolled, you dive to the ground bracing yourself. You can immediately move to any point within Close range, and drop prone (which adds +1 to the difficulty of ranged attacks). In addition to the normal effects of being prone, you gain +2 cover and morale resistance until the start of your next turn.



Action Stations! An Encounter in the Dark

Four Section M operatives, Captain James Swann, Sergeant Sarah Walker, Corporal Dan Gregg, and Agent Daphne Rogers are investigating an abandoned cave system, when they stumble out of the darkness and upon a very disconcerting sight.

The gamemaster says: "The tunnel you've just emerged from branches out into a shadowy cavern, lit by flickering torchlight, with boulders and stalagmites providing a degree of cover. You see an ancient pagan stone circle where a Black Sun Master, a Deep One Scout, and four Black Sun acolytes are gathered in a circle before a blasphemous altar, performing some unspeakable rite. A sacrificial victim's blood stains the central slab and amidst their unwholesome chanting, a dark presence seems to be forming in their air above the rough-hewn stone."

The action scene begins and the GM states, "The battlefield is made up of three simple zones, the tunnel from where you've come, the main cavern itself where you stand, and the altar where the ritual is taking place." The GM briefly considers spending 2 Threat to give the Black Sun coven the first turn, but since the Player Characters have surprised them, the GM lets the PCs go first, selecting Captain Swann, who has the highest **Insight** attribute of the group to take his turn.

Swann, coolly assesses the situation, and says: "I'm going to use ***Create Truth*** as my **major action** to create a **battle plan**. That'll be an ***Insight (8) + Tactics (4) skill test***, with a difficulty of 2: I roll an 8 and a 12, both under my Target Number of 12, so I succeed. That Master is obviously the focal point of the ritual and necessary to maintain it, if we can kill or seriously injure him, it should disrupt the spell before whatever foulness they're summoning arrives. As part of that, I order: 'Take cover and target that Master!' I'm also going to use a **minor action** to move into cover behind a boulder." Swann's turn ends, and he hands over to the GM.

The GM says: "Sensing the presence of intruders, the Deep One Scout is the first to react and amidst much agitated high-pitched chittering it attempts to **Rush** toward you, but since it's out of its element and trying to navigate through the cavern's rough layout, I'm going to give the test a difficulty of 1." The Deep One attempts an ***Agility + Athletics skill test*** and rolls a 15, higher than its target score of 12. It lumbers forward a single zone, into the main body of the cavern, but fails to make further progress.

Daphne, who's next, says: "I'm not really a fighter, so I'm going to follow orders and use my free **minor action** to scurry behind those stalactites and take cover. Can I use my observation skills to see if there's an opportunity to disrupt that Master's plans with a skill test?" The GM nods and using her ***Insight (10) and Academia (4)***, with a further ***Occult*** focus at a difficulty of 1, Daphne rolls a 1 and 4, generating three successes and gaining two points of Momentum (two more success than the difficulty demands). The GM says, "You notice that the dark presence seems to be emanating from a large book on the altar. It's inscribed with occult sigils and its ancient bindings appear to be made from human skin. You quickly recognise the book as the *Azeus Demonicium*, a dread tome used to summon the powers of the outer dark. You surmise that if the cover of this book can be closed, then the summoning will be irrevocably disrupted."

It's a valuable insight, but while the PCs absorb this revelation, the action quickly switches to the Black Sun, and with most of its members committed to the ritual, the GM senses that the coven needs help. The GM immediately spends two Threat tokens to maximise their chances and summons three Black Sun novices as **Minor NPC** reinforcements to try and keep the PCs occupied while the ritual continues.

Private Dan Gregg steps up and says: "My talent as a Saboteur means I'm really good at breaking things, but first, I need to get closer to that altar. I'm going to use a **minor action** to move up, then attempt to slip into the shadows and get closer to that altar without being detected by the Black Sun." Since all hell is about to break loose and the enemies' eyes are upon the PCs, this requires a skill test using Gregg's ***Agility (7) and Stealth (2)*** at a difficulty of 3 (to reflect the peril of the scene)… but Swann's ***battle plan*** truth reduces that back to a 2, as everyone's focused on the objective. Gregg rolls 2d20 scoring a 3 and an 8, just about passing, and manages to sneak his way forward with being seen. He wipes a bead of sweat from his forehead.



The GM now activates his Black Sun novices, and advances them into the cavern, saying: "They may not be the most accomplished of fighters, real cannon fodder, but they are fanatically loyal and prepared to die for the cause." Brandishing Lugers, the novices spot the imposing Sergeant Walker, the only one of the PCs not in cover, and they immediately fire off several pot shots. With a Coordination of 6 and no relevant skills or focuses, the novices collectively roll a 15 and their shots whistle harmlessly by the sergeant, bouncing off the tunnel's walls, and ending their turn.

Sergeant Sarah Walker declares, "Right, I'm going to target the Black Sun Master," but the GM intervenes saying, "Ah, unfortunately the rush of the Deep One Scout has brought it too close, blocking your line of sight to the Master. You may only target the creature itself, or the novices from your current position." Walker ponders for a moment then says, "Hm, the Deep One is the more immediate threat, it's no use taking a **minor action** to *aim* at it with my Thompson SMG since it's inaccurate, so I'm just going to unleash a clip at it."

Walker makes a ranged attack with her trusty Thompson SMG, a ***Coordination (9) + Fighting (4) skill test***, and her **close quarters** focus, with a base difficulty of 1, and no modifiers for range giving a target score of 13. Walker rolls 2d20 and scores 2 and 11, for three successes, generating two Momentum. The Thompson rolls 4 for damage but Walker adds +1 for her Coordination of 9 and spends a point of Momentum to add another, rolling 6 in total, inflicting 8 points of stress, reduced to 4 by the Deep One's natural armour of 4. The GM rules this inflicts a new truth – ***riddled with bullets*** – on the creature causing it to reel back from this withering burst of fire, foul-smelling black ichor dripping from its wounds.

His monstrous ally may be badly hurt, but the Black Sun Master is far from finished and continues performing his summoning (in the form of an extended task). The GM rolls and the Master makes another breakthrough, hastening the arrival of the otherworldly fiend. The GM intones: "As the Deep One Scout reels back, the Master's chanting seems to rise to an unearthly crescendo and piercing the dark veil, a single, foetid tentacle emerges from the blackness, wriggling unwholesomely as it first tastes the air of this earthly plane."

Attacks, Stress and Injuries

The Secret War is fought in many different ways and on many different fronts, and as the Allied heroes resist the might of the Nazi war machine they seldom emerge unscathed. This section covers how attacks are resolved, whether physical or mental, how stress is inflicted on characters, and how injuries impair characters and how they recover from.

MAKING AN ATTACK

An attack is any action made with the intention of harming another character, NPC or creature, or inflicting stress upon an object. There are two forms of attack available to characters: **physical**, and **mental**. Physical attacks are further broken up into **melee** attacks and **ranged** attacks, while mental attacks have their own constraints, and are discussed separately on page XX.

1. **Declare the Attack:** Choose a target that you can see, and a weapon to use. If you want to make a melee attack you must be within Reach of the target, if you want to make a ranged attack you must be able to see the target.
2. **Skill Test:** You attempt a skill test, determined by the type of attack. Each type of attack may have further adjustments to difficulty.
   a. **Melee:** Attempt an **Agility + Fighting test** with a difficulty of 1, opposed by the target's own **Agility + Fighting test**, also difficulty 1. If the target wins the opposed test, they may choose to inflict stress to you instead, or move to any point within Close range.
   b. **Ranged:** Attempt a **Coordination + Fighting Test**, with a base difficulty of 1, if you are within range.
3. **Inflict Stress:** If the skill test succeeds then the attack inflicts stress, as described below.
   a. **Roll Challenge Dice:** Roll the number of indicated by the weapon, and total the number and any effects. This is the amount of stress inflicted on the target.
   b. **Resistance:** The target totals any resistance it has — armour and cover for physical attacks — and reduces the amount of stress inflicted by that amount.
   c. **Inflict Stress:** The target adds any remaining stress to their stress track and checks to see if they have sustained any injuries (see opposite).

STRESS

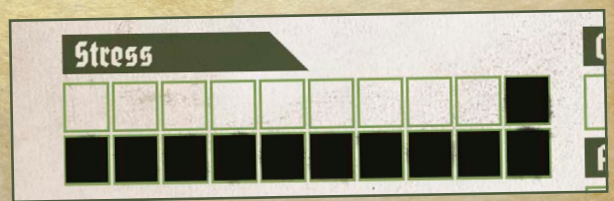
Despite the protection of their armour, and the dauntlessness of their courage, characters can only withstand a certain degree of punishment before any lasting injury is caused. This ability to endure is represented by the character's ability to take **stress**, while any lasting harm they suffer is called **injury**.

Whenever you are successfully attacked, that attack will inflict stress. Stress is the measure of how much pain, fatigue, or agility you can bear before you become injured. Whenever you successfully attack an opponent, you roll Challenge Dice ( ) to determine how much stress is inflicted, based on the weapon's stress rating. That total is then reduced, based on how much **resistance** the target has, any remaining stress then fills up their stress track, point by point.

Your character's maximum stress track is equal to the highest of their Brawn or Will attributes, plus their Resilience skill. You may be able to increase your maximum stress through other means as well, such as talents.

Example Maximum Stress Track

Daphne Rogers, Occult Investigator, has a Will of 8 and a Resilience of 1, giving her a stress track of 9.



Physical and Mental Stress

Physical attacks, like melee blows or gunshots, deal physical wounds to the body, while most spells inflict pain, fear, and confusion in the minds of their targets. When a rule says, "inflict physical stress", or "inflict mental stress" it refers to the type of injury that stress causes, and which kinds of resistance reduce it. Physical stress and mental stress are not two separate things, and are both added to the same stress track.

RESISTANCE

Characters are not entirely defenceless, and they may make use of a variety of factors to protect themselves. This protection is called **Resistance**, and it reduces the amount of stress you suffer. Resistance is a numbered rating — a brick wall may provide 3 cover, added to a character's armour rating of 2 — for a total of 5 resistance. After the Challenge Dice for an attack has been rolled, you reduce the total rolled by any resistance you have from **armour** and **cover**, or **courage** and **morale**. If this final total is 0 or less, the attack inflicts no stress.

- Against physical attacks, a character applies resistance from armour and cover. Armour is either worn, like *Nachtwölfe's* advanced body armour, or is natural, like a Deep One's toughened skin. Cover comes from terrain, like a sandbag emplacement, or brick wall.
- Against mental attacks, a character applies resistance from courage and morale. Courage represents a character's confidence and discipline, while morale is the certainty that comes from being inspired or encouraged by others.

Characters may begin play with a small amount of armour and/or courage, and may increase those ratings further by wearing specific equipment or taking certain talents. Cover and morale come from circumstances, however — you get them for being in specific places or taking certain actions.

Destroying Cover or Morale

You may try to target an enemy's source of cover or morale, instead of targeting the enemy themselves. The gamemaster may ask you to resolve a *Create a Truth* action, but adjust the difficulty accordingly, or provide a stress track for you to inflict stress to in order to overcome the source of cover or morale.

INJURIES

Injuries represent wounds and mental trauma, that cause heroes and villains alike real problems. While injuries don't knock you out of the fight by default, if they build up they can cause lasting issues and leave you defeated, helpless before your enemies.

If you suffer 5 or more stress from a single attack or hazard, or you reach your maximum stress, you immediately suffer an **injury**. If both these things happen, then you suffer two injuries instead of one. Suffering 5 stress is just a threshold, however, and injuries aren't gained by suffering multiples of 5 stress (10, 15, 20 etc.)

If you are already at maximum stress then suffering any amount of stress will cause an injury, and if you suffer 5 or more stress while already at maximum, this causes an additional injury.

Non-lethal Attacks

When you make an attack with a weapon, you can decide to try to defeat your opponent but keep them alive. Any injuries you inflict while you do this heal normally after a short time, and don't require any healing. You can't do this with obviously lethal weapons, however, like heavy weapons or explosives, and even guns aren't an effective means to debilitate someone rather than kill them.

Trying to make a non-lethal attack with a lethal weapon, like a gun, may be more difficult or simply impossible, at the gamemaster's discretion.

Having any stress does not, by itself, cause a problem for your character: it imposes no penalty and doesn't impair your actions or choices. Injuries, however, could mean your untimely demise!

Each injury is a special kind of truth, which will generally impair a character (making things difficult or impossible). The name of the injury should reflect the type of attack or hazard which inflicted it. Physical attacks and hazards inflict physical injuries like gunshot wounds, lacerations, broken bones, burns, and so forth. Mental attacks and hazards cause mental injuries, normally expressed as severe emotions like fear, panic, anxiety, and similar.

Whether an injury is physical or mental should be noted after the injury's name, to ensure that the difference is clear: (M) for mental injuries, and (P) for physical injuries.

As with any truth, an injury's effects apply at the GM's discretion to the skill tests attempted by a character, and those which would affect the character — a character with a *twisted ankle (P)* may find an **Agility + Athletics test** more difficult, but it's unlikely to affect their aim too much. And, as injuries are a personal truth — they reflect something which is true about the character — they can be invoked to gain Fortune.

However, due to pain and distraction, **a character increases their complication range by +1 for every injury they have**, on top of any other effects.

Once you have suffered 3 injuries, in any combination, you are **defeated** (see pXX). If you are defeated and have more physical injuries than mental ones, you are also dying. At the end of each of a dying character's turns, roll 1. If you roll an effect (the "!" symbol), the character dies from their injuries.

Death or Glory

MULTIPLE INJURIES

If a character suffers multiple injuries from a single attack, the gamemaster is welcome to treat these as a single, severe injury — in essence, a severe injury like this counts as multiple injury truths with the same name.

DEFEATED

When a character becomes defeated, they are incapacitated and unable to act. A defeated character immediately falls prone, and cannot take any actions unless the gamemaster allows it.

If a defeated character suffers another physical Injury, they die. If a defeated character suffers another mental Injury, they are driven insane or fall into a coma; either way they are no longer a playable character.

VOLUNTARY DEFEAT

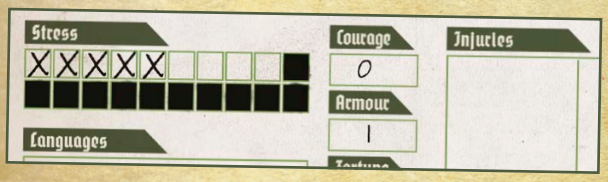
Whenever your character suffers one or more injuries, you can choose to become defeated immediately. If you do so, then they only suffer a single injury (any after the first inflicted are ignored), become defeated, and receive one Fortune point.

If you accept defeat voluntarily your character cannot die or gain a scar (see page XX), no matter how many injuries they accrue. However, they cannot be revived during the scene, and you cannot spend Fortune to recover from being defeated during this scene.

Daphne Almost Buys It

As Daphne sprints around the corner of a Black Sun castle courtyard, she doesn't spot the Black Sun sniper atop the tower. On his turn, the sniper shoots her, inflicting a total of 6 stress. Daphne has 2 points of armour from a protection spell, which protects her from 2 stress, but 4 stress is applied to her stress track.

Daphne already had 5 stress on her stress track...



Daphne adds the 4 stress to her track, filling it...



By filling her stress track Daphne receives 1 injury, and is one step closer to defeat, and marks a P in her box for "physical" injury...





OTTO'S ATTEMPT TO BOTTLE LIGHTNING ONLY SUCCEEDED IN SUMMONING THE DREADED DEVIL DOGS

Weapons and Effects

Weapons act differently, from fists and blades, to single shot pistols and belt-fed machineguns—and they can even act differently in another pair of hands. This section outlines how your character's attributes and weapons affect their attacks.

RANGE

Ranged attacks have an associated **range** category — the weapon's ideal range to be used most effectively. Close-ranged weapons become inaccurate over long distances, while long-ranged ones may be awkward or impractical in close quarters. When making an attack with a ranged weapon, determine the range to the target relative to you. Weapon ranges use the same terms that describe distances, above (see *Distances,* p.XXX).

- If the target is within the weapon's range category, then the attack proceeds as normal.
- If the target is outside the weapon's range category increase the difficulty of the attack by 1 for each category beyond the weapon's range — whether closer or more distant — as described below.

Range Finder

WEAPON RANGE	RANGE TO TARGET			
	CLOSE	MEDIUM	LONG	EXTREME
Close	–	+1	+2	+3
Medium	+1	–	+1	+2
Long	+2	+1	–	+1
Extreme	+3	+2	+1	–

BONUS STRESS

Characters inflict bonus stress based on their attributes. A character with a high Brawn rolls extra with melee weapons, while a character with a high Insight rolls extra with ranged weapons, and a character with high Will rolls extra with mental attacks.

Attribute Bonuses

ATTRIBUTE RATING	BONUS CHALLENGE DICE
8 or lower	–
9	+1
10 or 11	+2
12 or 13	+3
14 or 15	+4
16 or higher	+5

Firing Blind

At the GM's discretion, you can make attacks against a target that you cannot see — firing through dense smoke, or firing blind around a corner. An attack against an unseen enemy increases the difficulty of the attack by 2, and the complication range by 1.

WEAPON EFFECTS

There is another factor when it comes to a weapon's stress output: effects. Weapon effects are special rules that occur whenever an effect symbol is rolled on the Challenge Dice. It doesn't matter how many effect symbols are rolled in a pool of Challenge Dice, if one comes up all of the weapon's effects apply.

Some weapon effects are listed with an X, which is replaced by a number depending on the weapon, and apply to all effect symbols rolled in the dice pool. If an effect would gain a rated damage effect that it already has, only the higher rated of the two applies.

- **Area:** The attack or hazard hits one additional target within Close range of the initial target for every effect rolled. Secondary targets suffer the attack's full effects.
- **Backlash X:** Each effect inflicts X stress to the attacker. Stress inflicted may be physical or mental, at the GM's discretion.
- **Drain:** The target suffers 1 fatigue for each effect rolled.
- **Intense:** If the attack inflicts an injury, and an effect is rolled, the attack inflicts an additional injury.
- **Persistent X:** The attack or hazard has a lingering effect. If one or more effects are rolled, the target suffers X stress at the start of the affected character's turn, for rounds equal to the number of effects rolled.
- **Piercing X:** The attack ignores X resistance for each effect rolled.
- **Snare:** The attack or hazard can entangle and bind the target. The target cannot take any actions of a type determined by the type of attack or hazard (physical actions for physical attacks, etc.) other than to try and break free. It requires a skill test with a difficulty equal to the number of effects rolled to break free.
- **Stun:** The attack or hazard leaves the target momentarily unable to act. If a number of effects are rolled that equals or exceeds the target's Resilience skill, the target may not take any actions in their next turn.
- **Vicious:** The attack or hazard is especially potent. Add +1 to the total stress inflicted for each effect rolled.

Mental Attacks

In addition to physical violence, some creatures and characters can inflict mental harm on one another.

Under normal circumstances, you cannot inflict mental damage — it requires extreme and profound violence to produce the kind of sudden, impactful mental harm described by these rules. However, Mythos creatures and other fearsome entities can inflict mental stress through their presence alone, inspiring a primal dread that's difficult to resist, and some forms of magic can attack the mind directly.

MENTAL HAZARDS

Most sources of mental stress are hazards — situations where you encounter something horrific or unnatural and it shakes your resolve. The first time in a scene that you encounter a hazard of this sort, you need to make a **Will + Resilience** test with a difficulty determined by the GM; the more terrifying and sanity-breaking the encounter, the higher the difficulty. Seeing a Deep One war party emerge from beneath the waves for the first time would give anyone pause for thought and might result in a difficulty 2 test, but suddenly beholding a dread god like Azathoth could involve a sanity-sapping difficulty 5 test.

Failure on this test means you suffer mental stress, resolved as described above; typically, a hazard will inflict a number of ᛘ of mental stress equal to the difficulty +2, but this is left to the GM's discretion. The mental stress may have weapon effects as well.

Creatures with the **Fearsome X** ***special rule*** produce a mental hazard just by being present in a scene.

MAKING A MENTAL ATTACK

You may attempt a mental attack if you take actions specifically intended to terrify others. This always requires some specific method of causing fear, and for heroes, this means using a weapon. You may, when making an attack with a weapon, choose to inflict mental stress instead, if certain conditions are met:

- **A Knife to the Throat:** You may use melee weapons to make a mental attack if the target of the attack is within Reach and unarmed or defenceless. You make a normal skill test with the weapon, and the target opposes it with their **Will + Resilience**. If you win, you inflict the weapon's normal stress, but as mental stress instead. If the target wins the opposed test, they suffer no ill effects and cannot be the target of any of your mental attacks for the rest of the scene.
- **Suppressive Fire:** A ranged weapon may be used to make a mental attack if you spend a use of the weapon's ammo; spending this ammo makes the attack a **salvo** attack (see page XX). You make a normal attack with the weapon, but you inflict mental stress instead of physical stress, and the target reduces the stress inflicted by their Courage and Morale resistance instead of Armour and Cover.

You may also attempt to inflict mental stress if you know a spell which has that effect; this follows the normal rules for casting spells (and casting a spell will inflict mental stress upon you as a cost).

A **fearsome** creature can attempt to make mental attacks. These are attempts to intimidate, dominate, or overwhelm other creatures, relying on the creature's presence. It may only target a creature it is aware of, and which is aware of it, within Medium range. The creature attempts a **Will + Persuasion** or **Will + Survival** test with a difficulty of 1; success means that it inflicts mental stress on the target, reduced by a target's Courage and Morale as normal. Each creature's entry lists how much mental stress it inflicts, and any weapon effects which apply to the stress inflicted.

Mortal Horror vs Cosmic Horror

In general, player characters only have three ways to inflict mental stress: suppressive fire from their guns, holding foes at knifepoint (or similar), and magic. This is by design.

While World War II was undoubtedly a horrific thing to live through, ***Achtung! Cthulhu*** is as much a game of pulp action and adventure as it is a depiction of history. The player characters are intended to be heroes, and thus incapable of committing the kinds of horrific acts that might let them inflict psychological harm on their foes more readily.

The mind-bending horrors of the Mythos, and the agents of *Nachtwölfe* and the Black Sun, are a different matter, but even their atrocities should be framed more as the acts of incomprehensible monsters and pulp villains, respectively, rather than delving into real-world horrors.

"Psi ops? Pah, get inside your enemy's mind and set up camp there."
— Captain James Swann

Momentum and Fortune in Action Scenes

MOMENTUM

Momentum provides more options in action scenes, as violent conflict erupts and valiant heroes respond quickly to an ever-changing situation. As detailed in Chapter 3, pXX, Momentum can be used to improve the outcome of a skill test, or used to improve the odds of a skill test. Action scenes provide even more options, changing how much stress you inflict, or how many actions you can take in a single turn. Again, some Momentum spends can be used repeatedly — you can use this option as much as you like, so long as you have the Momentum to spend, or are willing to allow the gamemaster to generate Threat.

Paying with Threat

Remember, if you can't or don't want to use Momentum, the GM may allow you to pay for these options by adding to the Threat pool instead. If you do, the cost is the same, but the GM gains 1 Threat for each point of Momentum the option would normally cost, and you can always use a mix of Momentum and Threat to pay for the spend.

Buying d20s using Threat instead of Momentum is always an option.

"Forward men, forward! Never a backward step!"
Captain 'Mad' Jack McMasters

FORTUNE

Luck is as much a part of combat as skill - even the most professional of soldiers can find themselves in the wrong place at the wrong time or find their equipment acting up. The heroes of the Secret War have Fortune as a resource to call on, reversing unlucky outcomes and demonstrating a drive and zeal in combat few can match.

Fortune spent in action scenes works the same as in any other scene, and you can only spend 1 Fortune per scene. Fortune points can be spent like this:

- **Critical Success:** A Fortune point may be spent before a skill test to set a single d20 to a 1 (generating two successes automatically). This option must be selected before any dice are rolled on that skill test, and you must roll the remaining dice in the pool.
- **Reroll:** A Fortune point may be spent to reroll any number of dice in the character's dice pool (d20s or Challenge Dice).
- **Additional Major Action:** In conflict you immediately take an additional major action this turn, as soon as the first one has been resolved.
- **Avoid Defeat:** The character may spend a Fortune point when they are defeated to immediately return from defeat, either when they are defeated, or at some point later in that scene.
- **Make It Happen:** You can immediately introduce a new truth for the scene (see p.XXX). It could be something that no one in the scene has noticed yet, or a piece of equipment you thought you didn't have, but actually do! This may be used before rolling for a skill test.

Conflict Momentum Spends

SPEND	COST	EFFECT
Bonus Damage	1	Each Momentum spent adds +1 to the attack's damage, before the rest are rolled. This option can be used 3 times, for a total of +3.
Buy d20s	1, 2, 3	The character gains bonus d20s on their next skill test. The first die costs 1 Momentum, the second costs 2, and the third costs 3.
Confidence	1	Each Momentum spent adds +1 morale (to a maximum of 3) until the start of their next turn. This option can be used 3 times, for a total of +3.
Create Truth	2	Create, remove, or change a truth from the result of the skill test.
Disarm	2	One weapon held by the target is dropped within Reach.
Knockdown	2	The target is knocked prone.
Minor Action	1	Take one additional minor action this turn.
Obtain Information	1	Ask the GM a question about the situation. (Repeatable)
Secondary Target	2	An additional target within Reach of the primary target is also affected by the attack, suffering the full effects of the attack.



Recovering from Stress and Injuries

The heroes of the Secret War are a resilient, hardy bunch and unless killed outright, they can, over time, recover from the stress they have suffered. At the start of a scene, a character removes all the stress they've accumulated, assuming they have had time to rest since the previous scene.

STABILISE THE DYING

If a character is dying, you can provide medical attention with a **Coordination** + **Medicine** test with a difficulty of 2. If you succeed, the dying character's condition is stabilised — they are no longer at immediate risk of dying, but they remain defeated.

HEALING INJURIES

Injuries cannot be removed as easily. With appropriate time and rest, you can attempt to treat an injury with a difficulty 2 skill test. Physical injuries are treated with **Coordination** + **Medicine**, while mental injuries are treated with **Insight** + **Medicine.** Success means that a single injury of the chosen type is treated, plus one additional injury per 2 Momentum spent. Once treated, the injury is changed, renamed to reflect the treatment provided (for example, from broken leg to leg in a splint).

A treated injury no longer imposes an increase in complication range and won't be a problem as often (a broken leg in a splint may still be a hindrance, but not as much as if the leg wasn't splinted), but it still counts as an injury in every other sense, and complications later could cause a treated injury to worsen (as stitches tear and wounds reopen).

Removing an injury entirely takes time and rest. How much is left to the GM's discretion, but in general, one injury is removed at the start of each new adventure, representing time taken to recover. If your character is able to sit out ongoing adventures — resting in a hospital bed, a safe house, or similar — then they'll heal at twice this rate. If this is an option, it's recommended that the GM give you a temporary character to play while your normal character is recovering.

Scars

Sometimes, injuries do not heal properly — there are complications with surgery, or injuries are so bad that it changes a character's life forever. These old wounds, or haunting memories of past trauma, stay with the character for as long as they live. These lingering injuries, whether physical or mental, are called **scars**.

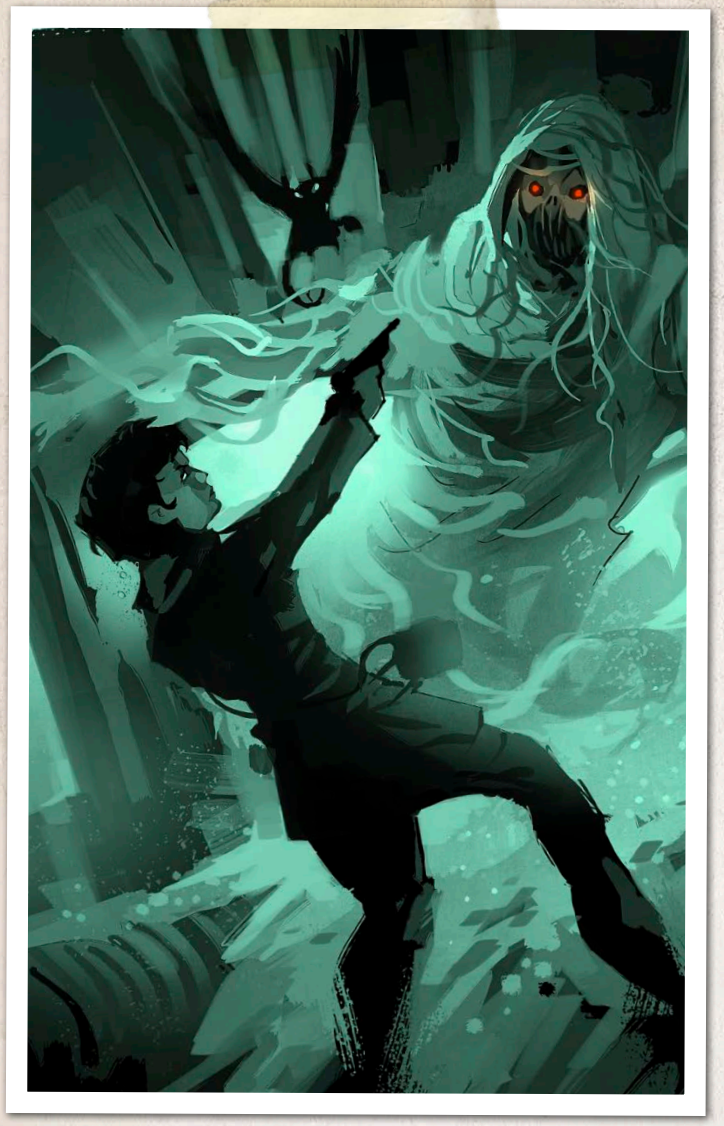
Whenever an injury is removed, you must make a **Brawn + Resilience** or **Will + Resilience** test (depending on whether the injury was physical or mental) with a difficulty of 1; failure on this test means that the injury has some lasting effect, called a **scar**. Another character may make this test on your behalf, using **Reason + Medicine** instead. Injuries removed by magical means *always* result in a scar.

Scars are new **personal truths** that affect the character's skill tests. They could be anything, particularly with mental scars or those which come from magical healing, but they either make things more difficult or impossible for the character. Some scars could include:

PHYSICAL SCARS

When a character suffers a physical scar, the GM selects one of the following options:

- **Amputee:** The character lost part of a limb — a hand, foot, or part of their arm or leg — either when they were injured, or perhaps because a wound became infected and needed to be removed to save the character's life. The character now has a prosthetic, to give them some semblance of normal function, but it isn't quite the same as the real thing. When a character with a missing hand or arm attempts a Coordination test, or when a character with a missing foot or leg attempts an Agility test, this scar may take effect: the player gains one Fortune point, and the character increases the difficulty of the skill test by +2.
- **Bad Back:** The character's back was damaged or injured, perhaps even broken, leaving them with restricted mobility and a limited range of movement. When this scar takes effect, a player gains a Fortune point, but increases the complication range and difficulty of any relevant skill test by +2.
- **Bad Leg:** The character's leg was hurt, possibly even broken, and while they've recovered, it will never quite be the same. When attempting to move rapidly, this scar may take effect: the player gains one Fortune point, and the character increases the difficulty and complication range of the skill test to move by +1.
- **Chemicals:** The character was exposed to some manner of dangerous chemical, perhaps a deadly gas or nerve agent, and while they've recovered, there are likely to be some lasting breathing problems. Whenever the character's stamina, endurance, or ability to hold their breath become important, this scar may take effect: the player gains one Fortune point, and the character increases the difficulty and complication range of the skill test by +1 (if no test would normally have been required, it has a base Difficulty of 2).
- **Chronic Pain:** The character suffered severe nerve damage when they were injured, and they are now forced to live with continual pain and discomfort. While there are ways they can lessen the pain, or ignore it, it never goes away entirely, and the character carries around a supply of morphine to combat its worst effects. This scar may take effect at the start of any scene: the player gains one Fortune point, and the character must either use a dose of morphine or immediately suffer 2 Fatigue (this Fatigue can be removed in any subsequent scene once the character has secured more morphine).
- **Drug dependency:** During treatment for their injury, the character developed an addiction to certain pharmaceuticals and needs them to survive normally in everyday life. Most of the time they are able to function normally, but if denied access to their supply, they suffer from withdrawal symptoms which affects them in different ways. The character gains a Fortune point, but takes a temporary -2 penalty to an attribute or skill of the GM's choosing, until they are able to regain access to a suitable supply.
- **Distinctive Scarring:** The character's features are marred by distinctive scars, which are difficult to conceal. When the character is attempting a skill test to move amongst other people unnoticed, or when they attempt a skill test to persuade or manipulate another (without intimidation), the scar may take effect: the player gains a Fortune point, and the character's skill test increases its complication range by 3 as their scars risk drawing unwanted attention.
- **Head Wound:** The character took a severe blow to the head, or has shrapnel or bullet fragments lodged in their brain. While they survived the attack, it may have left lasting damage, altering how they think and how they respond to events around them. Select a mental scar instead.
- **Lingering Shrapnel:** The character has a few pieces of shrapnel left in them, which the surgeons couldn't safely remove. These pieces are mostly trapped in tough little knots of scar tissue, but there's always a danger that they'll be worked loose and do more damage. When the character performs some strenuous physical activity and suffers a complication, this scar may take effect instead of the complication: the player gains one Fortune point, and the character immediately suffers 3 physical damage with the Vicious damage effect, which ignores all armour and cover, as the shrapnel shifts and does internal damage.



- **Lost an eye:** The character has lost a eye and their vision has been permanently impaired. They may wear an eye patch to conceal the empty socket, or hide it with a glass eye, but their eyesight is not what it once was. When a character with a missing eye attempts a Coordination test, or any other skill test where depth perception is important, this scar may take effect: the player gains one Fortune point, and the character increases the difficulty of the skill test by +2.

MENTAL SCARS

When a character suffers a mental scar, the GM can select one of the following or choose their own.

- **Amnesia:** The character suffers memory loss, blocking out severe trauma and leaving them with gaps in their memory. This can cause confusion and distress for the character when these gaps are discovered. When this scar takes effect, the GM declares that the character cannot recall a past event or important piece of information, and the player gains a Fortune point.
- **Believes They Are Someone Else:** When overtaken by this compulsion, the character is under the illusion that they are a completely different person, perhaps a major historical figure or well-known personality. They will gain a Fortune point, but behave and act as if they were this figure, and will ignore all evidence to the contrary until the delusion recedes at the end of the current scene.
- **Brief Reactive Psychosis:** The character seems fine normally, but traumatic experiences leave them delusional and incoherent for a short while. When the character suffers one or more mental injuries from an attack or hazard, this scar may take effect: the player gains a Fortune point, and the character is immediately defeated (though not dying), as they begin to hallucinate and speak incoherently.
- **Compulsive or Obsessive Rituals:** The character has a compulsion to carry out a particular activity or action repeatedly, and they become anxious if they are unable to do so — this may be washing of hands, prayer, checking their weapons, or similar. The activity is normally something routine and simple, and related to the source of the scar: the character is attempting to relieve some deep-seated anxiety or fear through preparedness. This scar is a mild inconvenience most of the time but during an action scene or other tense situation, this scar may take effect: the player gains a Fortune point and the character's compulsive action makes them ill-prepared to react quickly or spontaneously to changing circumstances, adding +2 to the difficulty of any skill test attempted when they *Keep the Initiative*.
- **Dissociative Identity Disorder:** When afflicted by this disorder, the character develops a secondary personality or several secondary personalities, which will overtake their primary personality during the current scene. The GM and player should discuss and agree which new identities and behaviours the character will exhibit before experiencing this disorder.
- **Epilepsy:** The character suffers from epilepsy, being seized by fits which cause them to lose control of their body and spasm frenetically. This may be in response to direct threats, or strong external trigger stimuli like strobing lights. The player loses control of their character for a number of rounds randomly determined by the GM.
- **Fainting:** The character is prone to sudden bouts of unconsciousness, often at the most inopportune moments and especially when under duress, direct threat or mental attack. The character receives a Fortune point but remains comatose for a random number of rounds.
- **Insomnia:** The character suffers from being unable to fall asleep, such that they can never get a good night's repose or seem to gain sufficient rest in the way that others can. Following a bout of insomnia, the character will suffer a temporary Fatigue penalty determined by the GM, which will last until they are able to rest properly again.

- **Hears Voices:** When overtaken by this mental scar, the character hears voices directing and focussing their actions, sometimes to their benefit, sometimes to their detriment. These voices may be familiar or completely unknown, but they will be compelling and believable to the character. The player and GM should discuss how this will play out during a scene and come to an agreement on the nature and direction of these voices. The player gains a Fortune point.
- **Mania:** The character suffers from brief bouts of this distracting mental illness and is suddenly overtaken by periods of great excitement or euphoria, delusional behaviour or hyperactivity. This might manifest as extreme enthusiasm for an idea, or it might mean fixation on a particular design or plan, or an urgent need to act in a particular way. Player and GM should discuss and agree the effects of the passing mania, which will be derived from the character's current situation or circumstance. The player gains a Fortune point.
- **Narcolepsy:** During social situations the character may suddenly fall asleep at inappropriate or inopportune moments and become impossible to wake until the next scene. This might happen also during a combat or action scene, but is more likely to occur during important social interactions. The player gains a Fortune point.
- **Object Fixation:** The character has developed a powerful obsession with a particular item in their possession, which brings them comfort. They can function normally while this item is with them — and they may seek to touch or grasp it during times of stress — but being deprived of the item causes considerable distress. If the character is deprived of the object, any skill test they attempt increases both difficulty and complication range by +2 until the item is returned to them; the player gains a Fortune point.
- **Paranoia:** The character comes to believe that others — even close friends and allies — are conspiring against them, often treating incidental or accidental events as intentional or deliberate. After the character suffers one or more complications, this scar may take effect: the player gains a Fortune point, and the character loses the ability to draw from, or add to, the group's Momentum pool for the remainder of the scene.
- **Psychosomatic Disorder:** The character has been deeply scarred by their experiences and is prone to temporary sensory afflictions, which are most likely to affect them whilst under duress. These might include temporary blindness, deafness, loss of touch, taste or smell, and these effects will often manifest themselves during tense or stressful action scenes, although the player will gain a Fortune point.
- **Phobia:** The character has developed an irrational fear of something — the GM should link this to something the character encountered in the adventure where they suffered the scar. When the character is confronted with the subject of their phobia, they must attempt to remove themselves from its presence as quickly as possible, and the player gains a Fortune point; if they fail to distance themselves from the subject of their phobia (or are unable to do so), they suffer 3 mental damage with the Drain and Piercing 1 damage effects.
- **Post-Traumatic Stress Disorder:** The character has been deeply affected by the experiences of combat, or by an encounter with a horrific entity and it leaves them feeling isolated, irritable or experiencing residual guilt. Characters may be become unsociable or withdrawn or act inappropriately during social encounters. During combat or action scenes they may become unfocussed or freeze on the spot, unable to act. Players and GMs should discuss and agree how this affliction will relate to the current scene, although the player will gain a Fortune point.
- **Tics or Tremors:** The character has developed a twitch, spasm, tremor, or other involuntary movement that becomes strongest during times of stress. This can also manifest as a verbal tic — involuntary sounds or speech. This can take effect during an action scene or other tense situation, adding +1 difficulty and complication range to a single skill test; the player then gains a Fortune point.
- **Violent Tendencies:** The character has been traumatised to such a degree that when seriously threatened, they may lash out blindly and indiscriminately. When seized by this affliction during combat, characters will attack those closest to them, friend and foe alike, as they unleash their unbridled anger. This effect will last for a random number of combat rounds until the character's fury is spent after which they will gain a Fortune point.
- **The Price of Magic:** The character had an injury healed through magical means, and it has taken a spiritual toll. The character may feel as if the magic which healed them also took something in return, and this nagging feeling of absence can lead to irrational behaviour, self-doubt, and mood swings.

Healing Scars

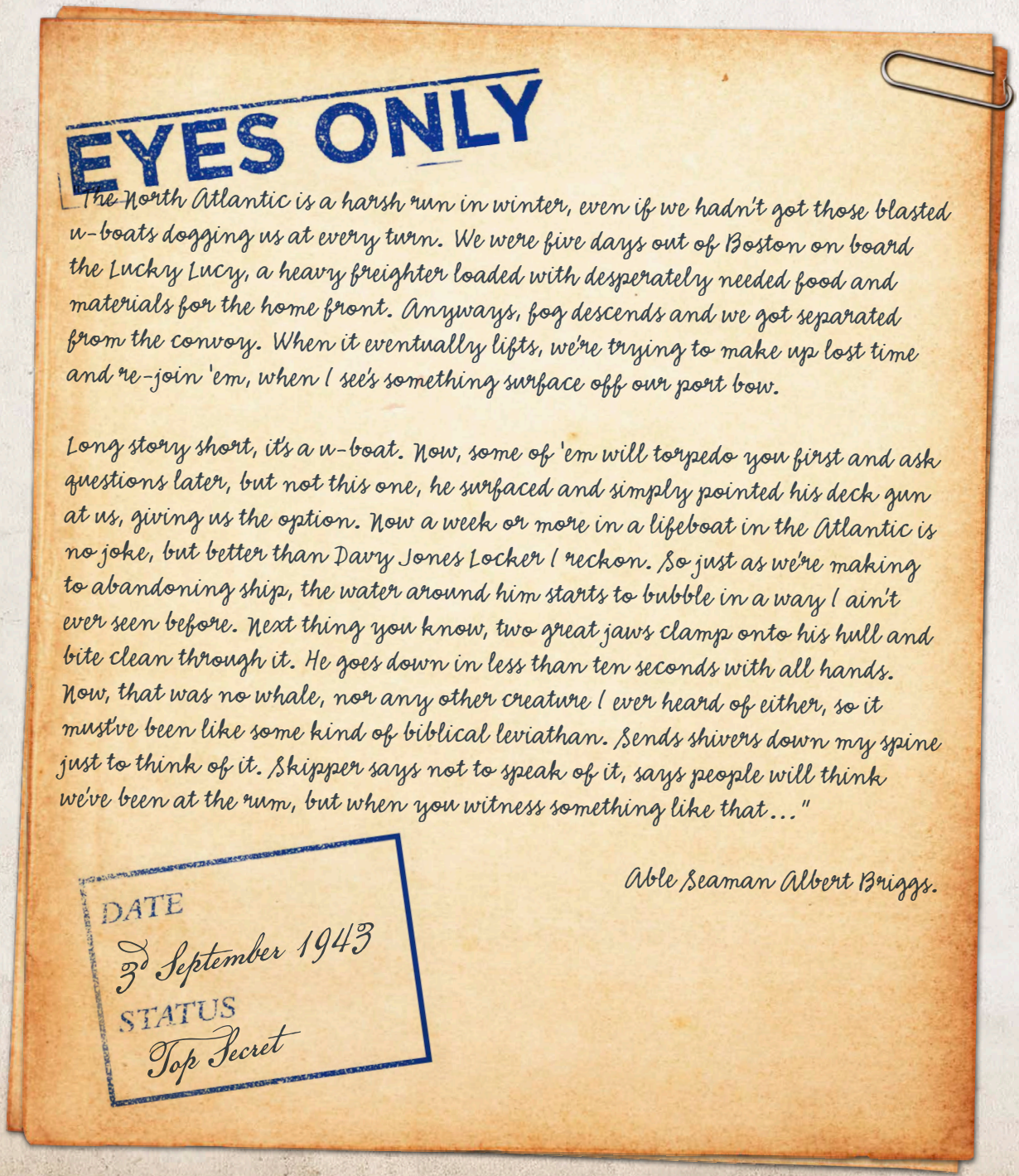
Scars are more permanent than injuries, or stress. They become an intrinsic part of your character, demonstrating past near misses or exposure to the cosmic horror of the Secret War. At your gamemaster's discretion you may be able to change your scar or remove its debilitating factors through therapy, whether that's physical or mental. This kind of therapy takes a very long time, and it won't be accomplished soon after the events that led to the trauma. How that therapy manifests, and how long it takes, is up to you and the gamemaster.

Fatigue

Some actions and environmental effects can affect endurance, from intense heat, extreme cold, thirst or starvation, abject despair, sleep deprivation, or overexertion. These problems, while not as severe as an injury, can still cause problems for you.

When you suffer **Fatigue**, you reduce your stress track by 1 for each point of fatigue suffered. If your maximum stress is reduced to 0 you are defeated — collapsing from exhaustion, despair, or deprivation. Reducing your maximum stress will also make it easier for a character to suffer injuries, as your stress track will fill up quicker, or become full, thanks to Fatigue.

A character can remove Fatigue with a **Brawn** or **Will** + **Resilience** test with a difficulty of 1, once they have removed themselves from any sources of Fatigue (for example, if you took Fatigue from sleep deprivation and starvation, getting a hot meal and a good night's sleep allows the character to try and remove that Fatigue). Success removes 1 point of Fatigue, plus 1 more for each point of Momentum spent.



Chapter 5

Heroes are Forged



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Chapter Five
Heroes are Forged

Your Country Needs You!

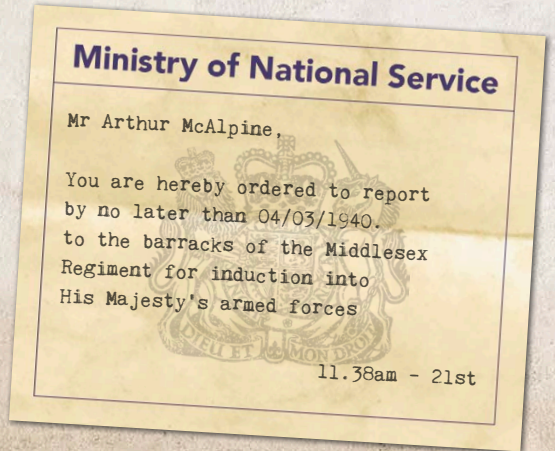
The Secret War needs audacious heroes to take the fight to the occult Nazi war machine of Black Sun, *Nachtwölfe* and their supernatural allies. These heroes are usually chosen from amongst the plucky individuals of Britain's Section M, the inexperienced but well-resourced agents of the United States' Majestic, or the many brave resistance fighters who defy the Nazi occupations of their homelands across Europe. All these heroes have been plucked from the frontlines of World War II and pitched into the dark struggle of the Secret War. In this chapter you'll learn what makes them tick and how to create your own character in the ongoing struggle against the Nazis and the Mythos.

Player Characters and NPCs

Characters are divided into two types:

- **Player Characters** (PCs) are the protagonists played by you. You decide how your Player Character will act in the scenes of the game.
- **Non-Player Characters** (NPCs) are controlled by the gamemaster, both allies, enemies, creatures and monsters. Non-player characters are described fully in *Chapter XX: Gamemastering*.

Many of the rules in this chapter apply equally to both Player Characters and NPCs and this chapter will frequently refer to "characters" meaning both PCs and NPCs.



WHO ARE YOU?

Achtung! Cthulhu supports a huge variety of character types, so when starting it's a good idea to think of the type of character you'll enjoy playing.

Characters are defined by their **attributes**, **skills** and **focuses**, these numerical values and descriptions are your character's basic building blocks.

What makes your character unique is a combination of their **archetype** (profession or role within the group), **background** (personal history) and **characteristic** (distinctive features which make them stand out from the crowd).

A useful first step is often to simply ask 'who am I?'

- Are you an all-action Allied hero, talking with your fists and ready to mete out some searing vengeance on those Black Sun villains? Sounds like the **Soldier archetype** might be your cup of tea.
- Do you want to be the best at fixing things, modifying equipment, and getting the job done with the best gear? Then perhaps the **Engineer background** would be your bag?
- Perhaps you enjoy deep roleplaying and want to tell the story of a conscientious objector, promoting peace but caught up in a cosmic war? You could choose the **Conscientious Objector characteristic**.

There's plenty of variety and diversity within each combination of archetype, background, and characteristic, and if you're not sure what you'd like to play, try creating a few different characters and see what appeals the most. If nothing else, it will familiarise you with the character creation process.

If you're creating characters as part of a group, try creating a range of different heroes. Many challenges await in the Secret War, and the group who is able to call on a wide variety of skills and experiences is usually best equipped to tackle them.

Character Creation Overview

Creating your character is a multi-stage process so it's a good idea to get a quick overview of how to build your hero. Take a look at the example character sheet shown on (p.XX) and how the steps shown below affect the values in each section of your character sheet. Don't worry, there'll be plenty of examples to show you how it's done at every step.

STEP 1: STARTING ATTRIBUTES (P.XX)

Start by taking a quick look at the example character sheet (p.XX). Your attributes of **Agility**, **Brawn**, **Coordination**, **Insight**, **Reason**, and **Will** all start at 6. Check out the various skills and focuses to get an overall picture of what makes up a character. At the moment this is just a blank page but don't worry you'll soon start filling it!

STEP 2: CHOOSE ARCHETYPE (P.XX)

Here's your first major decision — are you a **Boffin**, **Commander**, **Con Artist**, **Grease Monkey**, **Investigator**, **Infiltrator**, **Occultist**, or **Soldier**? Make your choice and then apply the bonuses it grants!

- Add Archetype **Attributes**
- Add Archetype **Skills**
- Choose 2 Skill **Focuses**
- Choose an Archetype **Talent**
- Add Archetype **Belongings** or **Contacts** (if applicable)

STEP 3: NATIONALITY (P.XX)

Where are you from? An important facet of creating your character, this will provide you with a key part of your backstory. Choose from a standard or expanded list of nationalities.

- Note down a **Nationality** and **Major Language** as truths.

STEP 4: BACKGROUND (P.XX)

What's your personal story? Start to flesh out your character by deciding who they are and how they have become involved in the Secret War. Select from over 20 careers including **Academic**, **Criminal**, **Entertainer**, **Politician** or **Spiritual Leader**, as well as more conventional roles in the **Army**, **Navy** or **Air Force**.

- Choose a **Background**
- Add your Background **Attributes**
- Add your Background **Skills**
- Choose 2 Background **Focuses**
- Choose Background **Talents**
- Add a Background **Truth**
- Add any Background **Belongings** or **Contacts** (if applicable)

STEP 5: CHARACTERISTIC (P.XX)

The heroes of the Secret War are exceptional individuals marked by destiny and their characteristic is what makes them distinct, unusual, or extraordinary in some way. Are you a **Bookworm** or a **Dreamwalker**, were you an **Experimental Subject** or do you have a **Criminal Background**? This section will add even more depth and flavour to your hero!

- Add Characteristic **Attributes**
- Add Characteristic **Skills**
- Choose a Characteristic **Talent**
- Add a Characteristic **Truth**
- Add Characteristic **Belongings** or **Contacts** (if applicable)

STEP 6: FINISHING TOUCHES (P.XX)

With your character almost complete, in this section you'll do some final checks and balances, while adding in applicable bonuses, noting down Armour and Courage resistance, and finally deciding on your character's name, personality and appearance to bring your living breathing hero to life!

- Final Checks
- Choose Spellcaster **Method** or **Tradition** (Spellcaster keyword Talent only) if applicable.
- Select **Bonus Languages** (if applicable).
- Calculate **Stress** Track (Brawn + Resilience or Will + Resilience, whichever is higher).
- Calculate **Armour Resistance** (based on your Brawn)
- Calculate **Courage Resistance** (based on your Will)
- Check **Bonus Damage** Dice Bonus:
  - Melee Attacks (Brawn)
  - Ranged Attacks (Insight)
  - Magical and Mental Attacks (Will).
- Choose your **Name.**
- Decide on your character's **Personality.**
- Explore your character's **Appearance**.

ACHTUNG! Cthulhu® CHARACTER RECORD SHEET 2d20™

Name (6)

Nationality (3)

Rank

Archetype (2)

Background (4)

Characteristic (5)

Personal Truths & Scars

Stress (6)

Courage (6)

Armour (6)

Fortune

Injuries

Languages (6)

(1)

Attribute	AGILITY	BRAWN	COORDINATION	INSIGHT	REASON	WILL
RATING						
BONUS DAMAGE						

Skills	RANKS	FOCUSES
ACADEMIA		Art, Cryptography, Finance, History, Linguistics, Occultism, Science
ATHLETICS		Climbing, Lifting, Physical Training, Running, Swimming, Throwing
ENGINEERING		Architecture, Combat Engineering, Electronics, Explosives, Mechanical Engineering
FIGHTING		Close Quarters, Handguns, Hand-to-Hand, Heavy Weapons, Melee Weapons, Rifles, Threat Awareness, Exotic
MEDICINE		First Aid, Infectious Diseases, Pharmacology, Psychiatry, Surgery, Toxicology
OBSERVATION		Hearing, Instincts, Sight, Smell and Taste
PERSUASION		Charm, Innuendo, Intimidation, Negotiation, Rhetoric, Deceive, Invocation
RESILIENCE		Fortitude, Discipline, Immunity
STEALTH		Camouflage, Disguise, Rural Stealth, Urban Stealth
SURVIVAL		Animal Handling, Foraging, Hunting, Mysticism, Orienteering, Tracking
TACTICS		Air Force, Army, Covert Operations, Leadership, Navy, Technical Projects
VEHICLES		Cars, Motorcycles, Heavy Vehicles, Tanks, Aircraft, Watercraft

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1. Starting Attributes
2. Choose Archetype
3. Nationality
4. Background
5. Characteristic
6. Finishing Touches

The Building Blocks of Your Character

If you're new to roleplaying, or the world of ***Achtung! Cthulhu***, before you plunge headlong into creating your first character, you might like to acquaint yourself with what the various attributes, skills and focuses mean and what they do within the game. This section also gives an overview of other key character concepts like **Talents**, **Stress**, **Fortune points**, and all the additional information that goes into creating your ***Achtung! Cthulhu*** hero.

Although it's not strictly essential to know every single detail, this will give you a better understanding of the building blocks which form your character and allow you to shape them in more detail when you're choosing who to play. If you're an experienced roleplayer and want to skip this section, simply head straight to Character Creation on p.XX and get started, but even veteran players may benefit from understanding these core concepts.

ATTRIBUTES

The initial building blocks of your character are their **attributes**, and each character in ***Achtung! Cthulhu*** is defined by six attributes: **Agility**, **Brawn**, **Coordination**, **Insight**, **Reason** and **Will**, which describe their physical and mental abilities. Attributes make up one part of your target number during a skill test.

Agility

Agility is a mixture of speed, balance, and muscle memory, and is responsible for a character's movement and dexterity. An agile character is quick, moving with certainty and precision.

- Agility is used to navigate difficult terrain and move swiftly or silently.

Brawn

Brawn is the character's physical fitness and endurance. A brawny character is strong and hardy.

- Brawn is used to make melee attacks.
- Brawn adds bonus challenge dice (☠) to melee attacks.
- It is used to determine a character's maximum stress.
- It provides your character with Armour resistance.

Coordination

Coordination is a measure of your fine motor skills, accuracy, and sense of timing. Coordinated characters are good shots, good drivers and pilots, and excel at sleight of hand and other delicate, precise tasks.

- Coordination is used to make ranged attacks.

Insight

Insight is your perception, instincts, and your ability to comprehend the world around you. Insightful characters are observant and shrewd, have 'street smarts' and wisdom.

- Insight adds bonus challenge dice (☠) to ranged attacks.
- Some magic users use Insight when casting spells.

Reason

Reason is the ability to apply logic, intellect, and learned facts to a situation. Characters who have high reasoning skills tend to be lucid, rational or contemplative, and driven by a need to learn or understand.

- Some magic users use Reason when casting spells.

Will

Will is your sense of self, mental strength, and sense of self-discipline. Wilful characters tend to be single-minded, stubborn, and have forceful personalities.

- Some magic users use Will when casting spells
- It is used to determine a character's maximum stress.
- It provides your character with Courage resistance.

ATTRIBUTE RATINGS

Each attribute has a rating with higher numbers reflecting greater ability. For player characters, these attributes range from **6** to **12**, with 8 representing the average. Some characters and creatures may have attributes higher or lower than this, and special abilities may increase their capabilities further.

SKILLS

Each character is trained in several **skills**, rated from 0 to 5. A skill rating of 0 represents a complete lack of training, while a skill rating of 5 represents mastery of that discipline, with the character being amongst the best in the world in that field.

During a skill test you can combine a skill and attribute to make your **target number**. You might use **Reason** + **Engineering** to tackle a mechanical problem with learned knowledge, or **Brawn** + **Engineering** to know just where to thump it to get a machine working again. **Coordination** + **Stealth** might be used together to sneak past a guard, but **Insight** + **Stealth** will tell you the best time to move.

Focuses

Skills are broad, covering several fields of expertise within one discipline. **Focuses** allow a character to specialise, and each skill has several possible focuses that a character can learn. Focuses increase the chances of the character critically succeeding on a skill test (p.XX). If you have a focus such as Handguns 3, any roll of 3 or under earns two successes.

Academia

This skill covers your character's education and accumulated knowledge, as well as their ability to research unfamiliar subjects. Academia is most useful when trying to study new information or recall facts about a subject.

Focuses:

- **Art** — covers knowledge of individual pieces of art, the study of different artistic techniques and schools of thought, the history of art within different cultures, and its influences upon those cultures.
- **Cryptography** — covers knowledge of codes and ciphers, both how to create them and how to break them.
- **Finance** — covers knowledge of trade and banking, both contemporary and historically, and of the influence of money on politics and culture.
- **History** — covers a knowledge of historical events, and the forces and individuals that drove those events, as well as different historical perspectives.
- **Linguistics** — a study of languages in their current form, as well as historical and dead languages, and the ways that language changes over time.
- **Occultism** — a study of supernatural and occult phenomena, practices, creatures, and traditions.
- **Science** — the scientific method and the various disciplines associated with science, from mathematics, to physics, chemistry, and biology, it also includes more detailed and specific fields of study within these branches.

Athletics

This skill covers your character's physical conditioning, and athletic ability. Athletics also covers a character's attempts to move with haste.

Focuses:

- **Climbing** — covers scaling sheer surfaces such as walls or cliffs, as well as mountaineering.
- **Swimming** — covers swimming unaided and diving with a breathing apparatus.
- **Running** — covers short-distance sprinting and long-distance endurance running.
- **Physical Training** — covers how to train oneself and others.
- **Throwing** — covers throwing objects from Olympic-style shot putt, javelin, and hammer-throw, to the use of grenades and knives.
- **Lifting** — covers lifting and moving heavy objects with the conditioning necessary to make such efforts more effective.

Engineering

This skill encompasses your character's technical and mechanical expertise, with an emphasis on practical applications: designing, building, and repairing devices, machines, and structures, as well as operating complex or untested equipment, and determining how to disable or destroy unfamiliar machines. There's a degree of overlap between Engineering and Vehicles, but Engineering focuses on the mechanics of a vehicle.

Focuses:

- **Architecture** — covers an understanding of how buildings are designed and constructed, their internal and external structure and how their mass is supported and distributed.
- **Combat Engineering** — covers work done to support or hinder troop movements, including the construction and demolition of roads, trenches, fortifications, and other military infrastructure.
- **Electronics** — covers an understanding of how electronic devices work, how they are assembled, what can go wrong with them, and how to construct, modify, and repair them. Electronics known as "radio electronics" is a relatively new development in World War II, with technologies like radar, sonar, communications and even the first tentative steps into computing, developing significantly as the war progresses.
- **Explosives** — covers an understanding of explosive substances and the purposes they are most suited for, as well as a knowledge of how to employ them effectively, including how to create and defuse bombs and mines.
- **Mechanical Engineering** — covers an understanding of mechanical devices, how they operate, how they can fail, and how to construct and repair them. This focus can be applied to all fighting vehicles like tanks, planes, boats and other support craft.

Fighting

This skill covers your character's ability to fight and defend themselves against attacks, a combination of learned techniques, physical conditioning, and instinct. It is used to make attacks, judge threatening situations, and covers a practical understanding of weaponry and combat styles.

Focuses:

- **Hand-to-Hand Combat** — covers unarmed combat by striking and grabbing opponents, and may represent training in a martial art like boxing or judo.
- **Melee Weapons** — covers fighting with a melee weapon, such as a knife or bayonet, or more archaic weapons like swords or spears.
- **Handguns** — covers the use of sidearms, revolvers and semi-automatic and machine pistols.
- **Close Quarters** — covers the use of shotguns and sub-machine guns, and similar weapons designed for use at close range or within tight confines like trenches or buildings.
- **Rifles** — covers the use of rifles, carbines, and other firearms for use at Medium and longer ranges.
- **Heavy Weapons** — covers the use of machine guns, flamethrowers, anti-tank weapons, and mortars, as well as vehicle-mounted weapons.
- **Threat Awareness** — covers readiness and detecting danger and the ability to avoid attacks or ambushes.
- **Exotic** — covers weird or experimental weaponry and the ability to figure out how an unfamiliar weapon should be operated without risk.

Medicine

This skill covers the treatment of physical and mental injuries, and the diagnosis and cure of poisons and diseases. It can also be used to perform autopsies to determine the cause of a person's death.

Focuses:

- **First Aid** — covers emergency medical attention to stabilise a patient and keep them alive until they can receive proper medical care.
- **Infectious Diseases** — covers an understanding of diseases, their causes, the way they spread, their symptoms, and the ways that they can be treated.
- **Pharmacology** — covers an understanding of medication, both its uses in treatment, and its side effects.
- **Psychiatry** — covers the study and treatment of mental illness.
- **Surgery** — covers surgical, instrumental, and operative medical procedures which require cutting into a patient, extraction of tissue or foreign objects, or manually closing wounds.
- **Toxicology** — covers the study of toxic substances (poison, venom, and other foreign substances) and their effect upon the body, as well as the means to neutralise or expel them.

Observation

This skill covers your character's awareness and ability to discern information from their surroundings. It describes how observant and astute they are, how quickly they pick out important details and make use of them, as well as their ability to ignore distractions.

Observation overlaps with many other skills, and often runs parallel to Academia, as both are about gaining information, albeit in different ways.

Focuses:

- **Hearing** — covers auditory perception, distinguishing between different sounds, and the ability to discern information from them (such as being able to pick up a faint accent in someone's voice). This focus is a great asset for radio operators, code breakers and communication specialists.
- **Instincts** — covers the "sixth sense" or "gut feelings" made from observations, and other extra-sensory perceptions that you may not be able to describe the source of. Instincts are unlikely to provide detailed information, but a hunch or general feeling about a situation.
- **Sight** — covers visual perception, providing greater sensitivity when visibility is poor, an ability to reliably pick out details at a distance, and a greater ability to spot small variations or brief movement. Spotters, navigators and bombardiers are particularly well suited to utilising this focus.
- **Smell and Taste** — covers the ability to detect and discern information from scents and tastes; this is not a commonplace focus for humans, as humans don't have especially sensitive senses of smell, though it is valuable focus for poisoners, doctors or sommeliers.

Persuasion

This skill encompasses your character's ability to influence others, through a mixture of speech and body language. It also allows you to spot when others are attempting to use these techniques—it often takes a liar to spot a liar.

Focuses:

- **Charm** — methods of manipulating others through natural charisma and magnetism.
- **Innuendo** — the art of conveying meaning indirectly.
- **Intimidation** — inspiring fear, doubt, or hesitation or leveraging a person's weaknesses against them.
- **Negotiation** — reaching agreement through conversation, possibly involving trade or payment.

- **Rhetoric** — using language in public speaking or a formal debate, to inform, persuade, motivate or convince others.
- **Deceive** — methods of manipulating others to believe something that is untrue.
- **Invocation** — unusual and esoteric methods of communicating with paranormal entities which is not usually open to the average person.

Resilience

This skill encompasses your character's ability to resist and recover from physical and mental debilities — from injury, pain, and fatigue and mental distress. This also includes withstanding the effects of poisons, diseases, and magical effects. You may use Resilience to try and resist effects before they happen, or to recover from lasting effects already succumbed to. While Medicine overlaps with Resilience in a few ways, Resilience is more concerned with an individual's inherent toughness.

Resilience is used to calculate a character's maximum stress, along with the higher of Brawn or Will.

Focuses:

- **Fortitude** — represents the hardiness and endurance of the body, and its ability to resist and recover from fatigue, pain, and injury.
- **Discipline** — represents the character's durability and self-control, and their ability to resist and recover from confusion and fear or supernatural effects that afflict the mind.
- **Immunity** — represents a character's natural ability to resist diseases or toxins, and their ability to recover from those effects.

Stealth

This skill encompasses your character's ability to pass undetected, from moving quietly, to using darkness, cover and concealment to remain unseen. It also covers your ability to use disguises, hide in plain sight, or use camouflage to conceal yourself and others.

Focuses:

- **Disguise** — covers the use of make-up, clothing, props, and appropriate body language to assume the guise of another person.
- **Camouflage** — covers the use of materials to cover a person, object, or location, hiding it from sight.
- **Urban Stealth** — covers techniques for moving silently and remaining unseen in urban environments.
- **Rural Stealth** — covers techniques for moving silently and remaining unseen in rural environments.

Survival

This skill expresses your character's ability to survive inhospitable conditions, including extremes of temperature and weather, dangerous plants and animals — as well as finding sufficient food and water, and creating a fire and a shelter. It also covers the ability to track animals (and enemies), as well as communicating with and training animals.

Focuses:

- **Animal Handling** — covers knowledge about a range of different animals, how they behave, how to act around them, as well as how to train and command them.
- **Foraging** — covers the skill of gathering food from the local environment, being able to identify edible flora, and safely recognising natural toxins.
- **Hunting** — covers the ability to stalk, catch, and kill animal prey, and the knowledge of preparing game.
- **Mysticism** — covers knowledge of the rites and practices performed by ancient spiritual leaders (and their modern descendants) to commune with their gods and spirits, and how they can be combatted or withstood.
- **Orienteering** — covers the skill of navigating over distance, maintaining a direction, planning a route, and the physical demands of hiking.
- **Tracking** — covers the practice of identifying the tracks of a specific animal, person, or group, and following them. It also covers the ability to determine information about them, such as direction, how many there were, their physical state, speed, and other characteristics.

Tactics

This skill deals with your character's ability to perceive and evaluate a combat situation and devise an appropriate plan. This not only covers military strategy and tactics, but also team dynamics and leadership, or organising a group of scientists or engineers.

Focuses:

- **Air Force** — covers training in fighter and bomber tactics, such as dogfighting, formation flying and navigation, as well as aerial military strategy.
- **Army** — covers familiarity with military strategy and tactics for infantry, as well as mechanized ground warfare.
- **Covert Operations** — covers organising a team to operate quietly and efficiently behind enemy lines.
- **Leadership** — covers the command and leading of others, giving clear orders, and maintaining morale.
- **Navy** — covers naval strategy and tactics, from shallow to deep water, and single boat actions to major fleet engagements.
- **Technical Projects** — covers an understanding of how to divide work and manage team members on a large scientific, engineering, or academic project.

Vehicles

This skill covers the operation and maintenance of vehicles of all kinds. A character skilled in Vehicles is knowledgeable about how they function, what makes them fail, and how to maintain and repair them, as well as how to operate them. This overlaps with Engineering with regards to vehicles specifically, and a character driving a vehicle uses Vehicles instead of Athletics to avoid or overcome obstacles such as terrain features.

Focuses:

- **Cars** — covers the operation of civilian and military four-wheeled motor vehicles, up to and including small trucks.
- **Motorcycles** — covers the operation of civilian and military two- and three-wheeled motor vehicles.
- **Heavy Vehicles** — covers the operation of heavy-duty civilian and military vehicles, including heavy trucks, half-tracks, and similar vehicles.
- **Tanks** — covers the operation of tanks of all sizes.
- **Aircraft** — covers the operation of civilian and military aircraft, both single-engine and multi-engine, propeller-driven planes. Towards the end of the conflict, it also encompasses newer jet engine planes and technology.
- **Watercraft** — covers the operation of civilian and military boats, submarines, and ships.

TRUTHS AND SCARS

Characters have **truths** (see p.XX) that define key elements of their personality or physicality — a single word or short phrase that describes a fundamental aspect of who they are. These truths are used in the same way as any other: making a skill test easier or harder, or making something possible or impossible for them.

Your character may occasionally gain additional truths during play. This may be the result of an injury they sustained, or the impact of a harrowing experience, called **scars**, or the gamemaster may decide to give you, or change, a truth because of your actions. There is no fixed number of truths a character can have, though from character creation a character will have at least two, one of which reflects the character's background. For more on truths, see Truths, p.XXX.

TALENTS

A character is more than the sum of their parts, and attributes, skills, and focuses alone do not give a full picture of what they are capable of. These larger-than-life heroes also have heroic edges called **talents**.

Talents are additional benefits that a character possesses, taking the form of a mechanical bonus—rerolls, bonus Momentum, or rule exceptions — that apply within a set of circumstances.

The full list of talents can be found on p.XXX.

FORTUNE

You are marked out by destiny for greatness, and **Fortune** points represent your character's good luck or fate, allowing you to seize the moment and reverse unfortunate rolls or drastically improve your odds of success. You can use them to generate automatic successes on skill tests, reroll dice, and change the truths of a scene.

All characters begin each game session with 3 Fortune points and can earn more of them through bold, selfless actions. Fortune points are renewed at the start of each adventure, and you can find out more about them on p.XXX.

EQUIPMENT

Your character will be supplied with equipment in accordance with their background and organisation. During wartime, military personnel are fed, watered, and equipped, so you've no need to worry about your character's basic upkeep and living expenses. You can also requisition equipment at the beginning of missions, or even during them, if you have the support of an organisation or contact.

For a full list of equipment, see *Chapter 7: Tools of the Trade*, p.XX.

LANGUAGES

Your character will know at least one language, based on their nationality, and may know more due to their background, Reason score or Linguistics focus. Being able to speak another language helps communicate and negotiate with those who do not speak your native tongue, and this knowledge is imperative when operating effectively in different theatres of war.

STRESS

You can endure **stress** before you start sustaining injuries, which can be either mental or physical. A character's stress is the total of:

- **Brawn** + **Resilience** or **Will** + **Resilience**, whichever is higher.

INJURIES

You can sustain 3 injuries before being taken out of the fight in an action scene. These can be a mix of mental and physical injuries, and if the combined total is 3, you are defeated. If you have more physical injuries than mental, you are also dying.

Character Creation

To play ***Achtung! Cthulhu***, you first need to create your character. World War II brings people together from all nations and walks of life, giving you plenty of freedom to choose where your character comes from, what they were doing when the war broke out, and what they plan to do to combat the growing evil of the Black Sun and *Nachtwölfe*.

STEP 1: STARTING ATTRIBUTES

At the start of character creation:

- Your Attributes of Agility, Brawn, Coordination, Insight, Reason, Will all begin with a rating of 6.
- Skills start with a rating of 0.

Attributes can be raised to a maximum of 12, while skills can be raised to a maximum of 5.

At each stage of the creation process, you will select one of the options available, apply its benefits and bonuses and see your character begin to grow and take shape. While some combinations may seem obvious — like a Boffin with a Scientist background — there are no restrictions, and unorthodox choices may make for a more interesting and memorable character.

At this point, you should have a blank character sheet handy. These are presented on p.XX and are also downloadable at XXX. It's a good idea to use a pencil when writing down information and taking notes during character creation, as the values for attributes and skills are likely to change during the process.

Example Character: Sarah "Roo" Walker

Our player, Molly, sits down to make her first character, and grabs a pencil and eraser, a blank character sheet, and a bit of scrap paper for notes. Her first stop is **Step 1: Starting Attributes** to get a basic understanding of **attributes**, **skills**, and **focuses** (p.XX), but it's also where she can think about what character concept she wants to play. In this example, Molly wants to create a combat-focused, front-line warrior adept at all forms of fighting, who is tough as nails, and ready to smite Black Sun and Nachtwölfe wherever she can find them.

Molly notes her attributes all start at 6 and leaves her skills blank as they all start at 0.

Attribute	AGILITY	BRAWN	COORDINATION	INSIGHT	REASON	WILL
RATING	6	6	6	6	6	6
BONUS DAMAGE						

STEP 2: ARCHETYPE

Select your character's **archetype,** their main role within a group. A character's archetype describes their field of expertise and the job they are called upon to perform out in the field and back at base.

There are eight archetypes in total: **Boffin**, **Commander**, **Con Artist**, **Grease Monkey, Investigator**, **Infiltrator**, **Occultist,** and **Soldier**. Read about each and then select one of these archetypes or roll a random one on the table below, and apply the bonuses listed for that archetype. These are the most common roles within the Secret War's organisations, and each one provides a distinct set of abilities, but don't worry about playing a stereotypical archetype, you'll be able to add more depth, flexibility and variety through your background and characteristic choices.

Choose an archetype from the list below or roll randomly and then apply its benefits.

Random Archetypes

D20 ROLL	ARCHETYPE	PAGE
1-2	Boffin	XX
3-5	Commander	XX
6-7	Con Artist	XX
8-9	Grease Monkey	XX
10-11	Infiltrator	XX
12-13	Investigator	XX
14-17	Occultist	XX
18-20	Soldier	XX



Example Character: Sarah "Roo" Walker

Molly's first major choice is **Step 2: Archetype**, the role she'll play most often within her team, and based on her starting concept she immediately selects **Soldier**. She's in the army now, and ready for orders!

Archetype	Background	Characteristic
SOLDIER		

Personal Truths & Scars

Molly adds 1 to her Agility, 2 to her Brawn, 2 to her Coordination, and 1 to her Insight attributes. She adds 1 to her Athletics, 2 to Fighting, 1 to Observation, 2 to Resilience, 2 to Survival, and 1 to her Tactics skills. She can choose 2 focuses from Fighting, Resilience, and Survival, so she chooses Close Quarters from the Fighting skill, which covers the use of shotguns and sub-machine guns, and Fortitude from the Resilience skill to improve her hardiness, allowing her character to tough it out with the best of them!

Attribute	AGILITY	BRAWN	COORDINATION	INSIGHT	REASON	WILL
RATING	7	8	8	7	6	6
BONUS DAMAGE						

Skills	RANKS	FOCUSES
ACADEMIA		Art, Cryptography, Finance, History, Linguistics, Occultism, Science
ATHLETICS	1	Climbing, Lifting, Physical Training, Running, Swimming, Throwing
ENGINEERING		Architecture, Combat Engineering, Electronics, Explosives, Mechanical Engineering
FIGHTING	2	(Close Quarters) Handguns, Hand-to-Hand, Heavy Weapons, Melee Weapons, Rifles, Threat Awareness, Exotic
MEDICINE		First Aid, Infectious Diseases, Pharmacology, Psychiatry, Surgery, Toxicology
OBSERVATION	1	Hearing, Instincts, Sight, Smell and Taste
PERSUASION		Charm, Innuendo, Intimidation, Negotiation, Rhetoric, Deceive, Invocation
RESILIENCE	2	(Fortitude) Discipline, Immunity
STEALTH		Camouflage, Disguise, Rural Stealth, Urban Stealth
SURVIVAL	2	Animal Handling, Foraging, Hunting, Mysticism, Orienteering, Tracking
TACTICS	1	Air Force, Army, Covert Operations, Leadership, Navy, Technical Projects
VEHICLES		Cars, Motorcycles, Heavy Vehicles, Tanks, Aircraft, Watercraft

From the three talents on offer, Army of One sounds the best fit, making her character deadly with a vast array of weapons and giving her extra weapon effects like Drain, Piercing, or Stun when she attacks. Finally, the Soldier archetype gives her character two weapons, a pistol and one other weapon with a restriction of 3 or less, so she chooses a Winchester M12 Shotgun and an Enfield No. 2 Service Revolver from Tools of the Trade p.XX, preparing herself for up-close and personal firefights.

Weapons

NAME	FOCUS	RANGE	DAMAGE	SALVO	SIZE	QUALITIES
WINCHESTER M12 SHOTGUN	Close Quarters	Close	5	Vicious	Major	Reliable, Inaccurate
ENFIELD NO. 2 SERVICE REVOLVER	Handguns	Close	4	Vicious	Minor	Close Quarters, Reliable

Biography

Talents

NAME	KEYWORDS	EFFECT
ARMY OF ONE	FIGHTING	When you attempt an attack, you may spend 2 Momentum to add Drain, Piercing, or Stun. Only one damage effect may be added to an attack in this way.

Contacts

Many of the choices available during character creation provide a player character with the option to make **contacts**. The gamemaster should work with the player to define who a character's contacts are.

A contact is a specific kind of non-player character whom the player character knows. Each contact is an individual, group of people, or organisation, associated with a single skill or a focus, representing their profession, area of expertise, and network of influence.

A player character may call upon each of their contacts — face-to-face, by mail, by telephone, or through some other means of communication — once per adventure to request information or access to resources. A contact is always favourably inclined towards the player character, and will make every reasonable effort to help, but the form this help takes will depend on the circumstances the player characters are in.

Contacts can normally provide one of the following forms of assistance:

- Access to a workshop or similar work space, such as a library or laboratory. A contact may have such a space themselves, or belong to a group with access to such resources.
- Rare or specialised information. Calling upon a contact is equivalent to spending three Momentum to *Obtain Information*, and if they don't know the answer they may be able to suggest someone who does or where it can be found.
- Access to scarce or specialised resources, such as military equipment, explosives, a vehicle or safehouse. Again, the contact may have these resources personally, or they have a colleague or contact of their own who can provide such resources.

The gamemaster may also have a player character's contacts call upon the PCs, to ask them for favours or to provide vital information. A request from a contact is often the stuff adventures are made of...

"It's not what you know, it's who you know that makes all the difference. Contacts, connections, knowing the right person to turn to, that's the foundation of any successful career."

Boffin

A boffin knows how things work. They have vast technical and practical knowledge, and the knack for putting that knowledge into use. If a Boffin doesn't know something, they can probably figure it out with a bit of trial and error, and they're not afraid to get their hands dirty.

ATTRIBUTES

- Brawn +1
- Coordination +2
- Insight +1
- Reason +2

SKILLS

- Academia +1
- Engineering +2
- Medicine +2
- Observation +1
- Stealth +1
- Vehicles +2

FOCUSES

Choose any 2 focuses from the Engineering, Medicine, and Vehicles skills (p.XX).

TALENTS

Choose 1 talent from the list below.

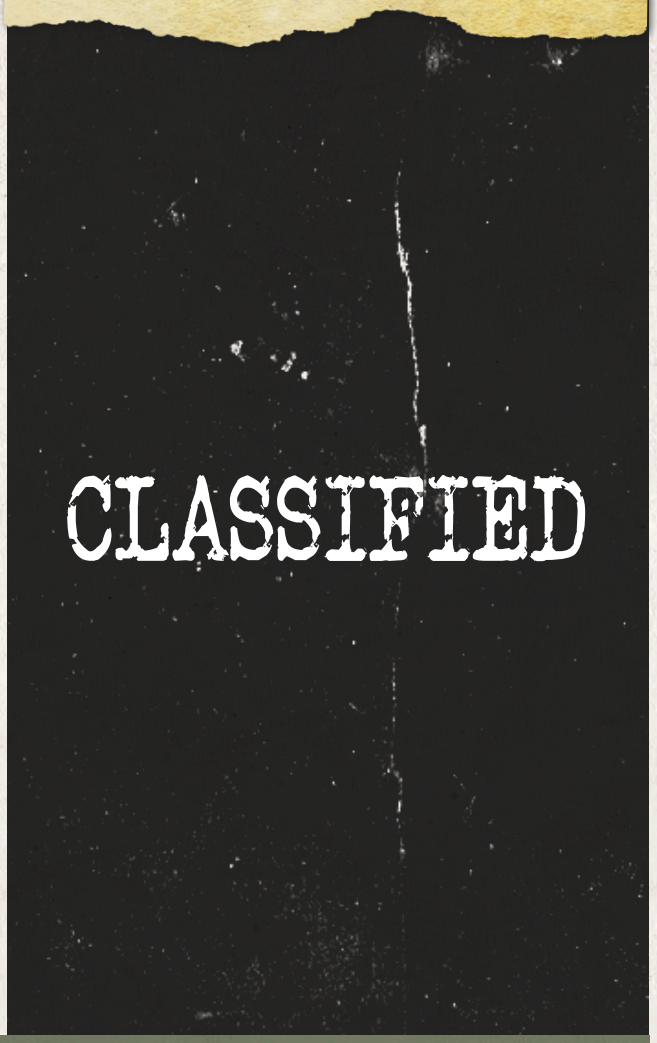
EQUIPMENT

Choose two set of tools, two contacts, or one set of tools and a contact: Mechanic's tools or a contact (mechanic)

- Mechanic's tools or a contact (mechanic)
- Electrician's tools or a contact (electrician)
- Demolition kit or a contact (demolitions)
- Medic's bag or a contact (medicine)

PLAY A BOFFIN IF YOU WANT TO...

- Be the smartest one in the group.
- Have an answer for everything.
- Breaks codes, disable tanks, and outsmart the Nazis!



Talents

PROTOTYPE

Keywords: Boffin, Engineering

You can construct unusual and experimental devices with a difficulty 2 **Engineering** skill test. When you do, select a talent from the *Talents* section (p.XXX), and apply its benefit to the device. Anyone using the device can apply that talent to their skill tests. After the device is used, roll 1, plus one additional for each use before this one; if an effect is rolled the device stops working and cannot be repaired.

LIFESAVER

Keywords: Boffin, Fortune, Medicine

You can bring people back from the brink of death. You reduce the difficulty of any Medicine skill test made to stabilise a dying character or revive a character by 1. You may also attempt to save the life of a character who died during the current scene. You must spend 1 Fortune and make a **Coordination + Medicine** test with a difficulty of 3; if successful, the character is defeated, rather than dead.

PUSH THE LIMITS

Keywords: Boffin, Vehicles

Your knowledge of vehicles allows you to push their power to its limits. If you can reach the engine of the vehicle, you can make a **Coordination + Vehicles** skill test with a difficulty of 3. If successful the vehicle's Speed increases by 1, or the vehicle may count its Scale as 1 lower for the purposes of terrain and manoeuvring. However, these adjustments can make the vehicle unreliable—any skill test made to operate the vehicle increases its complication range by 1. The benefits of this talent end at the end of the scene.

Commander

Bullets, bayonets, and bombs are only of so much use in themselves… they need to be deployed in the right place at the right time to win battles. A Commander is a master at this, able to see the bigger picture and marshal the troops and resources at their disposal so that everyone can do their job with maximum efficiency.

ATTRIBUTES

- Coordination +2
- Insight +1
- Reason +2
- Will +1

SKILLS

- Academia +1
- Fighting +2
- Persuasion +1
- Survival +2
- Stealth +1
- Tactics +2

FOCUSES

Choose any 2 focuses from the Fighting, Survival, and Tactics skills (p.XX).

TALENTS

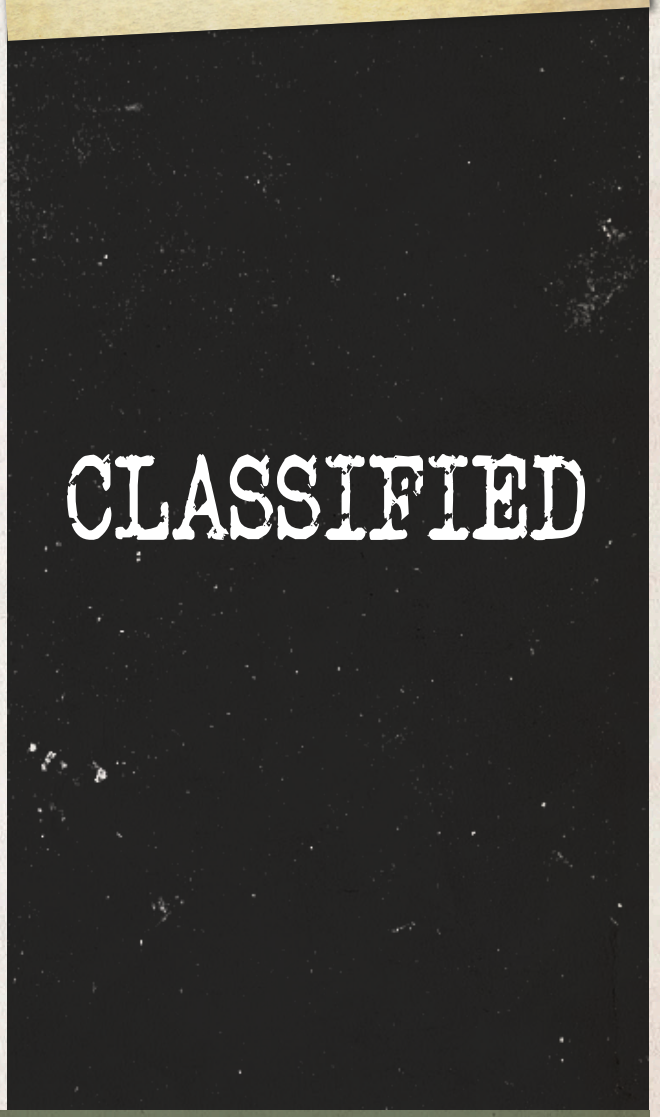
Choose 1 talent from the list below.

BELONGINGS

At the start of each adventure, you may requisition one item up to Restriction 2 for free.

PLAY A COMMANDER IF YOU WANT TO...

- Be the leader of the group.
- Give orders to assist others.
- Lead the charge, use daring tactics, and get your heroes to the objective!



Talents

OPPORTUNIST

Keywords: Commander, Fighting

You have a knack for capitalising on the mistakes of the enemy. As a reaction, when an enemy suffers a complication or fails a skill test with a difficulty of 3 or higher, you may spend 2 Momentum to immediately create a truth, which must represent a tactical advantage and which lasts until the end of the action scene.

WILDERNESS GUIDE

Keywords: Commander, Survival

You are skilled at not only keeping yourself alive in the field, but also helping others to do the same. When a member of your group attempts a Survival skill test you cannot assist, you may spend 2 Momentum to assist anyway, representing your guidance and advice. Any test assisted in this way increases its complication range by 1.

BORN LEADER

Keywords: Commander, Tactics, Fortune

You are a natural when it comes to leading others and bringing out the best in them. You may spend a Fortune point in order for a single ally to immediately gain a Fortune point.

Con Artist

A Con Artist is at home in society, speaking whatever languages and adopting whatever personality traits will let them get their way. They're skilled manipulators, able to intimidate, seduce, persuade and deceive their way through life, and equally talented in spotting when someone else is trying to manipulate them in turn.

ATTRIBUTES

- Coordination +1
- Insight +2
- Reason +1
- Will +2

SKILLS

- Academia +1
- Observation +2
- Persuasion +2
- Resilience +1
- Stealth +2
- Tactics +1

FOCUSES

Choose any 2 focuses from the Observation, Persuasion, and Stealth skills (p.XX).

TALENTS

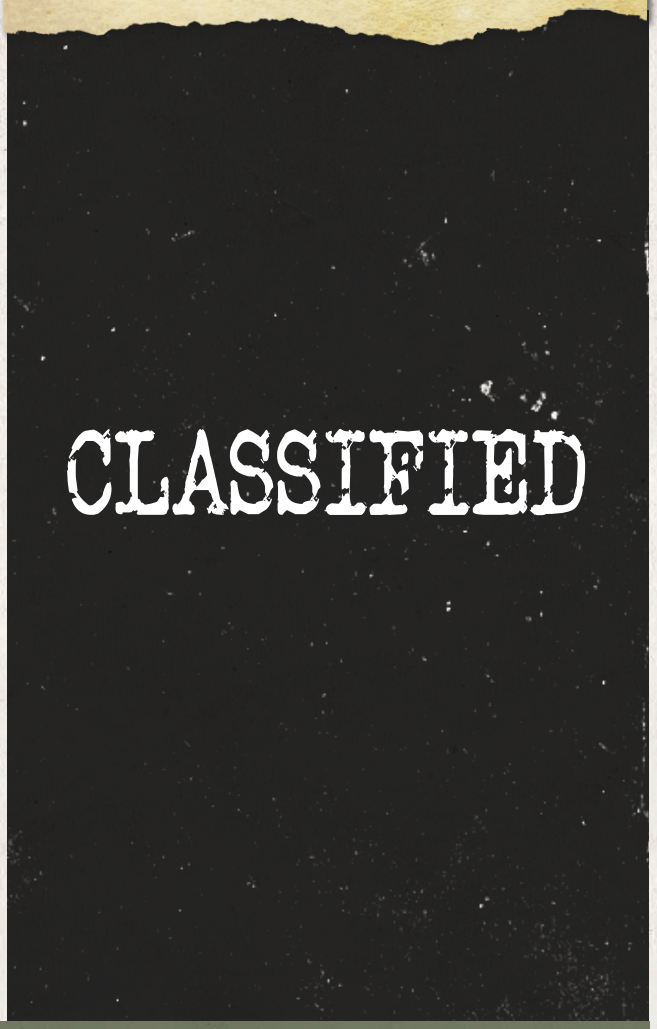
Choose 1 talent from the list below.

BELONGINGS

- Disguise Kit
- One contact, for any one skill or focus

PLAY A CON ARTIST IF YOU WANT TO...

- Have a magnetic personality.
- Fool your enemy and wear incredible disguises.
- Manipulate your mark, bluff the guards, or hide in plain sight!



Talents

COLD READING

Keywords: Con Artist, Observation

You know how to use simple observations and leading statements to appear more knowledgeable than you truly are. When engaged in conversation, you may spend 2 Momentum to perform a cold read, and other characters present (who are not in on the trick) will mistakenly believe that you have some source of detailed, specific knowledge.

A WAY WITH WORDS

Keywords: Con Artist, Persuasion

You never say anything more than you need to. Whenever you suffer a complication when attempting a Persuasion skill test, you may spend 1 Momentum to prevent that complication from happening.

CHAMELEON

Keywords: Con Artist, Stealth, Fortune

You have a talent for assuming the guise of other people, and even the identity you present may not be the real you. When you adopt a disguise, you can spend a Fortune point to establish that you have an appropriate alias already, complete with the corresponding papers and other trappings either on your person or in a secure location nearby.

Grease Monkey

Virtually born behind the wheel, you are an expert in getting people and supplies where they need to be. You are invaluable during dangerous missions not only for your ability to operate vehicles, but for your ability to keep them working in the worst conditions.

ATTRIBUTES

- Brawn +1
- Coordination +2
- Insight +1
- Reason +2

SKILLS

- Athletics +1
- Engineering +2
- Persuasion +2
- Resilience +1
- Survival +1
- Vehicles +2

FOCUSES

Choose any 2 focuses from the Engineering, Persuasion, and Vehicles skills (p.XX).

TALENTS

Choose 1 talent from the list below.

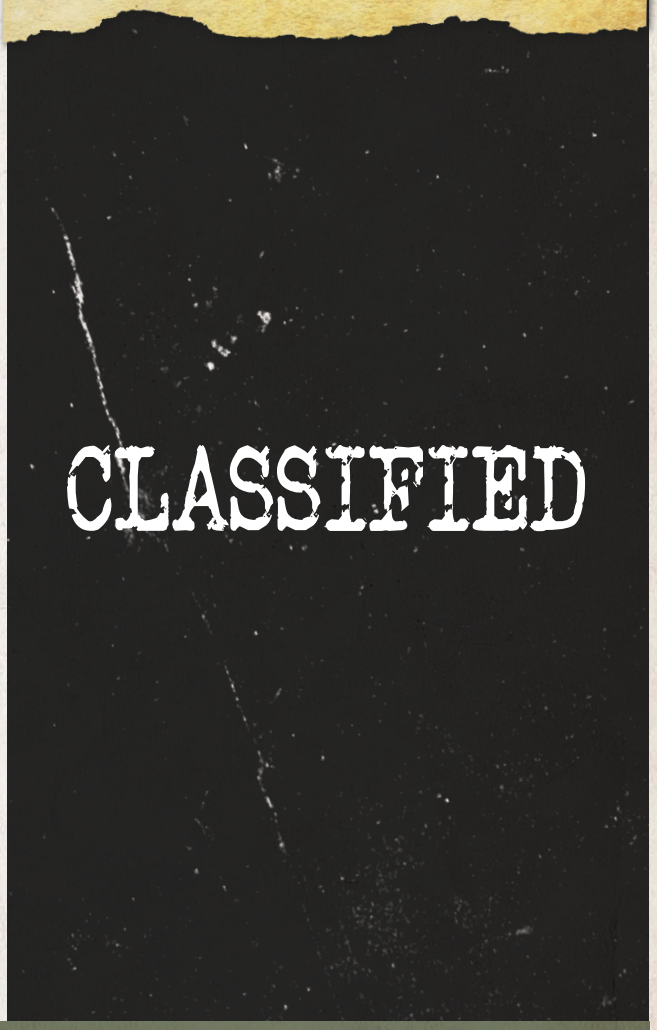
BELONGINGS

Gain the following:

- Mechanic's Tools
- A contact (Vehicles)

PLAY A GREASE MONKEY IF YOU WANT TO...

- Be an expert in vehicles.
- Build or fix just about anything.
- Fly planes, operate artillery, and give chase in fast-paced pursuits!



Talents

KEEP IT STEADY

Keywords: Grease Monkey, Engineering

You love tinkering with your vehicle and can keep it working in the worst conditions. When operating a vehicle you have spent time maintaining and modifying, you may spend 2 Momentum when attempting a **Vehicles** skill test to ignore the effects of any injuries the vehicle has suffered during that test.

QUARTERMASTER

Keywords: Grease Monkey, Persuasion, Fortune

You're used to ferrying supplies around and dealing with suppliers, and you've been known to keep the occasional item for emergencies. You may spend a Fortune point to reveal that you have a specific item available. The item is hidden on your person, stored in a vehicle you've been using, or in a hidden location nearby (the GM determines where the item is). This must be a minor item with a restriction of 3 or lower, and it cannot be a weapon unless that weapon has the Thrown quality.

BORN TO DRIVE

Keywords: Grease Monkey, Vehicles

You are always in control of any vehicle you operate and can pull off incredible stunts that few others would even attempt. When attempting a **Vehicles** skill test to operate a vehicle with a difficulty of 3 or higher, you may spend up to 3 Momentum to reduce the difficulty by 1, 2, or 3 (1 difficulty per Momentum spent). The complication range of the test increases by the same amount as the difficulty was reduced, however, due to the risk of the manoeuvre.

Infiltrator

An Infiltrator is talented at getting into places they shouldn't. They excel at evading detection, bypassing security and grabbing valuables and secrets from secure locations. Amidst the clamour of warfare, the ability to move unseen and unheard gives them a crucial advantage.

ATTRIBUTES

- Agility +2
- Brawn +1
- Coordination +2
- Insight +1

SKILLS

- Athletics +2
- Engineering +1
- Fighting +2
- Observation +1
- Stealth +2
- Survival +1

FOCUSES

Choose any 2 focuses from the Athletics, Fighting, and Stealth skills (p.XX).

TALENTS

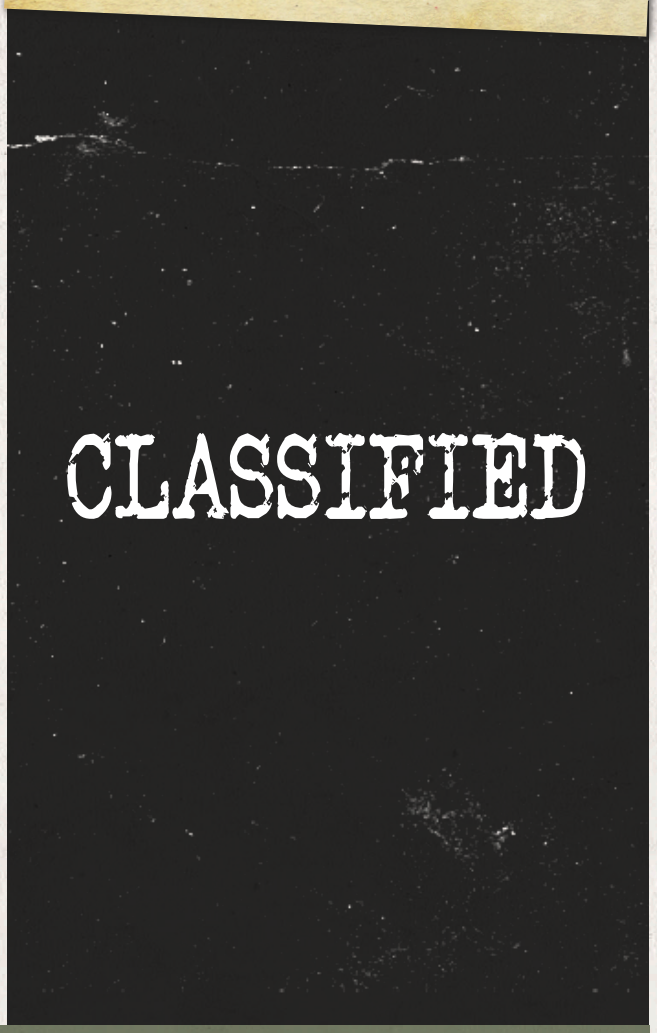
Choose 1 talent from the list below.

BELONGINGS

- Camouflaged clothing
- Climbing equipment
- Burglar's tools

PLAY AN INFILTRATOR IF YOU WANT TO...

- Wage war from the shadows!
- Enjoying sneaking around behind enemy lines.
- Have a talent for moving unseen and being where you shouldn't!



Talents

ACROBATIC

Keywords: Infiltrator, Athletics

You are extremely flexible and athletic, able to traverse obstacles quickly and with a minimum of effort. When moving around an obstacle, you may spend 2 Momentum in order to bypass the obstacle immediately, without requiring a skill test, and without the use of tools such as climbing gear. The obstacle must be something you could bypass normally, such as a gap that can be jumped, a wall or cliff that can be climbed, or a barrier that can be vaulted.

ASSASSINATION

Keywords: Infiltrator, Fighting

You are deadly against unaware foes, striking them down quickly and quietly. When making an attack against an unaware target, you may spend 2 Momentum to perform an assassination, gaining the Intense weapon effect to the attack (or an additional +2 damage if the attack is already Intense). If the target is defeated by your assassination, then the attack is silent and not heard by anyone.

SILENT STEP

Keywords: Infiltrator, Stealth

Your footsteps are eerily quiet and passing unnoticed is as natural to you as breathing. Whenever you suffer a complication when attempting a Stealth skill test, you may spend 1 Momentum to prevent that complication from happening.

Investigator

An Investigator has an insatiable appetite for the truth and will go to the ends of the earth to find it. With the propaganda war dominating both sides of the conflict, the truth is harder to discern but more valuable than ever before. Private investigators, military police, and journalists delve into the truth behind the headlines as peoples' lives are turned upside down and these individuals make great operatives.

ATTRIBUTES

- Agility +1
- Coordination +1
- Insight +2
- Reason +2

SKILLS

- Academia +2
- Engineering +1
- Medicine +2
- Observation +2
- Persuasion +1
- Stealth +1

FOCUSES

Choose any two focuses from the Academia, Medicine, and Observation skills (p.XX).

TALENTS

Choose 1 talent from the list below.

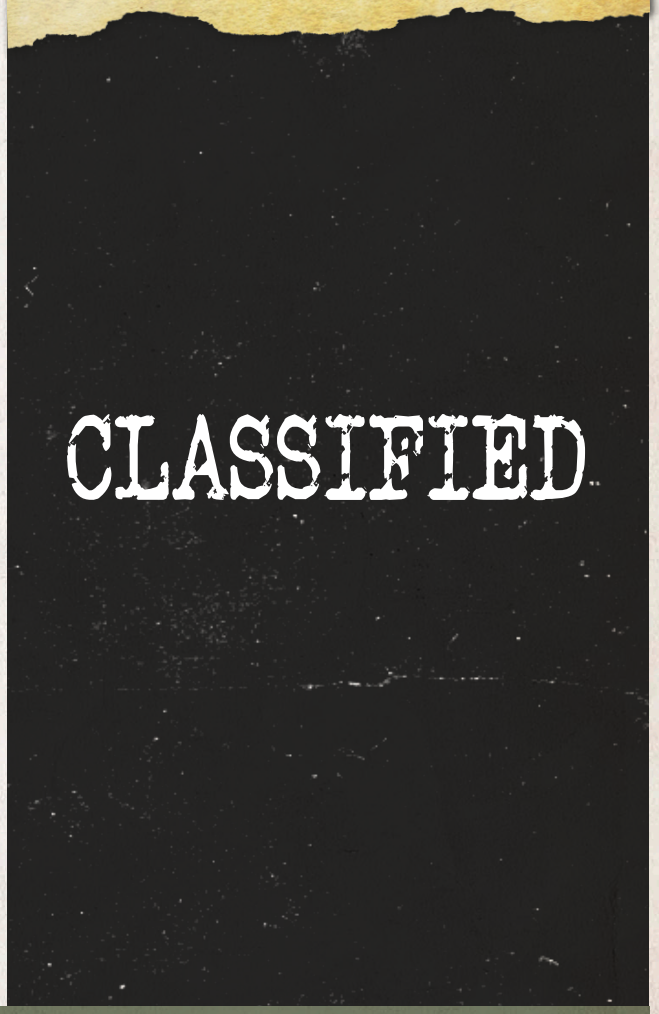
BELONGINGS

Choose 1 set of tools or a contact:

- Analytical tools or a contact (science)
- A first aid kit or a contact (medicine)
- A handgun or a contact (Academia)

PLAY AN INVESTIGATOR IF YOU WANT TO...

- Discover the truth no matter what the consequences.
- Uncover conspiracies.
- Rifle through desks, discover clues, and find the missing links!



Talents

POLYMATH

Keywords: Investigator, Academia

You are widely-read and multi-talented, possessing expertise in a wide variety of fields. Once per scene, you may spend 2 Momentum to gain an additional focus for the duration of the scene. This focus can be chosen from any skill in which you have a score of 2 or higher.

THE CUTTING EDGE

Keywords: Investigator, Medicine

You know the latest advances in medical science, from new surgical techniques, to new medicines, and the study of new diseases; with this knowledge, you are prepared for anything. Whenever you make a **Medicine** skill test with a difficulty of 3 or higher, you may spend up to 3 Momentum to reduce the difficulty by 1, 2, or 3 (1 difficulty per Momentum spent). The complication range of the test increases by the same amount as the difficulty was reduced, however, because the latest medical advances are not always safe.

DETAILED ANALYSIS

Keywords: Investigator, Observation

You have a keen attention to detail, carefully studying everything you observe. Once per scene, you may spend 2 Momentum to immediately ask the GM three questions about the scene, as per the Obtain Information Momentum spend, but without requiring a prior skill test.

Occultist

An Occultist has delved into the deeper, stranger forces of the universe, and gleaned secrets of how to bend such forces to their will. Though only the most egotistical and delusional Occultists can claim mastery over the supernatural, even a little talent for the esoteric can be powerful in the right hands… or dangerous in the wrong ones.

ATTRIBUTES

- Brawn +1
- Will +2
- Either...
  - Insight +2 and Reason +1
  - Insight +1 and Reason +2

SKILLS

- Observation +1
- Persuasion +2
- Resilience +2
- Stealth +1
- Either...
  - Academia +2 and Survival +1
  - Academia +1 and Survival +2

FOCUSES

Choose any 2 focuses from the Academia, Persuasion, Resilience, and Survival skills (p.XX).

TALENTS

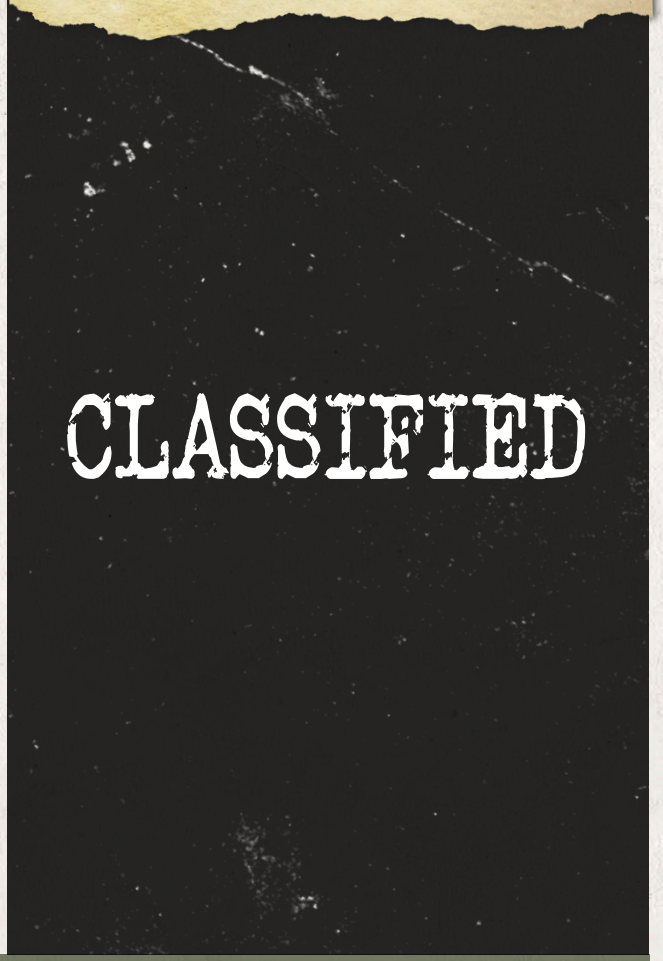
Choose 1 talent from the list below. A character may only have one talent with the Spellcaster keyword.

BELONGINGS

- Ritual tools
- A contact with either the occultism or mysticism focus

PLAY AN OCCULTIST IF YOU WANT TO...

- Possess a strange insight into the inner workings of the universe.
- Wield incredible magic.
- Cast spells, awaken sleeping gods, and stand against Nazi cultists!



Talents

OCCULT SCHOLAR

Keywords: Occultist, Academia, Spellcaster

You are well-versed in arcane traditions, parapsychology, and other fields of supernatural study, and know a few techniques for hardening the mind against occult horrors. You are a **spellcaster**, as described in more detail in *Chapter 9: Magic & the Mythos*. You gain courage equal to your Academia skill (this does not stack with the *Courageous* talent).

SUMMONER

Keywords: Occultist, Persuasion, Spellcaster

You have spoken with entities beyond the fringes of the material world, and are adept at calling creatures into existence from other dimensions beyond time and space. You are a **spellcaster**, as described in more detail in *Chapter 9: Magic & the Mythos*. In addition, whenever you cast a summoning spell, you can spend 2 Momentum to secure the obedience of the summoned creature. This obedience lasts for a number of minutes (or rounds in combat) equal to your Persuasion skill, after which the creature must be commanded as normal.

A PRICE TO PAY

Keywords: Occultist, Resilience, Spellcaster

You understand that magic always comes at a cost, and pay that price willingly, even sacrificing more of yourself to augment your spells. You are a **spellcaster**, as described in more detail in *Chapter 9: Magic & the Mythos*. In addition, whenever you successfully cast a spell, you may gain 2 bonus Momentum, which may only be used to improve the spell's effect and cannot be saved. If you do so, the spell's Cost increases by +2, and the Cost is physical stress instead of mental stress.

Soldier

A Soldier excels at combat, defeating their foes, and protecting others. Even in wartime, where entire armies march through the cities of Europe, a Soldier stands apart on the field of battle: they commonly survive horrors and disasters that others cannot and are singled out for special combat assignments.

ATTRIBUTES

- Agility +1
- Brawn +2
- Coordination +2
- Insight +1

SKILLS

- Athletics +1
- Fighting +2
- Observation +1
- Resilience +2
- Survival +2
- Tactics +1

FOCUSES

Choose any 2 focuses from the Fighting, Resilience, and Survival skills (p.XX).

TALENTS

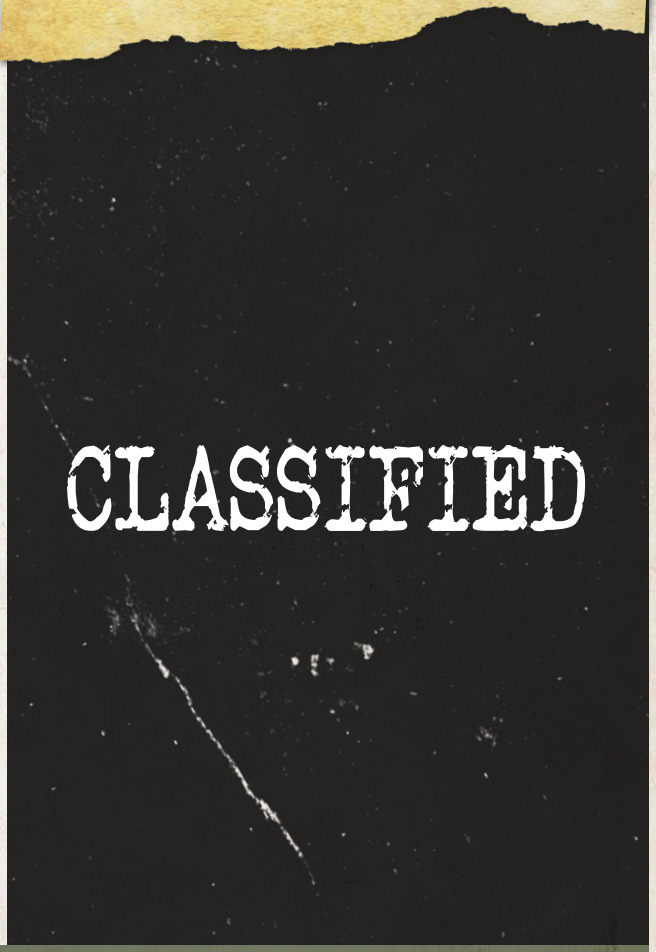
Choose 1 talent from the list below.

BELONGINGS

- One weapon with a restriction of 3 or lower
- A handgun of restriction 1

PLAY A SOLDIER IF YOU WANT TO...

- Be the strongest in the group.
- Shoot big guns and wield brutal weapons.
- Dive for cover, make an impossible shot, or charge forward for victory!



Talents

ARMY OF ONE

Keywords: Soldier, Fighting

You are deadly with a vast array of weapons and forms of combat. When you attempt an attack, you may spend 2 Momentum to add one of the following weapon effects to the attack: Drain, Piercing, or Stun. Only one damage effect may be added to an attack in this way.

DRAW THEIR FIRE!

Keywords: Soldier, Resilience

You protect your allies by drawing the attention of the enemy. After you make an attack, you may spend 2 Momentum to draw the enemy's attention. If you do, then any enemy able to attack you who targets one of your allies increases the difficulty of their attack by 1.

OWN THE BATTLEFIELD

Keywords: Soldier, Survival, Fortune

You are a cunning warrior, well-versed in making the most of the terrain around you. You may spend a Fortune point to make one the following Reactions :

- **Snap Shot!:** When an enemy within Medium range of you fails a skill test to move through difficult terrain, you can inflict physical stress equal to your Fighting skill. You cannot spend ammo to make this a Salvo attack, or spend Momentum to increase the of the stress roll. You must be wielding a functioning, loaded firearm to make this reaction.
- **Heads Down!:** When an enemy makes a successful ranged attack against you, or an ally within Medium range of you, the target of the attack gains cover resistance equal to your Observation skill until the start of their next turn.

Step 3: Nationality

While your character's **nationality** or ethnicity has no specific effects on attributes and skills, their home nation will determine a lot about who they are and what kinds of experiences they have had. Your nationality and the language(s) you speak are **truths**.

You can choose to roll on the Common Nationalities table (right) if you'd like a random nationality, or choose a nationality from the expanded choices which follow. **Whichever you choose, write your nationality on your character sheet and a language spoken there as your first language. These are both truths.** You may also know a secondary language from the country depending on your backstory which you should discuss with the GM.

You may also know additional languages due to a high Reason skill and linguistics focus (see p.XX Bonus Languages) which you'll acquire at the end of the character creation process in **Step 6: Finishing Touches** p.XX.



Common Nationalities

D20 ROLL	NATION	MAJOR LANGUAGE(S)
1-2	Australia	English, Indigenous Australian
3-4	Canada	English, French, First Nation Canadian
5-6	Czechoslovakia	Czech, Slovak, German, Hungarian, Yiddish
7-8	France	French
9-10	India	English, Urdu, Hindi, Bengali
11-12	Norway	Norwegian
13-14	Poland	Polish
15-16	United Kingdom	English, Welsh
17-18	United States of America	English*, Native American languages
19-20	USSR	Russian

* Characters from a US minority ethnic background may know an additional language like Spanish.



Expanded Nationality and Languages

NATION	MAJOR LANGUAGE(S)
Australia	English, Indigenous Australian
Belgium	Dutch, French, German
Cameroon	English, French
Canada	English, French, First Nation Canadian
Ceylon	English, Sinhala, Tamil
Cyprus	Greek, Turkish
Czechoslovakia	Czech, Slovak, German, Hungarian, Yiddish
Denmark	Danish
France	French
The Gambia	English and tribal language like Mandinka or Wolof.
German	German
Ghana	English and one of 80 tribal languages.
Greece	Greek
India	English, Urdu, Hindi, Bengali
Ireland	English, Gaelic
Kenya	English, Swahili
Luxembourg	Luxembourgish, French, German
Malta	Maltese, English
New Zealand	English, Maori
Nigeria	English, Hausa, Igbo, Yoruba
Norway	Norwegian
Poland	Polish, Ukranian, Yiddish
Rhodesia	English, Shona, Ndebele
South Africa	English, Dutch, Afrikaans and native African languages
Spain (Republican)	Spanish, Catalan, Basque
The Caribbean	English, French, Spanish, Dutch, Creole
The Netherlands	Dutch, English, German, French
United Kingdom	English, Welsh
United States of America	English (Characters from an ethnic minority background may also know that language), Native American
USSR	Russian
Yugoslavia	Serbo-Croatian

ACHTUNG! CTHULHU IS FILLED WITH ACTION, INTRIGUE AND COSMIC HORROR



CHARACTERS AND HISTORICAL ACCURACY

Owing to the presence of supernatural elements, *ACHTUNG! CTHULHU* isn't an accurate historical depiction of the world as it was from 1939 to 1945, but a pulp dramatization of those events, filled with action, intrigue and cosmic horror. For this reason, this chapter doesn't stress the challenges faced by women, people of colour, and other marginalised groups during the period: a character's rules do not change because of their sexuality, identity, or race.

We in no way wish to make light of the discrimination of the era, but we leave it to you to determine how much attention those themes receive. We do encourage you to place little or no restrictions on who can play what, or how they play them, as this makes for a more inclusive, entertaining and downright fun game, and also gives players the maximum chance to express themselves.

The Allied Forces

It's likely that the majority of characters you create will be British or American in origin, or from countries who fought on the Allied side. With Great Britain declaring war in 1939, it is one of a few countries in Europe to stand against the growing strength of the Third Reich, calling upon the support of its colonies, dependencies, and its Commonwealth allies. The United States of America doesn't join the war until 1941, but even before that it was an undeclared ally of Britain's and worked covertly alongside Section M once it ascertained the threat of the Nazi occult threat. Once the Americans fully enter the fray, they contribute vast amounts of personnel and materiel to help the Allied cause, plus the enthusiasm and resources of Majestic to counter the Nazi occult menace.

There are also many other choices of nationality, from across the world, including mainland Europeans who escaped persecution or oppose the Nazi regime. You can choose any nation from around the world, but may find further inspiration in the list below. It's always best to discuss alternatives with your gamemaster if you have an idea that might fit their campaign and express your identity through your character truths.

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 Australian 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 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.

INDIA

The Jewel in the Crown, still a key part of the British Empire, declares war against Germany 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 key personnel for the Royal Air Force.

SOUTH AFRICA

Due to the racial 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.

DISPLACED NATIONALS

The Nazis like to believe that resistance to their rule will end after the invasion of a nation, but they are proven wrong at every turn. Even as their tanks and troops rout the central European armies, those who refuse to bow down either take a stand and become resistance fighters 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, Poland, 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 Nazi occupation, or expatriates determined to fight for liberation, flock to their uprooted government's cause.

London in particular is a beacon of freedom for all nations under the yoke of Nazi oppression, with every man and woman ready to play their part in the liberation of their homelands. Though they are no doubt watched closely by the security forces, these displaced nationals even include a number of exiled Germans who have fled Nazi tyranny.

Some, such as the actress Marlene Dietrich, take a major stand against the fascists, publicly campaigning against them. In addition, though their country remains officially neutral in the war, a number of Spanish Republicans join the Allied cause after their defeat at the hands of Franco's fascist army and its Nazi supporters.

Step 4: Background

Everyone comes from somewhere and your character's **background** is a mixture of their upbringing, profession, and their most formative experiences. In conjunction with your archetype, your character's background will describe how, where, or why you learned your skills. The two don't necessarily have to be closely connected and contrasting ones can often result in memorable characters.

Choose a background from the list below, or select one randomly and apply its bonuses.

Random Backgrounds

D20 ROLL	ARCHETYPE	PAGE
1	Academic	XX
2-3	Air Force	XX
4-5	Army	XX
6	Athlete	XX
7	Covert Operative	XX
8	Criminal	XX
9	Driver	XX
10	Engineer	XX
11	Entertainer	XX
12	Journalist	XX
13	Labourer	XX
14	Military Officer	XX
15	Navy	XX
16	Physician	XX
17	Police	XX
18	Politician	XX
19	Resistance	XX
20	Spiritual Leader	XX

"I was spoiling to do my bit, so when I finally received my call up papers, I was dead chuffed. Mind you, if I knew then, what I know now, I might not have been so keen."

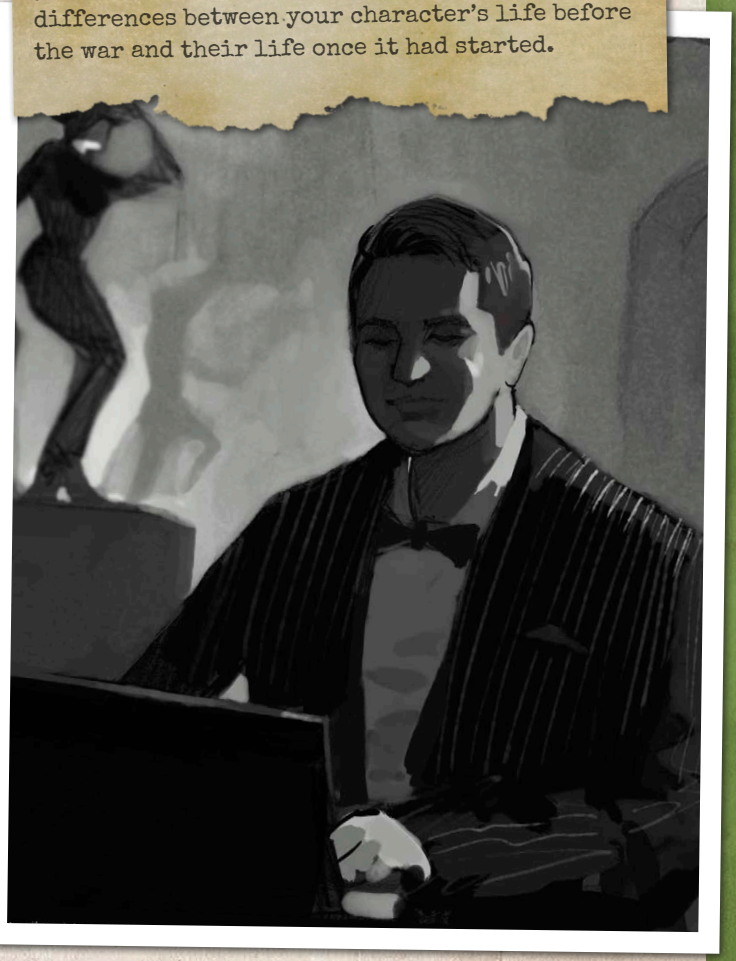
—Private Alf Bennett, Badger's Commandos

ENLISTMENT AND CONSCRIPTION

Most characters in Achtung! Cthulhu will be working for the Allied war effort in some capacity. Scientists and scholars are in constant demand to sustain the technical arms race, those who are young and able-bodied join up to do their part, and Section M constantly scours Britain and the Commonwealth for unusually talented individuals who can resist the occult Nazi menace. Even before the US fully enters the war, the forerunners of the OSS and Majestic are busy preparing for the occult conflict to come.

Back in Britain, new organisations like the Women's Land Army, the Air Raid Wardens, and the volunteer police constables come into existence, because some jobs need to be done even as thousands are called up to fight on the front lines (see CHAPTER 10: THE MARCH OF HISTORY).

A character's background may not represent what they are doing right at this moment, but what they were doing with their lives when war broke out. A character with an Athlete background might have set aside their sporting career to enlist in the army, for example. This can often be illustrated by the other choices that you make for your character, emphasising the differences between your character's life before the war and their life once it had started.



Example Character: Sarah "Roo" Walker

Now things are starting to take shape, Molly's next choice is **Step 3: Nationality**. Molly wants to honour her own family's history by selecting Australia as her character's nationality, and writes that as her truth with English as her first language. Sarah "Roo" Walker is going to be a soldier from the Commonwealth, travelling to Britain to help its armed forces fight for Europe's freedom.

Name	Nationality	Rank
Sarah "Roo" Walker	Australian	

Archetype	Background	Characteristic
SOLDIER	ARMY	

Personal Truths & Scars: Australian

Stress	Courage	Armour	Fortune	Injuries

Languages: English

For **Step 4. background**, two choices stand out from the list: **Army** and **Military Officer**. Molly doesn't see her character as an officer and wants to be down in the trenches, fighting shoulder to shoulder with her comrades, so she chooses Army. She adds 2 to her Agility, 2 to Brawn, 1 to Coordination, and 1 to Will attributes. She adds 1 to her Athletics, 2 to Fighting, and 1 to her Tactics skills. She can choose 1 focus from the Fighting skill, so she selects Hand-to-Hand Combat for when the enemy gets up close and personal. She also gains a focus from any other skill, so chooses Battlefield Tactics.

Personal Truths & Scars: Australian; Deadly Commando

Stress	Courage	Armour	Fortune	Injuries

Languages: English

Attribute	AGILITY	BRAWN	COORDINATION	INSIGHT	REASON	WILL
RATING	9	10	9	7	6	7
BONUS DAMAGE						

Skills	RANKS	FOCUSES
ACADEMIA		Art, Cryptography, Finance, History, Linguistics, Occultism, Science
ATHLETICS	2	Climbing, Lifting, Physical Training, Running, Swimming, Throwing
ENGINEERING		Architecture, Combat Engineering, Electronics, Explosives, Mechanical Engineering
FIGHTING	4	(Close Quarters) Handguns, (Hand-to-Hand), Heavy Weapons, Melee Weapons, Rifles, Threat Awareness, Exotic
MEDICINE		First Aid, Infectious Diseases, Pharmacology, Psychiatry, Surgery, Toxicology
OBSERVATION	1	Hearing, Instincts, Sight, Smell and Taste
PERSUASION		Charm, Innuendo, Intimidation, Negotiation, Rhetoric, Deceive, Invocation
RESILIENCE	2	(Fortitude) Discipline, Immunity
STEALTH		Camouflage, Disguise, Rural Stealth, Urban Stealth
SURVIVAL	2	Animal Handling, Foraging, Hunting, Mysticism, Orienteering, Tracking
TACTICS	2	Air Force, (Army) Covert Operations, Leadership, Navy, Technical Projects
VEHICLES		Cars, Motorcycles, Heavy Vehicles, Tanks, Aircraft, Watercraft

Molly gets to pick a talent with the Fighting keyword, and selects Sharpshooter for the free bonus d20 with an Aim minor action, and the *Piercing* effect.

Molly also gets to choose a **truth** for Sarah and she wants to give her something evoking her fighting prowess, so she selects "Deadly Commando", making Sarah part of an elite infantry unit specialising in surprise raids and reconnaissance.

To her belongings she adds an ammo belt of shotgun shells, giving her 3 more ammo for salvo attacks.

Equipment of Note: Ammo belt (shotgun shells)

Weapons

NAME	FOCUS	RANGE	DAMAGE	SALVO	SIZE	QUALITIES
WINCHESTER M12 SHOTGUN	Close Quarters	Close	5	Vicious	Major	Reliable, Inaccurate
ENFIELD NO. 2 SERVICE REVOLVER	Handguns	Close	4	Vicious	Minor	Close Quarters, Reliable

Biography

Talents

NAME	KEYWORDS	EFFECT
ARMY OF ONE	FIGHTING	When you attempt an attack, you may spend 2 Momentum to add Drain, Piercing, or Stun. Only one damage effect may be added to an attack in this way.
SHARP-SHOOTER	FIGHTING	When you take the Aim minor action before making a ranged attack, the first bonus d20 you buy costs 0 Momentum. The attack gains the Piercing quality or improves the weapon's Piercing quality by 1.



ACADEMIC

Your life has been spent amongst books and other sources of knowledge. You may have been an expert in a particular academic field, such as a historian or some form of scientist, or you might have spent your time preserving and spreading knowledge, perhaps as a teacher, librarian, or museum curator.

- **Attributes:** Coordination +2, Insight +1, Reason +2, and Will +1
- **Skills:** Academia +2, Observation +1, Persuasion +1
- **Focuses:** Choose 1 focus from Academia, and 1 focus from any other skill.
- **Talents:** Choose 1 talent with the Academia keyword (p.XX).
- **Truth:** Choose a truth from the list, or create your own relating to your academic background:
  - Doctor of (subject)
  - Museum Curator
  - Professor of (subject)
- **Belongings:** You have a contact (Academia)

AIR FORCE

You belong to one of the air forces of the Allied nations, as a pilot, part of the crew of a bomber, a navigator, or as the ground crew who service the planes between flights.

- **Attributes:** Agility +1, Coordination +2, Insight +2, Reason +1
- **Skills:** Engineering +1, Tactics +1, Vehicles +2
- **Focuses:** Choose 1 focus from Vehicles, and 1 focus from any other skill.
- **Talents:** Choose 1 talent with the Vehicles keyword (p.XX).
- **Truth:** Choose a truth from the list, or create a truth relating to your experience in the air force.
  - Fighter Ace
  - Expert Navigator
  - Talented Mechanic
- **Belongings:** Mechanic's tools or a contact with one of the following focuses: mechanics, heavy vehicles, or aircraft.

"Tally ho, bandits at 12 o'clock. Engage! Engage!"

ARMY

You belong to one of the armies of the Allied nations. This might be as an infantryman, but armies are big organisations with a wide array of different jobs, from tank and artillery crews, to logistics and technical personnel, to scouts and marksmen, to more elite roles such as paratroopers and commandos. This background can also cover groups like the Royal Marines and the US Marine Corps, who have advanced training in combat and rapid deployment operations.

- **Attributes:** Agility +2, Brawn +2, Coordination +1, Will +1
- **Skills:** Athletics +1, Fighting +2, Tactics +1
- **Focuses:** Choose 1 focus from Fighting, and 1 focus from any other skill.
- **Talents:** Choose 1 talent with the Fighting keyword.
- **Truth:** Choose a truth from the list, or create a truth relating to your service in the army.
  - Trained Marksman
  - Paratrooper
  - Deadly Commando
- **Belongings:** You gain an ammo belt.

ATHLETE

You're a professional athlete. In spite of trying to maintain a degree of normality, many professional sports are suspended during wartime, with athletes finding other ways to contribute to the war effort. Skilled servicemen were also retained to play in Army versus Navy matches and other similar sporting contests to keep morale high on the home front.

- **Attributes:** Agility +2, Brawn +2, Coordination +1, Insight +1
- **Skills:** Athletics +2, Fighting +1, Resilience +1
- **Focuses:** Choose 1 focus from Athletics, and 1 focus from any other skill.
- **Talents:** Choose 1 talent with the Athletics keyword (p.XX).
- **Truth:** Choose a truth from the list, or create a truth relating to your sporting career.
  - Star Footballer (Soccer)
  - Baseball Champion
  - Olympic Boxer
- **Belongings:** Gain either a baseball bat, cricket bat, or other piece of sporting equipment of your choice, which could make an improvised weapon.

COVERT OPERATIVE

You work behind enemy lines, as an agent of a special service like Britain's Special Operations Executive (SOE) or the American Office of Strategic Services (OSS). Whether gathering intelligence and cultivating networks of informants, or sowing discord with sabotage and propaganda, your work is risky but vital, especially in support of resistance groups struggling to free their own nations from occupation.

- **Attributes:** Agility +2, Coordination +1, Insight +1, Will +2
- **Skills:** Persuasion +1, Stealth +2, Tactics +1
- **Focuses:** Choose 1 focus from Stealth, and 1 focus from any other skill.
- **Talents:** Choose 1 talent with the Stealth keyword (p.XX).
- **Truth:** Choose a truth from the list, or create a truth about your clandestine activities.
  - Cover Identity
  - Silent Killer
  - Resistance Member
- **Belongings:** Identity documents and 1 weapon of restriction 2 or less with the Hidden quality.

CRIMINAL

You are a career criminal on the wrong side of the law, though wartime may have shifted your loyalties somewhat. More than a few criminal organisations use their connections to aid their countries, while others use the chaos of the war to expand black markets.

- **Attributes:** Agility +2, Brawn +1, Insight +2, Will +1
- **Skills:** Persuasion by +2, Stealth +1, Tactics +1
- **Focuses:** Choose 1 focus from Persuasion, and 1 focus from any other skill.
- **Talents:** Choose 1 talent with the Persuasion keyword (p.XX).
- **Truth:** Choose a truth from the list, or create a truth about your illegal dealings.
  - Shifty Bagman
  - Criminal Mastermind
  - Black Market Dealer
- **Belongings:** Gain any 1 item with a restriction of 1 or lower.

DRIVER

Your working life was spent behind the wheel. You may have driven a bus or taxi, or be a delivery driver in a truck. You may be a civilian aviator or in the merchant navy, and all such transport-focused characters can find their skills put to use in wartime to help ferry people and supplies to where they're needed most.

- **Attributes:** Brawn +1, Coordination +2, Insight +2, Reason +1
- **Skills:** Athletics +1, Engineering +1, Vehicles +2
- **Focuses:** Choose 1 focus from Vehicles, and 1 focus from any other skill.
- **Talents:** Choose 1 talent with the Vehicles keyword (p.XX).
- **Truth:** Choose a truth from the list, or create a truth about your driving ability.
  - Obsessive Motorist
  - Speed Freak
  - Aerobatic Daredevil
- **Belongings:** Gain a contact with one of the following focuses: cars, heavy vehicles, aircraft, or watercraft.

ENGINEER

You deal with machines big and small, repairing broken things to make a living or designing new equipment and cutting-edge technology. In wartime, many of the finest minds in these fields are helping to produce the tools to win the war, while others are vital for keeping things running back home.

- **Attributes:** Agility +1, Coordination +2, Insight +1, Reason +2
- **Skills:** Academia +1, Engineering +2, Observation +1
- **Focuses:** Choose 1 focus from Engineering, and 1 focus from any other skill.
- **Talents:** Choose 1 talent with the Engineering keyword (p.XX).
- **Truth:** Choose a truth from the list, or create a truth about your engineering ability.
  - Diligent Mechanic
  - Experimental Genius
  - Bookish Technician
- **Belongings:** You have either mechanic's tools, electrician's tools, or a contact with one of the following focuses: electronics or mechanics.



ENTERTAINER

You are an actor, comedian, musician, or part of a variety act, entertaining others for a living. Amidst the horrors and hardships of wartime, entertainment is a valuable way to maintain fighting spirit, as well as a medium for government propaganda, with many entertainers enlisted to help keep morale up both at home and abroad. People turn to the radio and cinema newsreels to escape their troubles and to keep up-to-date with the latest news from the front (all government approved, of course), while music and dance gain in popularity in all Allied countries.

- **Attributes:** Agility +2, Coordination +1, Insight +1, Will +2
- **Skills:** Athletics +1, Observation +1, Persuasion +2
- **Focuses:** Choose 1 focus from Persuasion, and 1 focus from any other skill.
- **Talents:** Choose 1 talent with the Persuasion keyword (p.XX).
- **Truth:** Choose a truth from the list, or create a truth about the practice of your art.
  - Star of Stage or Screen
  - One Act Wonder
  - Voice of a Generation
- **Belongings:** You get a contact (persuasion).

JOURNALIST

You report on the latest news and investigate the events that shape daily life. With the world at war, news is an important currency as an information and propaganda tool, and between the newspapers, radio, and the cinema newsreels, is it covered in a depth never seen before. You may be a freelance writer, selling stories on a case-by-case basis, or a correspondent employed to report on a specific subject, or even a war correspondent for an official news agency.

- **Attributes:** Coordination +1, Insight +2, Reason +1, Will +2
- **Skills:** Academia +1, Observation +2, Persuasion +1,
- **Focuses:** Choose 1 focus from Observation, and 1 focus from any other skill.
- **Talents:** Choose 1 talent with the Observation keyword (p.XX).
- **Truth:** Choose a truth from the list, or create a truth about your reporting experience.
  - Investigative Reporter
  - Unhinged Conspiracy Theorist
  - Award-winning Journalist
- **Belongings:** You gain a camera or a portable radio set.

LABOURER

Your life is one of hard, physical work but peak physical conditioning and work shortages in war industries often mean that unskilled labour pays a decent wage. You might work on a farm, in construction, in a factory, down the pit or in one of countless other jobs… or you may have done a variety of such work over the years.

- **Attributes:** Agility +1, Brawn +2, Coordination +2, Will +1
- **Skills:** Athletics +1, Resilience +2, Survival +1
- **Focuses:** Choose 1 focus from Resilience, and 1 focus from any other skill.
- **Talents:** Choose 1 talent with the Resilience keyword (p.XX).
- **Truth:** Choose a truth from the list, or create a truth about your working life.
  - Hardworking Farmhand
  - Jack of All Trades
  - Experienced Miner
- **Belongings:** A contact with one of the following focuses: architecture, mechanics, animal handling, foraging, hunting, or orienteering.

MILITARY OFFICER

You are a leader, trained and commissioned to wield authority within a branch of your nation's military. Coming from wealthy families or those with a military background, or perhaps even from a colonial force, you were trained in a military academy and maintain a professional distance from your subordinates.

- **Attributes:** Agility +1, Insight +1, Reason +2, Will +2
- **Skills:** Fighting +1, Persuasion +1, Tactics +2
- **Focuses:** Choose 1 focus from Tactics, and 1 focus from any other skill.
- **Talents:** Choose 1 talent with the Tactics keyword (p.XX).
- **Truth:** Choose a truth from the list, or create a truth about your commission.
  - Calculating Strategist
  - Inspirational Leader
  - Frontline Commander
- **Belongings:** Once per adventure you can reduce the difficulty of any special requisition requests to Section M or Majestic by 1 (see Special Requisitions, p.XXX).

NAVY

You are a sailor, having lived a life on the seas and oceans of the world, serving as part of the crew of a battleship, aircraft carrier, or submarine. Sailors have highly technical jobs, and work in small teams, often with heavy machinery in close quarters.

- **Attributes:** Agility +2, Brawn +1, Coordination +2, Reason +1
- **Skills:** Engineering +1, Tactics +1, Vehicles +2
- **Focuses:** Choose 1 focus from Vehicles, and 1 focus from any other skill.
- **Talents:** Choose 1 talent with the Vehicles keyword (p.XX).
- **Truth:** Choose a truth from the list, or create a truth about your time at sea.
  - Salty Sea Dog
  - Eager Ship's Mate
  - Experienced Submariner
- **Belongings:** Mechanic's tools or engineer's tools

PHYSICIAN

You took an ancient oath to "first do no harm" and heal the sick and wounded. You may be a doctor with an extensive medical training, but you could also be a nurse, psychiatrist, or pharmacist. Military physicians are found in army bases and airbases, and in field hospitals or hospital ships near the front lines. Civilian physicians care for those coming home from the front, too injured or shell-shocked to keep fighting.

- **Attributes:** Coordination +2, Insight +1, Reason +2, Will +1
- **Skills:** Academia +1, Medicine +2, Resilience +1
- **Focuses:** Choose 1 focus from Medicine, and 1 focus from any other skill.
- **Talents:** Choose 1 talent with the Medicine keyword (p.XX).
- **Truth:** Choose a truth from the list, or create a truth about your time in the medical profession.
  - Caring Nurse
  - Probing Psychologist
  - Driven Frontline Medic
- **Belongings:** First aid kit or a contact (medicine)

POLICE

You were, or still are, part of a police force, whether that's a local force that covers a town or city, or a national agency like Britain's MI5, or the United States' FBI. You might be a bobby on the beat, or a detective delving into the most heinous crimes or perhaps a special investigative agent.

- **Attributes:** Agility +1, Brawn +1, Coordination +2, Insight +2
- **Skills:** Fighting +1, Observation +2, Persuasion +1
- **Focuses:** Choose 1 focus from Observation, and 1 focus from any other skill.
- **Talents:** Choose 1 talent with the Observation keyword (p.XX).
- **Truth:** Choose a truth from the list, or create a truth about your time in law enforcement.
  - Busy Beat Cop
  - Intimidating Military Policeman
  - Hard-Boiled Private Investigator
- **Belongings:** Choose one melee weapon of restriction 2 or lower, or choose one handgun.

POLITICIAN

You hold an elected office, or work for someone who does. You're well-connected and well-educated, talented in rhetoric and debate, and with a knack for leading others. This could be at any level of politics, and America in particular, has an abundance of public offices and elected officials. This might also cover civil servants and bureaucrats; while they aren't necessarily elected themselves, they often work closely with officials who are.

- **Attributes:** Coordination +1, Insight +2, Reason +1, Will +2
- **Skills Academia +1, Persuasion +2, Tactics +1**
- **Focuses:** Choose 1 focus from Persuasion, and 1 focus from any other skill.
- **Talents:** Choose 1 talent with the Persuasion keyword (p.XX).
- **Truth:** Choose a truth from the list, or create a truth about your time in office.
  - Charismatic Public Figure
  - Devious Cabinet Minister
  - Overworked Public Servant
- **Belongings:** At the beginning of every adventure, you gain 2 more Requisition points for the group to spend on equipment.

RESISTANCE

You're under the heel of the Third Reich, from a nation occupied by the Nazis, but with the aid of British and American intelligence you work covertly to undermine the Germans. Many resistance fighters are refugees who've returned home after receiving specialised training overseas, and brave the constant danger of being discovered and executed.

- **Attributes:** Agility +1, Coordination +1, Reason +2, Will +2
- **Skills:** Persuasion +1, Stealth +2, Tactics +1
- **Focuses:** Choose 1 focus from Stealth, and 1 focus from any other skill.
- **Talents:** Choose 1 talent with the Stealth keyword (p.XX).
- **Truth:** Choose a truth from the list, or create a truth about your resistance efforts.
  - Confident Saboteur
  - Émigré Allied Agent
  - Valiant Cell Leader
- **Belongings:** One of the following: a piece of covert communications equipment, a saboteur's kit, a weapon of restriction 2 or lower, or a contact (stealth).

SPIRITUAL LEADER

Your character may be a priest, shaman, an occult practitioner, or researcher into the unknown, from the Allied nations or from the far flung corners of the globe. You peer into the realms beyond the physical world, looking for enlightenment, power, or other spiritual rewards, often guiding others in the process.

- **Attributes:** Agility +1, Insight +2, Reason +1, Will +2
- **Skills:** Academia +2, Persuasion +1, Resilience +1
- **Focuses:** Choose 1 focus from Academia, and 1 focus from any other skill.
- **Talents:** Choose 1 talent with the Academia keyword (p.XX).
- **Truth:** Choose a truth from the list, or create a truth about your otherworldly knowledge.
  - Mesmerising Cult Leader
  - Holy Person
  - Insightful Medium
- **Belongings:** your character has access to clothing appropriate to their position, plus appropriate insignia and a contact (occultism, invocation, mysticism)

Step 5: Characteristic

The fifth key part of building your character is their **characteristic**. Characteristics mark you as distinct, unusual, and extraordinary in some way. They indicate why you were recruited into the Secret War—why you were drawn away from the frontlines and thrust into perilous occult battles against the Black Sun, *Nachtwölfe* and their inhuman allies.

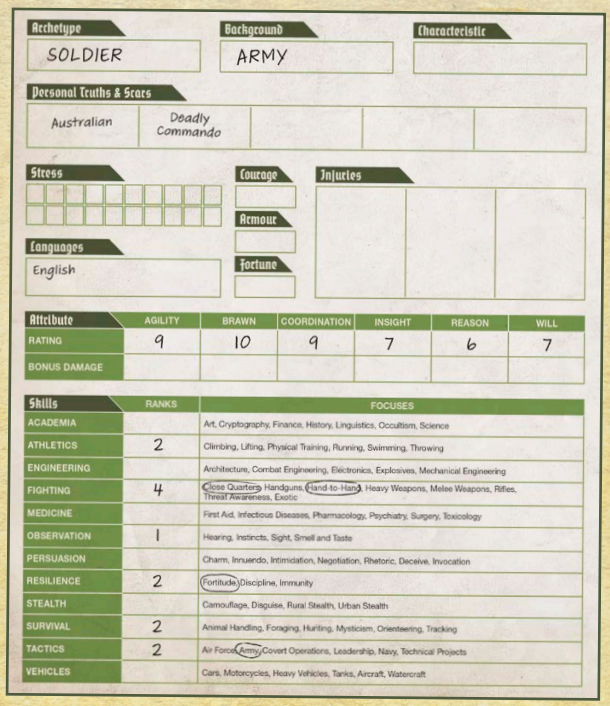
Select or roll for a single characteristic from the following list:

Random Characteristic

D20 ROLL	CHARACTERISTIC	PAGE
1	Bookworm	XX
2	Born Behind the Wheel	XX
3	Built like a Brick Outhouse	XX
4	Conscientious Objector	XX
5	Criminal Mindset	XX
6	Dilettante	XX
7	Dreamwalker	XX
8	Escaped from Europe	XX
9	Experimental Subject	XX
10	My War Started Early	XX
11	Nomadic	XX
12	Own an Occult Artefact	XX
13	Raised by A Cult	XX
14	Raised in the Colonies	XX
15	Read from an Occult Book	XX
16	Scientific Visionary	XX
17	Street Kid	XX
18	The Lucky One	XX
19	Veteran of the Great War	XX
20	Choose either Wanted by the Authorities or Young at Heart	XX or XX respectively

Example Character: Sarah "Roo" Walker

Molly's next choice is **Step 5: Characteristic:** something which marks her character out as special. Built like a Brick Outhouse is tempting, but Molly chooses **Raised in the Colonies** as it fits her theme perfectly. She gains 1 to Agility, 1 to Brawn, and 1 to her Will attributes. She also adds 1 to Athletics, 1 to Survival, and 1 to her Stealth and Tactics skills.



Archetype: SOLDIER
Background: ARMY
Characteristic:
Personal Truths & Scars: Australian; Deadly Commando
Stress:
Courage:
Armour:
Fortune:
Injuries:
Languages: English

Attribute	AGILITY	BRAWN	COORDINATION	INSIGHT	REASON	WILL
RATING	9	10	9	7	6	7
BONUS DAMAGE						

Skills	RANKS	FOCUSES
ACADEMIA		Art, Cryptography, Finance, History, Linguistics, Occultism, Science
ATHLETICS	2	Climbing, Lifting, Physical Training, Running, Swimming, Throwing
ENGINEERING		Architecture, Combat Engineering, Electronics, Explosives, Mechanical Engineering
FIGHTING	4	Close Quarters, Handguns, Hand-to-Hand, Heavy Weapons, Melee Weapons, Rifles, Threat Awareness, Exotic
MEDICINE		First Aid, Infectious Diseases, Pharmacology, Psychiatry, Surgery, Toxicology
OBSERVATION	1	Hearing, Instincts, Sight, Smell and Taste
PERSUASION		Charm, Innuendo, Intimidation, Negotiation, Rhetoric, Deceive, Invocation
RESILIENCE	2	Fortitude, Discipline, Immunity
STEALTH		Camouflage, Disguise, Rural Stealth, Urban Stealth
SURVIVAL	2	Animal Handling, Foraging, Hunting, Mysticism, Orienteering, Tracking
TACTICS	2	Air Force, Army, Covert Operations, Leadership, Navy, Technical Projects
VEHICLES		Cars, Motorcycles, Heavy Vehicles, Tanks, Aircraft, Watercraft

Looking for Survival or Athletics talents, she lights upon Companion, a faithful hound who will join Sarah on her adventures! Molly names the dog Crook, a faithful border collie who used to accompany her on her journeys into the Outback, and who has now become a regimental mascot!

Molly adds an army uniform to her belongings, and with the GM's permission, adds a boomerang for a personal flourish. The GM, Nathan, comes up with some statistics for her boomerang which she will use as a silent lethal weapon.

Equipment of Note: Ammo belt (shotgun shells); Army uniform; Boomerang

	COMPANION	SURVIVAL	weapon's Piercing quality by 1. You have a pet dog that serves as a friend and ally in dangerous times. The dog has the character profile and is treated as an Allied NPC under your command.

BOOKWORM

You have studied intensely and have a deep love of learning and knowledge. You're the one who knows obscure facts and strange statistics, and you would rather spend your free time with your nose in a book, than anything else.

- **Attributes:** Insight +1, Reason +1, and +1 to any other attribute.
- **Skills:** Academia +1, and +1 to three other skills. No skill can be chosen twice.
- **Talents:** Choose 1 talent with the Academia keyword (p.XX).
- **Truth:** Use the "Bookworm" truth or make up your own related to your love of the written word.
- **Belongings:** You have books and journals related to your study, supporting your factual knowledge.

BORN BEHIND THE WHEEL

You live life in the driving seat, or elbow-deep in the workings of your favourite vehicles.

- **Attributes:** Coordination +1, Reason +1, and +1 to any other attribute.
- **Skills:** Engineering +1, Vehicles +1, and +1 to two other skills. No skill can be chosen twice.
- **Talents:** Choose 1 talent with the Vehicles keyword (p.XX).
- **Truth:** Use the "Born Behind the Wheel" truth, or make up your own related to your love of vehicles.
- **Belongings:** You have overalls, driving gloves and goggles.

BUILT LIKE A BRICK OUTHOUSE

You're huge. You tower over those around you, standing taller and broader than your peers. And your size isn't just for show—you're strong, and you've always found ways to put that strength to use.

- **Attributes:** Brawn +1, Coordination +1, and +1 to any other attribute.
- **Skills:** Athletics +1, Fighting +1, Resilience +1, and +1 to any one other skill. No skill can be chosen twice.
- **Talents:** Choose 1 talent with the Athletics or Resilience keyword (p.XX).
- **Truth:** Use the "Built Like a Brick Outhouse" truth, or make up your own related to your towering stature or powerful physique.
- **Belongings:** All your clothes are either ill-fitting or have been heavily altered to accommodate your unusual size.

CONSCIENTIOUS OBJECTOR

Violence is never the answer but that doesn't make you a coward. Many conscientious objectors serve with distinction in all manner of roles and make a real contribution to the war effort (see p.XX Chapter 10: The March of History). While you refuse to carry a weapon, exposure to the Secret War is about to test that belief to its very limits. When confronted with the unspeakable horrors of the Mythos will you be able to maintain your ideals?

- **Attributes:** Reason +1, and Will +1, and +1 to any other attribute.
- **Skills:** you gain +1 to Resilience, and +1 to any three other skills except Fighting or Tactics. No skill can be chosen twice.
- **Talents:** Choose 1 talent with the Resilience keyword (p.XX).
- **Truth:** Use the "Conscientious Objector" truth, or make up your own related to your moral stance.
- **Belongings:** You gain 1 skill kit for a skill you have a score of 2 or more in.

CRIMINAL MINDSET

You live outside petty considerations like the law and there's always an opportunity to profit. Just like there are always excuses for your actions. But perhaps your unique skills can be of use in the Secret War?

- **Attributes:** Insight +1, Agility +1, and +1 to any other attribute.
- **Skills:** Observation +1, Stealth +1 and +1 to two other skills. No skill can be chosen twice.
- **Talents:** Choose 1 talent with the Stealth or Persuasion keyword (p.XX).
- **Truth:** Use the "Criminal Mindset" truth, or make up your own related to your criminal inclinations.
- **Belongings:** You gain a single item with a restriction of 3 or less, which was obtained illegally.

"There's some right shifty fellas in the regiment,
but what'd get you locked up on civvy street,
is a positive asset when you're deep behind enemy lines.
It's handy to know that no door, lock, or safe,
is proof against our own 'Fingers' Freddy"
— Sergeant Harold Blake, SAS

DILETTANTE

You're a jack of all trades and can turn your hand to pretty much anything with some degree of success, although you're soon ready to move on.

- **Attributes:** Coordination +1, Insight +1, and +1 to any other attribute.
- **Skills:** You gain +1 to each skill currently at 0 ranks.
- **Talents:** Choose 1 talent with any keyword.
- **Truth:** Use the "Dilettante" truth, or make up your own related to your wide-ranging practical knowledge.
- **Belongings:** You have a number of trivial, potentially useful items, such as a pocket watch, screwdriver, matches, etc. that you can declare are on your person at the discretion of the GM.

DREAMWALKER

Sleep is a mere gateway and even as a child you wandered the Dreamlands. Many strange beings have attempted to trick you into obeying them but you have avoided the cruel fates of those lost in the void. Now your country needs you, can you use the special wisdom you have gained contemplating the great beyond?

- **Attributes:** Insight +1, Will +1, and +1 to any other attribute.
- **Skills:** Resilience +1, Observation +1, and +1 to two other skills. No skill can be chosen twice.
- **Talents:** Choose 1 talent with the Observation or Weird keyword (p.XX).
- **Truth:** Use the "Dreamwalker" truth, or make up your own related to your travels through the Dreamlands.
- **Belongings:** You own a pet of your choice which is devoted to you, and seems to see things which aren't there.

ESCAPED FROM EUROPE

Everything you once loved has been swallowed up by the German war machine and its terrible masters. You fought hard and did your utmost, but ultimately had to flee to escape death or worse. Your new home seems strange but working with the Allies you burn with desire to liberate your homeland.

- **Attributes:** Insight +1, Will +1 and +1 to any one other attribute.
- **Skills:** Academia +1, Athletics +1, Persuasion +1, Survival +1
- **Talents:** Choose 1 talent with the Persuasion (p.XX) or Survival (p.XX) keyword.
- **Truth:** Use the "Escaped from Europe" truth, or make up your own related to your refugee status.
- **Belongings:** You have a single tattered keepsake that reminds you of home.

EXPERIMENTAL SUBJECT

The war effort needs volunteers to learn exactly what can be achieved through science, technology and even mystical forces. Top secret off-the-book experiments are being conducted to enhance soldiers with frightening new powers. Your country thanks you for your sacrifice. You volunteered right? No? Unfortunately that's all too common in these extraordinary times.

- **Attributes:** Agility +1, Brawn +1, and +1 to any other attribute.
- **Skills:** You gain +1 to each of any four skills. No skill can be chosen twice.
- **Talents:** Choose 1 talent with the Weird keyword (p.XX).
- **Truth:** Use the "Experimental Subject" truth, or make up your own related to time as a human guinea pig.
- **Belongings:** You have some form of strange identification, sigils or mysterious markings on your skin, or perhaps even incomplete documents, or a strange uniform pertaining to your time as a test subject.

MY WAR STARTED EARLY

Whether you started the fight in Abyssinia, Czechoslovakia, Manchuria, or Spain you've been at war for many years before the main conflict erupted. War is a horror show, but for you it's become alarmingly mundane.

- **Attributes:** Agility +1, Brawn +1, Coordination +1.
- **Skills:** Fighting +1, Medicine +1, and +1 to two other skills. No skill can be chosen twice.
- **Talents:** Choose 1 talent with the Fighting (p.XX) or Medicine (p.XX) keyword.
- **Truth:** Use the "My War Started Early" truth, or make up your own related to your harrowing experiences.
- **Belongings:** You have some treasured mementoes, like a family photo, your father's watch, or a cultural or religious item that you always carry.

"This fight is nothing new,
I have been at war for many years
and fought countless battles."
— Juan Domingo - partisan

NOMADIC

Once you had a home, but now your home is the road. You're a restless spirit and never stay in one place for too long. Always keeping one step ahead of your troubles, you've come to appreciate the freedom that an itinerant lifestyle offers.

- **Attributes:** Brawn +1, Coordination +1, Reason +1.
- **Skills:** Survival +1, Vehicles +1, and +1 to two other skills.
- **Talents:** Choose 1 talent with the Survival (p.XX) or Vehicles (p.XX) keyword.
- **Truth:** Use the "Nomadic" truth, or make up your own describing your wayfaring lifestyle.
- **Belongings:** You possess a number of trivial items on your person, a pen-knife, dice, string and other handy odds and ends, as well as a means of raising a little ready money, like an instrument or a pack of cards.

OWN AN OCCULT ARTEFACT

It's been in your family for as long as you can remember and now its stewardship has become your responsibility. Whether it's a weapon that can be turned against the Reich, the soul of a trapped monstrosity or a fragment of a bizarre entity pickled for posterity, you must decide how you will use this strange artefact.

- **Attributes:** Reason +1, Will +1, and +1 to any other attribute.
- **Skills:** +1 to either Observation, Persuasion or Stealth, Resilience +1, and +1 to two other skills. No skill can be chosen twice.
- **Talents:** Choose 1 talent with the Weird keyword (p.XX).
- **Truth:** Use the "Own an Occult Artefact" truth, or make up your own related to the acquisition of the item.
- **Belongings:** You own an Occult artefact, such as a dread Mythos tome (see p.XX) the token of a deity, an obsidian scrying mirror, or a box that whispers to you in your sleep, which is dormant… for now. The nature of this artefact should be discussed and agreed with the GM.

RAISED BY A CULT

You were born and raised into a secret esoteric order. While on Sunday you attended church and sang hymns, when the stars aligned, your family celebrated with other hidden, darker, rites. You have seen many horrible and astonishing things, expanding your mind and giving you a new perspective on man's place in the universe.

- **Attributes:** Brawn +1, Insight +1, and +1 to any other attribute.
- **Skills:** Academia +1, Resilience +1, Stealth +1, and +1 to one other skill.
- **Talents:** Choose 1 talent with the Stealth, Resilience, or Weird keyword (p.XX).
- **Truth:** Use the "Raised by a Cult" truth, or make up your own describing your membership of the cult.
- **Belongings:** You own ceremonial robes, tokens, charms and other personal trappings from the cult.

RAISED IN THE COLONIES

When the war came to Europe you were far from the front. Few countries were as removed from the action as yours, but you nevertheless signed up for king and country and have journeyed thousands of miles to aid the war effort. Yours was a rural existence where agriculture was paramount, livestock grazed the plains and everybody knew everybody, but now you're itching to take up arms against the Axis.

- **Attributes:** Agility +1, Brawn +1, and Will +1.
- **Skills:** Athletics +1, Survival +1, and +1 to any two other skills. No skill can be chosen twice.
- **Talents:** Choose 1 talent with the Athletics (p.XX) or Survival keyword (p.XX).
- **Truth:** Use the "Raised in the Colonies" truth, or make up your own related to your distant upbringing.
- **Belongings:** You own some clothes or personal items from your home nation.

READ FROM AN OCCULT BOOK

At some point in your past, you read from a forbidden book, which revealed horrific secrets and the strange mysteries of the universe. You don't remember exactly what you read, but the sensation of viewing those sigils and reading those words still lingers, like a faint scar on the mind. You seem to notice things and make connections that others without your hidden knowledge, overlook.

- **Attributes:** Insight +1, Will +1, and +1 to any other attribute.
- **Skills:** Observation +1, Resilience +1, and +1 to two other skills. No skill can be chosen twice.
- **Talents:** Choose 1 talent with the Weird keyword (p.XX).
- **Truth:** Use the "Read From an Occult Book" truth, or make up your own related to your harrowing occult knowledge.
- **Belongings:** You have a collection of personal notes from an occult tome.

That book… creepy. I feel like it's watching me, like it has its own eyes…



SCIENTIFIC VISIONARY

You have made an incredible discovery through your studies, which may prove to be an invaluable contribution to the war effort.

- **Attributes Insight +1, Reason +1, and +1 to any other attribute.**
- **Skills:** Academia +1, Engineering +1, and +1 to two other skills. No skill can be chosen twice.
- **Talents:** Choose 1 talent with the Academia or Engineering keyword (p.XX).
- **Truth:** Use the "Scientific Visionary" truth, or make one up your own related to your scientific talents.
- **Belongings:** You have a contact with one of the following focuses: cryptography, science, electronics, explosives, or the Medicine skill.

STREET KID

Your life up until now has been tough, and you've had to work hard for the little you've got. Somehow you've always managed to scrape together enough to get by. But you're quick, you're tough, and you're clever, and rely on your wits and streets smarts to survive. The war effort could use these kind of skills.

- **Attributes:** Brawn +1, Coordination +1, and Reason +1.
- **Skills:** Resilience +1, Survival +1, Stealth +1, and +1 to any one other skill except Academia. No skill can be chosen twice.
- **Talents:** Choose 1 talent with the Survival keyword (p.XX).
- **Truth:** Use the "Street Kid" truth, or make one up based on your early life.
- **Belongings:** You have a lucky charm or some other token of good fortune.

THE LUCKY ONE

When the order came to seek shelter every last one of you obeyed. Then the bomb hit and you were the sole survivor. You can't explain how you endured when all the others died, but you hear them now whispering behind your back, calling you Jonah and implying you're bad luck.

- **Attributes:** Agility +1, Brawn +1, and Will +1.
- **Skills:** Athletics +1, Tactics +1, and +1 to any two other skills. No skill can be chosen twice.
- **Talents:** Choose 1 talent with the Fortune keyword (p.XX).
- **Truth:** Use the "The Lucky One" truth, or make up your own related to your harrowing survival against the odds.
- **Belongings:** you have a poignant memento from one of your fallen friends or comrades.

VETERAN OF THE GREAT WAR

You fought in the Great War. You remember when it was declared to be "the war to end all wars". Now another global conflict has broken out, and those old skills — and that old service revolver — are called into action again.

- **Attributes:** Brawn +1, Coordination +1, and +1 Will.
- **Skills:** Fighting +1, Survival +1, and +1 to two other skills. No skill can be chosen twice.
- **Talents:** Choose 1 talent with the Fighting (p.XX) or Survival (p.XX) keyword.
- **Truth:** Use the "Veteran of the Great War" truth, or make up your own related to your experiences of World War I.
- **Belongings:** You have an old service revolver (use the rules for an Enfield Service Revolver, page XX).

WANTED BY THE AUTHORITIES

You committed a serious crime, and were on the run, being hunted by the authorities but have evaded capture so far. Along the way you managed to make yourself useful and now you're part of a secret organisation investigating the occult. Maybe you exchanged this work for your 'freedom', or perhaps you joined the military under a pseudonym and dread discovery.

- **Attributes Agility +1, Insight +1, and +1 to any other attribute.**
- **Skills:** Persuasion +1, Stealth +1, and +1 to two other skills. No skill can be chosen twice.
- **Talents:** Choose 1 talent with the Persuasion (p.XX) or Stealth (p.XX) keyword.
- **Truth:** Use the "Wanted" truth, or make up your own establishing your shady past.
- **Belongings:** You have an item of restriction 2 or less relating to your crime, or you have false Identity Documents.

YOUNG AT HEART

You might be young or simply naïve, but when it comes to the crunch you pick up what you need to know pretty quickly and have the energy of youth on your side.

- **Attributes:** Agility +1, Reason +1, and +1 to any other attribute.
- **Skills:** Athletics +1, Stealth +1, and +2 to any one skill that you have 0 or 1 ranks in.
- **Talents:** Choose 1 talent with any keyword.
- **Truth:** Use the "Young at Heart" truth, or make up your own describing your extraordinary pluck and vigour.
- **Belongings:** You have 1 extra resource for any skill kits you possess.

"Nothing darkens these kids' days.
I've seen 'em fight from dawn till dusk
and still come up smiling.
Energy of youth I guess."
— Sgt Brandon Carter

Step 6: Finishing Touches

At this stage, your character is almost complete! This section features final checks and adjustments so that everything is all present and correct, and gives you a last chance to customise your character before finally diving into the action of the Secret War.

FINAL VALUES

After selecting an archetype, a background, and a characteristic, you should have the following details:

- **Truths:** Your character should have at least four truths, one from their background, one from their characteristic, plus two from nationality and language. If they don't, revisit your choices and check the truths relating to them.
- **Attributes:** Your character's attributes should all be at least 6 and no higher than 11. The total of all their attributes added together should equal 51.
- **Skills:** Each skill rating should be no higher than 5. The total from all your character's skills, added together, should equal 17, except when the character has the *Dilettante* characteristic.
- **Focuses:** Your character should have four focuses; two from their archetype, and two from their background. If they don't, revisit your choices and make sure you picked focuses relating to those skills.
- **Talents:** Your character should have three talents: one from their archetype, one from their background, and one from their characteristic. If they don't, revisit your choices and pick relevant talents.

Using Magic

A character who has the Occult archetype and has selected a talent with the spellcaster keyword becomes a wielder of magic, and can cast spells using the rules found in *Chapter 9: Magic & The Mythos.* A character can only have 1 talent with the spellcaster keyword.

If your character is a **spellcaster** you have learnt magic in one of the following ways.

- **Tradition:** The follower of a tradition learns magic through a mystical practice, with a powerful spiritual element to their craft. They're spellcasters who rely on Insight, and have a base Power of 2. Tradition spellcasters can only learn the spells of their tradition, but they learn spells more easily than other spellcasters. **A Tradition spellcaster begins play knowing three spells from their tradition.** The traditions most common amongst the Allies are as follows, but other mystical and shamanic spellcasting may also be emulated if you desire, see *Chapter 9: Magic & The Mythos.* More magical traditions will be developed in later ***Achtung! Cthulhu*** source books.
  - **Runeweaving** is a magical tradition prevalent in Norse and Scandinavian peoples, and draws on the power of the runes to channel the power of the Viking pantheon of deities.
  - **Druidism** is the magical tradition of the Celtic people and is rooted in animistic beliefs, drawing its power from both its gods and the forces of the natural world.
  - **Psychic** is an expression of the 'magical' powers inherent in the mind of gifted and talented individuals. Although it is not strictly a magical tradition in the conventional sense, it is treated as one for game purposes.
- **Dabbling:** A dabbler is someone who has experimented with magic without guidance or a true understanding. They rely on Will and have a base Power of 1, but can count as 3 Power by generating 1 Threat for each effect they roll on in that dice pool. Dabblers can learn any spell, but learn flawed versions at first (for more on flawed spells see p.XX). **A Dabbler begins play knowing one spell, or two flawed spells, which may be from any tradition.**
- **Research:** A researcher is someone who's learned magic through intense and rigorous study of ancient books and forbidden tomes. They rely on Reason and have a base Power of 2. Researchers can learn any spell. **A Researcher begins play knowing two spells, which may be from any tradition Allied or Mythos.**

Spellcaster Attributes

SPELLCASTER TYPE	SPELLCASTING ATTRIBUTE	BASE POWER
Dabbler	Will	1/3 (1 Threat per Effect rolled)
Research	Reason	2
Tradition	Insight	2

BONUS LANGUAGES

Your character will have a first language, but may have several additional languages largely determined by their nationality, please refer to the table on page XX for details on this. The gamemaster may allow your character to know one or two additional languages if your character's back-story supports this: for example, an American character born to Italian immigrant parents may also speak Italian.

Your character may also know additional languages of your choice based on their Reason, and up to three additional languages if they have the *Linguistics* focus. These do not have to be languages spoken currently, and can be dead languages such as Latin if you wish, potentially useful for reading arcane tomes or manuscripts. When determining languages, it is a good idea to discuss the matter with other players, ensuring that the entire group has at least one language in common.

Bonus Languages

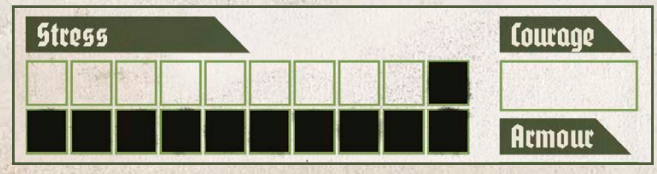
REASON SCORE	BONUS LANGUAGES KNOWN
9-10	1
11+	2

STRESS TRACK

A character's **stress track** is a measure of their ability to withstand damage and is equal to the higher of their Brawn or Will, plus their Resilience. Stress is a measure of the physical and mental punishment your character can take before becoming injured.

Add your:

- **Brawn** + **Resilience,** *or*
- **Will** + **Resilience** *(whichever is higher)*



ESOTERIC AND ARCHAIC LANGUAGES

As the gods and entities of the Mythos have interacted with mankind down the ages, much forbidden knowledge has been recorded in long-dead languages. Those with a scholarly inclination may specialise in understanding one of these forgotten tongues. Here is a short selection of the ancient languages a character could speak or read as they are the ones most often used in *ACHTUNG! CTHULHU*, but you should feel free to add more as the need arises.

- ATLANTEAN — a language spoken by the now lost civilisation of Atlantis.
- ANCIENT GREEK — the language of the great Greek civilisation, preserved through the writings of philosophers and playwrights of the time.
- LATIN — the language of the ancient civilisation of Rome, it was also the language of scholarship during the medieval period of European history.
- ANCIENT EGYPTIAN — the hieroglyphic language of the Ancient Egyptians, widely illustrated on the walls of their historical sites.
- RUNIC — the alphabet used by a set of Germanic languages before Latin rose to prominence. Scandinavian runes are derived from it.
- OGHAM — is an alphabet used to communicate in the early Irish language dating from the late Roman era.
- HEBREW — the language of the ancient Israelites, and the language the Jewish Torah is written in.
- ARAMAIC — another Semitic language, an ancestor to Hebrew and other Middle-Eastern languages.
- OLD NORSE — a North Germanic language spoken by the Vikings and other Scandinavian cultures.
- SANSKRIT — the ancient language of India, and the language used in Hinduism, and Buddhist schools in the region.

RESISTANCE

Your character also receives a basic degree of resistance to damage — both Armour and Courage — based on their attributes.

- Your character gains Armour resistance based on their Brawn.
- Your character gains Courage resistance based on their Will.

Character Resistance

ATTRIBUTE RATING	RESISTANCE
8 or lower	–
9	1
10 or 11	2
12 or 13	3
14 or 15	4
16 or higher	5

Additional armour from equipment worn, or additional courage from talents, is added to this base value.

"Armour" while Unarmoured — Take Courage!

The rules provide characters with a small amount of **Armour** resistance even when they appear completely unarmoured. While this may seem counter-intuitive and conjure images of heroes with bulletproof skin, the amount of resistance a character receives from their attributes is relatively minor, and more than anything represents a higher tolerance for pain and discomfort, and a greater ability to roll with the punches. A character with a high Brawn doesn't literally have armoured skin, they're just generally "tough" and can take more punishment than their less-brawny comrades. **Courage** is a measure of your character's mental strength, indefatigability and morale and is used to withstand mental attacks, fear and terror, and the mind-bending effects of viewing strange Mythos creatures first hand!

"The so-called 'dead' languages of Hyperborea and Atlantis are quite fascinating in their own ways. Words and phrases that haven't been spoken aloud in millennia and yet they retain an awesome power."

— Professor Richard Dradman

BONUS CHALLENGE DICE

Your character also receives bonus Challenge Dice (Ⓜ) on a roll, based on their attributes, which can be calculated using the table below:

- Your character adds bonus Ⓜ to their melee attacks based on their Brawn.
- Your character adds bonus Ⓜ to their ranged attacks based on their Insight.
- Your character adds bonus Ⓜ to their magical and mental attacks based on their Will.

Other attributes may contribute bonus damage to certain improvised attacks or hazards, at the GM's discretion.

Bonus Challenge Dice

ATTRIBUTE RATING	BONUS DAMAGE
8 or lower	–
9	+1Ⓜ
10 or 11	+2Ⓜ
12 or 13	+3Ⓜ
14 or 15	+4Ⓜ
16 or higher	+5Ⓜ

NAME

Every character needs a name to identify them and you might decide to go for something typical of the era, or your nationality, or simply pick your name based on your character's personality. Generally, it's best to give a character an original name, rather than one from another source, as it will be less distracting for the other players. But don't be afraid to choose something that really stands out and have some fun with this aspect of your character's identity.

PERSONALITY

Now that you know what sorts of experiences have shaped your character, ask yourself: what sort of personality do they have and how would you like to play them? Are they angry? Happy-go-lucky? Adventuresome? Out for revenge? Wise? Hot-tempered? Calm? Fierce? Cynical? Brooding? Even choosing a few quick adjectives like these can really help define or refine their personality. That doesn't mean they will be like this all the time, however. Characters will evolve and change personality over time based on their experiences. However, it's always a good idea to have some defining notes or points of differentiation at the start, even if it's just for the gamemaster to grasp how others see them.

APPEARANCE

How does your character look? Are they typical for someone from their area or from that era? Take a look at the character's attributes. Do any stand out (a high or low Brawn, for example) or offer suggestions for their physical appearance? Is your character handsome or ugly? Remarkable or average-looking? How do they dress? Do they have any signature habits, tendencies, or behavioural quirks? Maybe they employ a catchphrase or verbal tic? You can decide on all of these aspects or none of them, but it's often a good idea to give your character some sort of visual description, especially to give other players an idea of what they look like.

PERSONAL BELONGINGS

In addition to the items granted by the character's archetype, background, and characteristic, you can gain more items as personal gear. Player characters may choose one additional item of Restriction 3, two additional items of Restriction 2, or three additional items of Restriction 1 to round out their character. See **Chapter 7 Tools of the Trade** p.XX for the different weapons and equipment and their Restriction levels.



Example Character: Sarah "Roo" Walker

In **Step 6: Finishing Touches**, it's now time for Molly to do some quick bookkeeping. Her attributes, skills and focuses seem to be all present and correct, and she has the right number of talents. English is her first language and with a Reason of 6, she doesn't know any others, however with the GM's agreement, Molly adds some knowledge of basic First Nation Australian symbolism, as well, based on her personal backstory. She also notes down three **Fortune** points on her character sheet, and since she's also entitled to some additional personal belongings, Molly gives Sarah a trench knife.

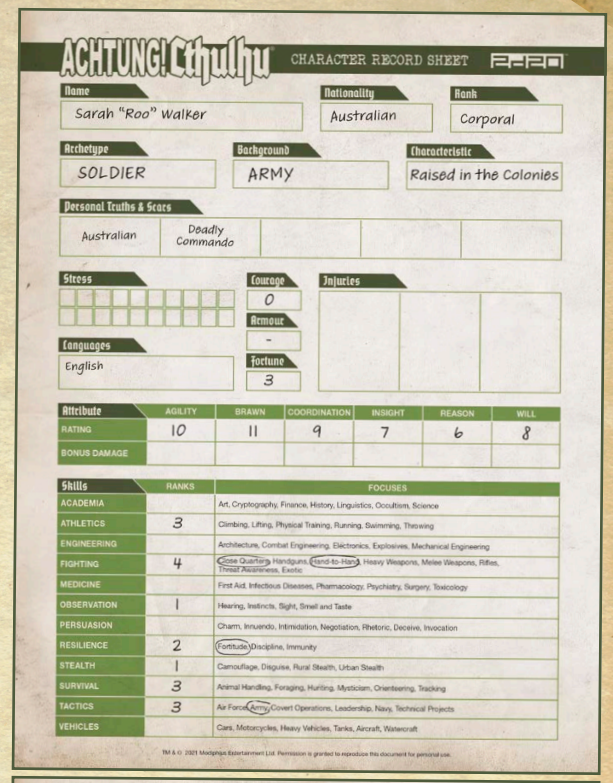
Molly calculates Sarah's stress track which with a Brawn rating of 11, and a Resilience of 2, she adds them together to get a total of 13; her Brawn also gives her 2 points of Armour resistance for her innate hardiness. This Australian commando will be able to take a fair degree of punishment! She'll be able to dish it out too, with Brawn also giving her melee damage +2 when inflicting stress.

Looking at her stats and skills helps Molly decide on Sarah's **personality**. Sarah's obviously strong, agile and well-coordinated, with deadly close-quarters combat skills, so she's going to be confident and forceful in action. She's down to earth, practical but more reticent away from the field–a product of her rural upbringing.

Imagining Sarah, Molly sees her growing up on one of the vast Australian sheep farms, with excursions into the outback and contacts amongst the First Australians honing her survival skills, but the army eventually offering her way to broaden her horizons and see more of the world, where she trained as a commando for raiding and infiltration operations. Depending on when the campaign starts, Molly might decide to have Sarah take part in the daring raids on Måløy or St Nazaire, early in the war, or even Operation Gunnerside, in 1943, which destroyed a heavy water plant and was reckoned the most successful commando operation of the entire war.

Finally, Sarah's appearance suggests someone tall and strong, and also fierce looking in combat. She's naturally devoted to Crook, her dog, and Molly decides she also has a real affection for animals of all kinds.

Watch out Black Sun and *Nachtwölfe*, a skilled, determined and downright dangerous commando, **Corporal Sarah "Roo" Walker**, has just reported for duty!



ACHTUNG! Cthulhu — CHARACTER RECORD SHEET

Name	Nationality	Rank
Sarah "Roo" Walker	Australian	Corporal

Archetype	Background	Characteristic
SOLDIER	ARMY	Raised in the Colonies

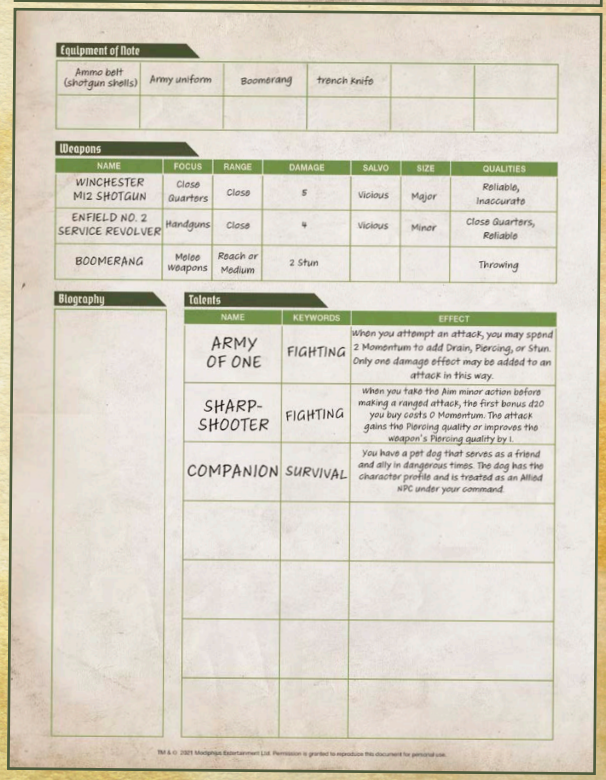
Personal Truths & Scars: Australian; Deadly Commando

Stress	Courage	Armour	Languages	Fortune	Injuries
	0	-	English	3	

Attribute	AGILITY	BRAWN	COORDINATION	INSIGHT	REASON	WILL
RATING	10	11	9	7	6	8
BONUS DAMAGE						

Skills	RANKS	FOCUSES
ACADEMIA		Art, Cryptography, Finance, History, Linguistics, Occultism, Science
ATHLETICS	3	Climbing, Lifting, Physical Training, Running, Swimming, Throwing
ENGINEERING		Architecture, Combat Engineering, Electronics, Explosives, Mechanical Engineering
FIGHTING	4	Close Quarters, Handguns, Hand-to-Hand, Heavy Weapons, Melee Weapons, Rifles, Threat Awareness, Exotic
MEDICINE		First Aid, Infectious Diseases, Pharmacology, Psychiatry, Surgery, Toxicology
OBSERVATION	1	Hearing, Instincts, Sight, Smell and Taste
PERSUASION		Charm, Innuendo, Intimidation, Negotiation, Rhetoric, Deceive, Invocation
RESILIENCE	2	Fortitude, Discipline, Immunity
STEALTH	1	Camouflage, Disguise, Rural Stealth, Urban Stealth
SURVIVAL	3	Animal Handling, Foraging, Hunting, Mysticism, Orienteering, Tracking
TACTICS	3	Air Force, Army, Covert Operations, Leadership, Navy, Technical Projects
VEHICLES		Cars, Motorcycles, Heavy Vehicles, Tanks, Aircraft, Watercraft

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Equipment of Note

Ammo belt (shotgun shells)	Army uniform	Boomerang	trench Knife		

Weapons

NAME	FOCUS	RANGE	DAMAGE	SALVO	SIZE	QUALITIES
WINCHESTER M12 SHOTGUN	Close Quarters	Close	5	Vicious	Major	Reliable, Inaccurate
ENFIELD NO. 2 SERVICE REVOLVER	Handguns	Close	4	Vicious	Minor	Close Quarters, Reliable
BOOMERANG	Melee Weapons	Reach or Medium	2 Stun			Throwing

Biography

Talents

NAME	KEYWORDS	EFFECT
ARMY OF ONE	FIGHTING	When you attempt an attack, you may spend 2 Momentum to add Drain, Piercing, or Stun. Only one damage effect may be added to an attack in this way.
SHARP-SHOOTER	FIGHTING	When you take the Aim minor action before making a ranged attack, the first bonus d20 you buy costs 0 Momentum. The attack gains the Piercing quality or improves the weapon's Piercing quality by 1.
COMPANION	SURVIVAL	You have a pet dog that serves as a friend and ally in dangerous times. The dog has the character profile and is treated as an Allied NPC under your command.

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After-Action Reports: Character Advancement

One of the most enjoyable aspects of a roleplaying game is watching the development and growth of your player character over the course of their adventures. In ***Achtung! Cthulhu*** you have several options to gain experience and develop your character after their creation.

GAINING EXPERIENCE

Just as the heroes of the Secret War are in charge of their own destinies, you too are in charge of the experience they gain and how that influences their development. Over the course of a campaign you will gain **experience points (XP)** for your character through the choices you make in play. When you make one of the following choices, you gain the listed XP as a reward at the end of the session and it's a good idea to keep a note of these as you go along.

- **Goals:** You receive 4 XP for achieving the main objectives of the mission.
- **Heroism:** At the end of the session take a vote between the players on who performed any heroic deeds and rank them in order. The most heroic act earns 4 XP, and other heroes during that session gain 2 XP each. If you need a final arbiter, ask the GM.
- **Invoking a Truth:** You gain 1 XP when you invoke a character truth to gain a Fortune point.
- **Failure:** You gain 1 XP each time you fail a skill test in which you bought 1 or more bonus d20s.
- **Threat Spend:** You gain 1 XP when the GM spends 3 or more Threat at once.
- **GM's Gift:** GMs will also award XP for good role-playing, or audacious, innovative or amusing actions or dialogue. Make sure you note these down too.

SPENDING EXPERIENCE

Between adventures, you can spend XP your character has gained to increase an attribute or skill, or get a new focus or talent. A player may only buy a single advancement after each adventure. Each advancement costs 10 XP.

- **Attributes:** Improve one attribute by +1. No attribute can be increased above 12.
- **Skills:** Improve one skill by +1. No skill may be increased above 5.
- **Focus:** Gain one focus.
- **Talent:** Gain one talent.

RETRAINING

You can retrain one of the following areas between adventures, but you may not retrain *and* buy an advancement for the same area at the same time (e.g. you could not increase an attribute *and* retrain another attribute at the same time).

- **Attributes:** Reduce one of your attributes by 1, then increase any other attribute by 1.
- **Skills:** Reduce one of your skills by 1, and then increase any other skill by 1.
- **Focuses:** The character loses one of their existing focuses, but gains a new focus in its place.
- **Talent:** The character loses one of their existing talents, but gains a new talent in its place.

ADJUSTING TRUTHS AND SCARS

As the more persistent elements of your character, truths cannot be easily altered, gained, or lost. However, you, or the gamemaster, may want to change one of your truths because of a significant event in your character's life. When you want to change a truth, you should work with the GM to rephrase the truth so that it makes sense based on the impact of events on your character, and how it will continue to influence them.

A character must always have at least 1 other truth as well as their nationality and first language. You can't reduce the amount of these other truths to zero for any reason.

If you want to gain a truth due to a sufficiently significant event in an adventure, you can spend 10 XP to gain an additional truth to reflect the event's impact upon the character. This counts as an advancement, but must have the approval of your GM, who may choose to reduce the cost at their discretion.

You can only change or remove scars by spending 10 XP with the GM's approval, which will usually mean extended downtime between adventures to undergo medical or psychological procedures.

MEDALS & PROMOTION: RANKS AND DECORATIONS

If you manage to survive the many perils and adversities of the Secret War, it is almost inevitable that you will rise through the ranks of your parent organisation (usually Section M or Majestic, or as part of one of the many Resistance movements).

You may be awarded a rank based on the total accumulated XP that you have earnt throughout your career. You don't have to spend that XP, but use it as a threshold for a new rank or promotion.

Earning seniority through promotions is a natural progression for your character's career, and it is down to both you and the GM to manage that progress, tailored according to the needs of your adventures and campaigns. If you earn a promotion, you will gain some additional responsibilities, but enjoy some additional privileges; officers may have to spend a certain amount of their time managing their own staff and equipment, but might also profit from an NPC NCO or adjutant to accompany them (at the GM's discretion of course).

Organisation Ranks*

BRITISH ARMY	ROYAL NAVY	ROYAL AIR FORCE	US ARMY	US NAVY	USAAF	RESISTANCE
Enlisted						
Private	Ordinary Seaman	Aircraftman Second Class	Private	Seaman Recruit	Private	Partisan
—	Able Seaman	Aircraftsman First Class	Private, First Class	Seaman Apprentice	Private First Class	—
Lance Corporal	—	Leading Aircraftsman	Corporal	Seaman	Corporal	Senior Partisan
Non-Commissioned Officers						
Sergeant	Petty Officer	Sergeant	Sergeant	Petty Officer Second Class	Sergeant	Resistance Organiser
Sergeant-Major	—	Flight Sergeant	Staff Sergeant	Petty Officer First Class	Staff Sergeant	—
Warrant Officer 1	Chief Petty Officer	Warrant Officer	First Sergeant	Chief Petty Officer	Top Sergeant	Senior Organiser
Commissioned Officers						
Second Lieutenant	Sub-Lieutenant	Pilot Officer	Second Lieutenant	Ensign	Second Lieutenant	—
Lieutenant	—	Flying Officer	First Lieutenant	Lieutenant LG	First Lieutenant	Lieutenant
Captain	Lieutenant	Captain	Captain	Lieutenant	Captain	Cell Leader
Major	Lieutenant-Commander	Squadron Leader	Major	Lieutenant-Commander	Major	—
Lieutenant-Colonel	Commander	Wing Commander	Lieutenant-Colonel	Commander	Lieutenant-Colonel	Resistance Commander
Colonel	Captain	Group Captain	Colonel	Captain	Colonel	—
Brigadier	Commodore	Air Commodore	Brigadier	Rear-Admiral	Brigadier	District Leader
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 Marshal	General	Admiral	General	Regional Leader
Field Marshal	Admiral of the Fleet	Marshal of the RAF	General of the Army	Fleet Admiral	General of the USAAF	National Leader

* Rank structure has been simplified for in game use across US and British forces. Resistance movements vary across nationality and political affiliation, and have no formal rank structure, but equivalent terms are used to denote seniority within a typical Resistance organisation.



MEDALS AND DECORATIONS

Medals and decorations are awarded for outstanding bravery or exceptional performance by your character during a single mission (although service ribbons are given for serving in a particular battle or theatre of war) and their award is largely at the GM's discretion, according to the needs of their campaign.

XP can also be used to determine whether a Player Character is awarded a medal for singular performance earned during a single mission, adventure or campaign. Like promotions, this is kept as a separate record by the GM and not spent like normal advancement and does not accumulate between missions—it is designed to recognise one-off feats of amazing heroism and bravery.

Ranks & XP

BRITISH ARMY	XP
Enlisted/Non-Commissioned Officers	
Private	0
Lance Corporal	40
Sergeant	80
Sergeant-Major	160
Warrant Officer 1	320
Commissioned Officers*	
Second Lieutenant	0
Lieutenant	40
Captain	80
Major	160
Lieutenant-Colonel	320
Colonel	640
Brigadier	1280
Major-General	2560
General	5120
Field Marshal	10240

* In the British Army, a division is made between enlisted men and NCOs and Officers and a PC will need to retrain and/or change a truth to enable them to begin officer training.

Battle Honours

NAME	UK	US	XP
Military Medals	Victoria Cross	Medal of Honor	40
	George Cross	Distinguished Service Cross	35
	Distinguished Service Order	Silver Star	30
	Military Cross	Bronze Star	25
	Military Medal	Citation	15
	—	Purple Heart	Awarded for being wounded in action
Secret War Decorations	Order of the Hidden Flame	Guardian of Liberty	50
	Order of Extraordinary Endeavour	Defender of the Union	40
	Section M Gold Gallantry Star	Legion of the Bald Eagle	30
	Section M Silver Gallantry Medal	Majestic Distinguished Service Medal	25
	Section M Service Star	Majestic Silver Cross	20
	Section M Service Medal	Majestic Service Star	10

Chapter 6

Talents



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Chapter Six
Talents

Talent Keywords

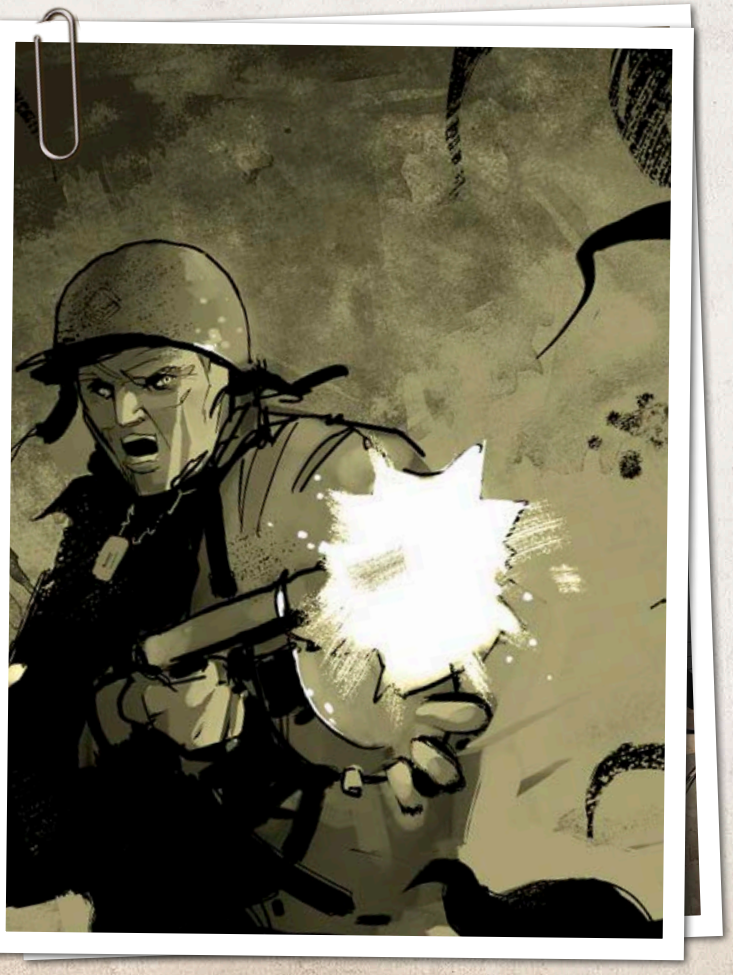
All talents are labelled with one or more keywords, which group similar talents together. Keywords are labels that signify which skills or rules a talent applies to. Some keywords can restrict your access to the talent or its use — if a keyword lists no limitations or restrictions, then none apply.

- **Archetype:** Only characters with the listed archetype can choose this talent.
- **Skill:** Talents with a skill as their keyword will affect the related skill tests. <Skill> denotes talents which can be used with a single specific skill, chosen when the talent is taken — replace <Skill> with the name of the skill chosen.
- **Fortune:** Characters must spend a Fortune point to use this talent.
- **Spellcaster:** A talent with the Spellcaster keyword allows a character to use magic (see *Chapter 9: Magic & The Mythos*, p.XXX for more information). A character may only have 1 talent with the Spellcaster keyword.
- **Advanced:** A character must have a rating of 3 or more in the associated skill to choose this talent.
- **Weird:** A talent with the Weird keyword represents something unusual, unnatural, or inexplicable, and they often come with some drawback or quirk that sets a character apart as strange. After character creation, Weird talents may only be selected with the GM's permission.

Choosing Talents

You can choose talents while creating your character, or by spending experience points (XP) after an adventure. You can't select the same talent twice, unless the talent says so.

Talents are organised by skill keyword, for ease of reference.



Talents by Keyword

As character creation often grants talents which must possess a particular skill keyword, this list provides a useful reference for which talents possess which keyword, as well as all talents with the weird keyword. This list doesn't include archetype talents, or talents which lack either a skill keyword or the weird keyword. Talents which also have the Advanced keyword are marked in *italics*.

- **<Skill>:** Advisor, Bold, Cautious, *Collaboration*, Cool Under Pressure
- **Academia:** Book Smart, Deep Expertise, *Did the Reading*, Library Dweller, Polyglot, Studious
- **Athletics:** Athletic Prodigy, Fighting Fit, Hail Mary, Hit the Dirt, *Might Makes Right*, Sure-Footed
- **Engineering:** *Demolitions*, Elbow Grease, Gunsmith, Jury Rig, Saboteur, Salvage for Parts
- **Fighting:** Defensive, Five Rounds Rapid, Guardian, Mean Right Hook, Sharpshooter, They Don't Like It Up 'Em
- **Medicine:** Long-Term Care, Make Do and Mend, Medic, Out of Harm's Way, Reassuring, *Seen Worse*
- **Observation:** Constantly Watching, Forward Observer, Lights Out, Ransack, Scout, Scrutinise
- **Persuasion:** Counter-Argument, Hog the Spotlight, Imposing, Reasoned Discourse, Rousing Oratory, Subtle Cues
- **Resilience:** A Bit of the Good Stuff, Courageous, Dauntless, Hard as Nails, Second Wind, Tough
- **Stealth:** All the Best Hiding Spots, Exploit Weakness, Face in the Crowd, Hit and Run, Like a Shadow, Perfect Timing
- **Survival:** Companion, Dig for Victory, Everything I Need is Here, Fieldcraft, Foraging, Tracker
- **Tactics:** Band of Brothers, *Call to Action*, Convey Intent, Decisive Plan, Direct, Teamwork
- **Vehicles:** Combat Gunner, Drive All Night, Off-Road, Smuggler, Still in Control, *Strafing Run*
- **Weird:** Bizarre Insight, Foreboding Survival, Minor Pact, Mystical Power, Numb to the Horrors, Occult Dabbler

Common Talents

ADVISOR

Keywords: <Skill>

You've got a knack for guiding others through problems. When you choose this talent, select a single skill. Whenever you assist an ally and you use that skill, the ally you assist may reroll a single d20 in their dice pool.

BOLD

Keywords: <Skill>

When you take calculated risks, you tend to succeed more often than seems reasonable. When you select this talent, choose a single skill. When you attempt a skill test using that skill, and you buy additional d20s by generating Threat for the GM, you may reroll a single d20 in that dice pool.

CAUTIOUS

Keywords: <Skill>

You're patient and circumspect, acting only when the odds are in your favour. When you select this talent, choose a single skill. When you attempt a skill test using that skill, and you buy additional d20s by spending Momentum, you may reroll a single d20 in that dice pool.

COLLABORATION

Keywords: <Skill>, Advanced

You've coached your allies to capitalise on your expertise, and that effort has paid off. When you select this talent, choose a single skill with a rating of 3 or more. Whenever an ally attempts a skill test using that skill, and you can communicate with them, you may spend 2 Momentum to allow them to use your score for that skill, and one of your focuses (if applicable).

COOL UNDER PRESSURE

Keywords: <Skill>, Fortune

When the situation gets tough, you take a deep breath and get the job done. When you select this talent, choose a single skill. When you attempt a skill test using that skill, you may spend a Fortune point to automatically succeed at that skill test, but you generate no Momentum.

Academia

BOOK SMART

Keywords: Academia

You are ridiculously well-read. If you spend any Momentum to *Obtain Information* during a scene, you may reduce the Momentum cost of one bonus d20 you purchase later in that scene by 1.

DEEP EXPERTISE

Keywords: Academia

You are an expert in many fields. You gain an additional focus for each skill in which you have a rating of 3 or higher. After taking this talent, if any of your skills are increased to 3 you immediately gain one additional focus for that skill.

DID THE READING

Keywords: Academia, Advanced

You study every fact and detail about the situations you are likely to encounter on your missions. Once per scene, you may use Academia instead of any other skill, and you count as having a focus for that skill test.

DEDICATION

Keywords: Academia

You've got a knack for putting all your effort into an activity when it really matters. When you attempt a skill test where you have an applicable focus, you may spend a Fortune point to double your critical success range (to a maximum of *twice* your skill rating).

LIBRARY DWELLER

Keywords: Academia

You are at home amongst books and stores of knowledge. Whenever you attempt an Academia test to research a subject, it only takes you half as long as it normally would.

POLYGLOT

Keywords: Academia

You must have the Linguistics focus to select this talent. You gain an additional truth, Polyglot. You also know three additional languages of your choice (see Language Table, p.XXX), and when faced with a language you don't know, you may spend one Momentum in order to understand the overall meaning of the text or conversation.

STUDIOUS

Keywords: Academia

The first time you Obtain Information on a successful skill test, you can ask one additional question.



Athletics

ATHLETIC PRODIGY

Keywords: Athletics

You push yourself harder and further than anyone else. When you succeed at an Athletics skill test which is part of an extended task, you may add +2 to your stress roll to progress in the extended task.

FIGHTING FIT

Keywords: Athletics

You're in good physical condition, and do not tire as quickly as others. Whenever you suffer fatigue through strenuous physical activity, roll 1 for each point of fatigue suffered. Each effect rolled ignores 1 point of fatigue.

HAIL MARY

Keywords: Athletics

You've got one hell of a throwing arm, letting you hit a target at much longer distances. When you use a thrown weapon you may generate 1 Threat to increase the range category of the weapon by 1 (from Close to Medium, for example) and increase the damage of the weapon by +1.

MIGHT MAKES RIGHT

Keywords: Athletics, Advanced

You know how to use your size and strength in a fight. When you roll in an opposed test for a melee attack you may use **Brawn** + **Athletics**. In addition, you may ignore the Heavy quality on weapons you wield.

SURE-FOOTED

Keywords: Athletics

You have perfect balance, and seem to never stumble, trip, or fall. Whenever you make an Athletics test, you may ignore the first complication you roll, and opponents must spend 3 Momentum rather than 2 to knock you prone in combat.

SERPENTINE

Keywords: Athletics

When you take the Rush action in combat, attacks against you increase in difficulty by +1 until the start of your next turn.

Engineering

DEMOLITIONS

Keywords: Engineering, Advanced

You're skilled in making, setting, and defusing explosives. Whenever you attempt an Engineering test to create, set, or to defuse an explosive device your first bonus d20 is free. You can also ignore the first complication on an Engineering test involving explosives once per scene.

ELBOW GREASE

Keywords: Engineering

You're used to putting in hard work and getting the job done. When you attempt an Engineering test as part of an extended task, you ignore 1 resistance for each effect rolled on the Challenge Dice.

GUNSMITH

Keywords: Engineering

You know the inner workings of firearms and are skilled at keeping them in good condition. At the start of a mission, you may select 1 ranged weapon in your team's possession which either gains the Reliable quality or loses the Unreliable quality.

JURY RIG

Keywords: Engineering

When you attempt a skill test to repair a machine, you may generate 2 Threat to reduce the difficulty of that test by 1, to a minimum of 0, but the repairs are only temporary. The repairs last for the rest of the current scene, but after that, the machine will fail when the gamemaster spends 2 Threat.

SABOTEUR

Keywords: Engineering

You've got a knack for breaking things. When attacking an object, structure, or stationary vehicle, you may use your Engineering skill instead of Fighting, and gain bonus challenge dice from Reason instead of Brawn or Insight. When inflicting stress against such a target, you can spend 2 Momentum to change any challenge dice to an effect result, up to your rating in Engineering.

MAKE DO AND MEND

Keywords: Engineering

You're used to making do with what you can scavenge from other machines. You may spend half an hour disassembling a machine and retrieving useful parts with a difficulty 1 **Insight** + **Engineering** test. If successful, you retrieve enough spare parts to replenish the resources from a mechanic's tools or electrician's tools skill kit. This test can succeed at cost, with the item you are disassembling lost.

Fighting

DEFENSIVE

Keywords: Fighting

You're especially good at avoiding harm. Select one of the following: melee attacks or ranged attacks. Those type of attacks targeting you are increased in difficulty by 1. This talent may be selected two times, once for each type of attack.

FIVE ROUNDS RAPID

Keywords: Fighting

When you open fire, you are able to unleash a devastating volley. When you make a ranged attack and spend ammo to make a salvo attack, your first bonus d20 is free.

GUARDIAN

Keywords: Fighting

You readily put yourself in the line of fire. You may make a reaction when an ally within Close range is targeted by an attack which forces the attacker to target you instead.

MEAN RIGHT HOOK

Keywords: Fighting

Your unarmed attacks gain the *Vicious* weapon effect.

SHARPSHOOTER

Keywords: Fighting

You're a crack shot, able to hit bullseyes and make shots that most other people could only dream of. When you take the Aim minor action, before making a ranged attack, the first bonus d20 you buy is free. In addition, the attack gains the *Piercing* quality or improves the weapon's *Piercing* quality by 1.

THEY DON'T LIKE IT UP 'EM

Keywords: Fighting

When the fighting gets up close and personal, you're an expert with cold steel, scattering enemies with your irresistible charges. When you move into Reach of an enemy and make a melee attack, the first bonus d20 you buy for that attack is free, and if successful your target is knocked prone.

Medicine

LONG-TERM CARE

Keywords: Medicine

You're adept at ameliorating the horrors of war and ensuring your comrades' injuries are well-treated. You may reroll a single d20 on any Medicine test to determine if a character gains a scar, or when you are trying to heal a scar.

MEDIC

Keywords: Medicine

When you successfully stabilise an ally you may spend 2 Momentum in order to immediately treat one physical injury that ally has suffered, though they remain defeated.

PLACEBO EFFECT

Keywords: Medicine

With supplies are stretched thin, you're good at making the most of what little you have. When you spend resources from a first aid kit on a Medicine test, roll 1 for each use of medication. For each effect rolled, one of those spent resources is immediately returned.

OUT OF HARM'S WAY

Keywords: Medicine

You're used to balancing the need to keep a patient still and the need to get them somewhere safer. When attempting to carry or restrain another person, you may use Medicine instead of Athletics, and you ignore the first complication rolled on any such skill test.

REASSURING

Keywords: Medicine

Your bedside manner is immaculate, and your patients' fears dissipate when you're around. When attempting to treat a patient's mental injuries, you may spend 2 Momentum in order to treat an additional mental injury.

SEEN WORSE

Keywords: Medicine, Advanced

You've got a strong stomach, and a sense of duty which will not permit your own fears to override the needs of your patients. You may spend 2 Momentum to gain Morale resistance equal to the number of injured allies you are able to see or hear.

Observation

CONSTANTLY WATCHING

Keywords: Observation

Whenever you attempt a skill test to detect danger or hidden enemies, reduce the difficulty by 1, to a minimum of 0.

FORWARD OBSERVER

Keywords: Observation

You spot targets for friendly artillery, allowing them to home in on their objectives. If you are able to communicate with an ally using a weapon with the *Indirect* quality, you may assist their attack using your **Reason** + **Observation**. Your ally also reduces the difficulty of the attack by 1 when you do.

LIGHTS OUT

Keywords: Observation

You must have eaten your carrots as you're exceptional at seeing in the dark, allowing you to function effectively with almost no light around. You ignore any increases in difficulty or complication range caused by low lighting, though total darkness still impairs you as normal.

RANSACK

Keywords: Observation

You know that time is of the essence, and your searches are thorough, if somewhat messy. When you attempt an Observation test to search an area, you may generate 2 Threat to reduce the difficulty of the test by 1 and reduce the time the search takes by half.

SCOUT

Keywords: Observation

You are adept at getting the lie of the land and picking out important details quickly. You may ask 1 question for free at the beginning of an action scene, as if you'd spent Momentum to Obtain Information.

SCRUTINISE

Keywords: Observation

You pay close attention whenever possible, noticing little details that others might overlook. When you double the time it takes to make an Observation test outside of combat, the first bonus d20 you buy is free.

Persuasion

AN ANSWER FOR EVERYTHING

Keywords: Persuasion

You relish an intense debate, where you can see your opponents' argument unfold, then turn it back against them. When you succeed at a Persuasion test as part of an extended task, you may reroll a number of  equal to your Persuasion skill.

HOG THE SPOTLIGHT

Keywords: Persuasion

You're used to being the centre of attention, and you know how to keep all eyes focused on you. When you succeed at a Persuasion test to distract or hold the attention of others, you may spend 1 Momentum to increase the difficulty of all Observation tests made by enemies by +1.

IMPOSING PRESENCE

Keywords: Persuasion

It's always been easy for you to intimidate others. When you use a melee weapon to make a mental attack, you may use your Persuasion skill instead of your Fighting, and you may add one of the *Piercing 1* or *Stun* weapon effects to the attack.

REASONED DISCOURSE

Keywords: Persuasion

You're precise and succinct with language, allowing you to convey facts and logical arguments quickly and effectively. When you need to communicate complicated information or argue with logic over emotion, reduce the difficulty of your Persuasion test by 1.

ROUSING SPEAKER

Keywords: Persuasion

You are accustomed to public speaking, stirring the emotions of your audience. When you attempt to convince or persuade others with a stirring speech, reduce the difficulty by 1. In addition, you can also attempt a rallying cry in an action scene; make a **Will** + **Persuasion** test as a major action, with a difficulty of 1. If you succeed, every ally able to hear you gains 2 morale, plus +1 morale per Momentum spent for the rest of the scene.

SUBTLE CUES

Keywords: Persuasion

You're good at knowing what people are thinking, spotting all those little cues they give away in their posture, gestures, and tone of voice… and you're good at faking those cues as well. If you spend some time conversing with or observing someone, when you make a Persuasion test against them during the current scene, you may reduce the cost of the first d20 you purchase to 0.

Resilience

A STIFF DRINK

Keywords: Resilience

Strong drink helps you hold your nerve. Add a hipflask with a strong alcoholic drink to your belongings. When you attempt the Recover action to remove stress from yourself or an ally, you or they may drink from the flask. If you do so, remove an additional 1 stress. However, if an effect is rolled, then the alcohol has dulled your abilities, and you increase the complication range of all skill tests you attempt by +1 for the rest of the scene. You cannot use this talent if the flask runs out (possibly as a complication), though it should never be too difficult to get a refill of something bracing.

COURAGEOUS

Keywords: Resilience

You are not easily frightened. You gain courage resistance equal to your Resilience skill.

"Take courage, and if you can't take courage, well I usually find a couple of stiff scotches has pretty much the same effect."
— 'Mad' Jack McMasters

DAUNTLESS

Keywords: Resilience

Whenever you attempt a skill test to resist being intimidated or threatened, or to resist fear and panic, the first bonus d20 you buy is free.

EXTRA EFFORT

Keywords: Resilience

When you select this talent, select a single attribute. When you attempt a skill test using the chosen attribute, you may buy bonus d20s by using fatigue instead of Momentum, suffering 1 fatigue for each Momentum that you would have spent.

HARD AS NAILS

Keywords: Resilience

You're tougher than most. Your armour resistance increases by +1.

SECOND WIND

Keywords: Resilience, Fortune

On your turn, as a free action, you may spend one Fortune point to remove all Stress you currently have.

TOUGH

Keywords: Resilience

You can handle stress better than most. Your stress track is increased by +3.



Stealth

ALL THE BEST HIDING SPOTS

Keywords: Stealth

You're difficult to sneak up on, because you've already figured out all best places to hide. Enemies attempting a Stealth test within sight of you increase the difficulty of their tests by +1.

EXPLOIT WEAKNESS

Keywords: Stealth

When you attempt an attack against an unaware enemy, or an enemy suffering from a truth that represents a weakness or vulnerability, the attack gains the Piercing 2 weapon effect.

FACE IN THE CROWD

Keywords: Stealth

You know how to hide in plain sight: you act like you belong, and you look the part as long as you don't do anything unusual. If you're wearing appropriate clothing or a suitable disguise, enemies attempting an Observation test to notice you within a group of other people increase the difficulty of their tests by +1.

HIT AND RUN

Keywords: Stealth

You know that the first place the enemy will look is the place where the attack came from, so you make sure you're not in the vicinity. After you make a successful attack against an unaware target, you may spend 1 Momentum to move within Close range. You may do this even if you moved this turn.

LIKE A SHADOW

Keywords: Stealth

You're quiet, and even when things go sideways, you're quick to minimise the disturbance you cause. When the scene involves enemy alertness or a pursuer closing in on you, you increase the resistance of the consequence by +2.

PERFECT TIMING

Keywords: Stealth

You always get where you need to be in the nick of time. When you make a Stealth test and there is a limited amount of time to succeed — such as reaching a certain location before a guard turns around, or avoiding a moving searchlight — the first bonus d20 you purchase costs 0.

Survival

COMPANION

Keywords: Survival

You aren't alone in the wilderness. You have a pet dog that serves as a friend and ally in dangerous times. The dog has the character profile shown here, and is treated as an Allied NPC under your command (see p.XXX in *Chapter X: Gamemastering*). When you forage for supplies, your dog looks after themselves. If your dog is ever slain by enemy action or misfortune, you immediately gain a Fortune point and you have a choice between retraining the talent (and getting a new dog) or replacing it with a different talent.

DIG FOR VICTORY

Keywords: Survival

You're highly adept at making the wilderness feel like home. When you attempt a Survival test to make camp or a defensive position, you may reduce the time taken by half.

EVERYTHING I NEED IS HERE

Keywords: Survival

You make the most of your kitbags and backpacks, carrying as much as is humanly possible without slowing you down. You may carry one additional major item. This stacks with any additional bonus items carried due to having a high Brawn.

FIELDCRAFT

Keywords: Survival

You're at home in the untamed parts of the world. You may use Survival instead of Stealth when attempting to conceal yourself or avoid attention in an inhospitable rural environment.

SURVIVE AND THRIVE

Keywords: Survival

You're skilled at finding what you need in the wild. When you attempt a Survival test to forage for food, clean water, firewood, and other essentials, you may reduce the difficulty by 1, and may gain enough food and drink for 1 additional meal per Momentum spent.

Dog

TRUTHS

- Trained Dog
- Loyal Companion

Attributes

AGILITY	11	BRAWN	09
COORDINATION	05	INSIGHT	10
REASON	05	WILL	09

SKILLS & FOCUSES

Athletics 2, Fighting 2, Observation 3 (Smell and Taste), **Resilience 1, Survival 2** (Tracking)

STRESS	☐☐☐☐☐		
INJURIES	☐		
ARMOUR	1	COURAGE	2

ATTACKS

- **Bite: Agility + Fighting** (Hand-to-Hand Combat, 3)

SPECIAL RULES

- **Grasping**
- **Keen Senses (Scent)**
- **Good Boy:** While the dog's owner remains in the scene, the dog gains + 2 Courage. If that character is defeated, the dog will move as fast as possible to the character's side, and will defend them from any enemy who gets too close.

TRACKER

Keywords: Survival

You can follow even the faintest of tracks. When you attempt a Survival test to track animals, people, or other-worldly creatures, the first bonus d20 you buy costs 0. If the tracking was done as part of an extended task, then you inflict +1 stress for each effect rolled.

Tactics

CALL TO ACTION

Keywords: Tactics

You give precise directions, allowing your allies to take up favourable positions. In an action scene, you may spend a minor action to let an ally take an immediate minor action. As a major action, you can also make a **Coordination** + **Tactics** test with a difficulty of 1 to grant one immediate minor action to a number of allies equal to your Tactics skill. You must be in communication with any ally you want to grant an extra minor action to.

BAND OF BROTHERS

Keywords: Tactics

You and your allies have bonded through shared adversity. When an action scene begins, if there are fewer points of Momentum remaining in the group pool than there are characters in the group with this talent, immediately add one point to the group Momentum pool.

CONVEY INTENT

Keywords: Tactics

You don't need to say much to be completely understood, and often a well-timed gesture can speak volumes. When you attempt a Tactics test to give instructions or communicate a new plan of action to the rest of the group, the first bonus d20 you buy is free.

DECISIVE PLAN

Keywords: Tactics

You're skilled at giving timely assistance in the heat of battle. When you assist an ally in an action scene, you may **Keep the Initiative** without paying the normal Momentum cost if it allows that ally to take the next turn.

DIRECT

Keywords: Tactics

Your strength lies in commanding others. In an action scene, as a major action select a single ally you can communicate with. That ally may immediately attempt a major action. If this action includes a skill test, you assist them, using your Tactics skill.

TEAMWORK

Keywords: Tactics

Your team is more than the sum of its parts, mainly due to your influence. When you lead or assist a skill test, if one character has an applicable focus, everyone involved counts as having an applicable focus. If the skill test is part of an extended task, add +2 stress to the pool.

"In the white heat of combat,
you either stand together,
or you die alone.
There's very little middle ground."

– Captain Eric 'Badger' Harris

Vehicles

COMBAT GUNNER

Keywords: Vehicles

You've trained to operate combat vehicles and mounted weapons. You may use your Vehicles skill instead of Fighting when making an attack with a weapon mounted on a vehicle.

DRIVE ALL NIGHT

Keywords: Vehicles

You're accustomed to being behind the wheel for hours on end. When you are operating a vehicle, you may use your Vehicles skill, instead of your Resilience, for any skill tests to resist fatigue from exhaustion or sleep deprivation.

OFF-ROAD

Keywords: Vehicles

While the vehicles themselves might not be quite designed for it, you're adept at handling them in rough terrain. You reduce the difficulty of any vehicle terrain tests you attempt by 1.

SMUGGLER

Keywords: Vehicles

You know of the best ways to hide people and supplies in and around a vehicle. When attempting to conceal characters or items within a vehicle, you use your Vehicles skill instead of Stealth, and may reroll 1d20 in the pool.

STILL IN CONTROL

Keywords: Vehicles

Even when you lose control, you can still exert influence on your vehicle. When a vehicle you are operating suffers a complication, you may decide the effects of the complication rather than the GM, although the GM may veto any which are out of context.

STRAFING RUN

Keywords: Vehicles, Advanced

You're a master of controlled bursts of fire, inflicting deadly damage on your foes. When you make a salvo attack with a weapon while in a vehicle, you may ignore any increases to difficulty or complication range caused by the speed of the vehicle or rough terrain.

Weird

BIZARRE INSIGHT

Keywords: Weird

Your mind often shows you glimpses of things you couldn't otherwise know. Once per scene, you may generate 1 Threat to Obtain Information (ask the GM a question) without passing a skill test.

FOREBODING SURVIVAL

Keywords: Weird

Every so often, it feels like you narrowly avoid disaster thanks to an unknown guiding hand. How you avoid these fates is unknown, but bad luck seems to befall those around you. Once per session, when you suffer an injury, you may generate 3 Threat in order to avoid suffering that injury. At the GM's discretion, you may be offered the chance to avoid other misfortune in exchange for generating 3 Threat.

MINOR PACT

Keywords: Weird

You've always found if you leave a little food and drink aside at night, it'll be gone in the morning and something good will happen to you. You wonder what might happen if you offer more than just food and drink. If you keep up the small offerings made each night, you gain one additional Fortune point at the start of each adventure. At the GM's discretion, you may gain greater benefits for larger, more significant offerings.

MYSTICAL POWER

Keywords: Weird

You may only select this talent if you are a spellcaster. You have delved deep into the immortal mysteries of the Mythos and the secrets of time and returned with greater aptitude for magical endeavours. You gain an additional character truth: *Glimpsed What Mortals Should Not Know*, or a similar description of the toll this knowledge has taken. When you cast a spell, you may increase your Power by +2. If you do so, then each of your allies within Close range suffers 1 mental stress for each effect you roll on the spell's Cost, as they're exposed to the unearthly secrets you have learned.

NUMB TO THE HORRORS

Keywords: Weird

For some reason, blood, death, and violence don't affect you mentally. You increase your courage resistance by +6, and may re-roll 1d20 on any skill test to determine if you would gain a mental scar. However, others find your distant manner off-putting, increasing the complication range of all Persuasion tests you attempt by 1.

OCCULT DABBLER

Keywords: Spellcaster, Weird

You've dabbled with occult forces beyond your comprehension. You are now a **spellcaster** of the **dabbler** practice, as described in *Chapter 9: Magic & the Mythos*.



Chapter 7

Tools of the Trade



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Chapter Seven
Tools of the Trade

In ***Achtung! Cthulhu*** your heroes need tools and equipment to get the job done, whether that's weapons for fighting their foes, specialist climbing gear for scaling mountainous heights, camouflage for staying hidden in the depths of the jungle, or arctic survival clothing for traversing snowy Antarctic bases. You'll have acquired some belongings and equipment during character generation (*Chapter XX: Heroes are Forged,* p.XX) but this chapter will explore the tools of your trade and introduce rules for requisitioning items and equipment.

Carrying Capacity

You can only carry so much at any one time while remaining unencumbered enough to move swiftly and quietly to perform your mission. You can carry one major item and three minor items without penalty, in addition to anything you are wearing — like your armour, or uniform which does not count towards your encumbrance.

Items are divided into three categories for the purposes of carrying capacity: trivial items, minor items, and major items.

Trivial items are tiny objects and it doesn't matter how often they're used or how many a character is carrying. A character may carry whatever trivial items they need to at any moment. Small change, books of matches and penknives are all examples of trivial items — items that are personal and don't come into play except when needed.

Minor items are small and easily carried, their size and weight allowing them to be stowed in pockets or pouches, hung on belts, or tucked into clothing. You can carry up to 3 minor items on your person. An entrenching tool, pistol, bayonet, or a belt of grenades are considered minor items.

Major items are large and bulky, limiting how many can be carried and how easily they can be concealed. You can carry 2 major items without being weighed down, and you can carry three minor items in place of a major item.

"When it comes to the donkey work,
it's the infantry,
always the poor bloody infantry,
who get the lion's share."
– Unknown British private

HEAVY LIFTING

Characters with a high Brawn attribute can carry more, as shown on the table below. Characters and creatures with Extraordinary Brawn may carry one additional major item per point of Extraordinary Brawn.

Beast of Burden

BRAWN	BONUS ITEMS CARRIED
9	1 minor
10-11	2 minor
12+	1 major or 3 minor

A character may attempt to carry more than their capacity by choosing to be **encumbered** and can then carry three additional minor items and one additional major item. Being encumbered is a truth, making moving or carrying more difficulty, or impossible depending on how much you want to carry.

Truth: "Encumbered"

You are encumbered, meaning skill tests relating to movement, endurance and strength are increased in difficulty by 1. You may also not be able to run or make the Rush major action at the discretion of the gamemaster. The gamemaster may also impose further penalties, or points of fatigue, due to your over encumbrance.

Weapons

Whether it's the reliable Lee-Enfield rifle, the deadly Thompson sub-machine gun, or more exotic weaponry you may encounter, you will require a weapon to protect yourself and take the fight to the enemy. Weapons in ***Achtung! Cthulhu*** are defined by their effectiveness and any special features or functions they possess.

RANGE

All ranged weapons have a range (Close, Medium, Long, or Extreme, abbreviated to C, M, L, or E). Any skill test to attack a target beyond its optimum range increases the difficulty of the skill test by +1 per distance category. For example, using a Medium range weapon to hit a target at Long range has +1 difficulty, while using it to hit a target at Extreme range has +2 difficulty.

FOCUS

This category describes which Focus is applicable to attacks with the weapon.

STRESS AND EFFECTS

The weapon's normal stress is expressed as a number of Challenge Dice (), which can be improved due to your Brawn or Insight attribute. It may include weapon effects as well, copied below for reference.

Some weapon effects are listed with an X, which is replaced by a number depending on the weapon, and apply to every effect symbol that is rolled in the dice pool. If an effect would gain a rated damage effect that it already has, only the higher rated of the two applies.

- **Area:** The attack or hazard hits one additional target within Close range of the initial target for every effect rolled. Secondary targets suffer the attack's full effects.
- **Backlash X:** Each effect inflicts X stress to the attacker. Injuries may be physical or mental, at the GM's discretion.
- **Drain:** The attacker suffers 1 fatigue for each effect rolled.
- **Intense:** If the attack inflicts an injury, and an effect is rolled, the attack inflicts an additional injury.
- **Persistent X:** The attack or hazard has a lingering effect. If one or more effects are rolled, the target suffers X stress at the start of the affected character's turn, for rounds equal to the number of effects rolled.
- **Piercing X:** The attack ignores X resistance for each effect rolled.
- **Snare:** The attack or hazard can entangle and bind the target. The target cannot take any actions other than to try and break free. It requires a skill test with a difficulty equal to the number of effects rolled to break free.
- **Stun:** The attack or hazard leaves the target momentarily unable to act. If a number of effects are rolled that equals or exceeds the target's Resilience skill, the target may not take any actions in their next turn.
- **Vicious:** The attack or hazard is especially potent. Add +1 to the total stress inflicted for each effect rolled.

SALVO

Different firearms use ammunition at different rates, from single shot bolt-action rifles to heavy machine guns that spew hundreds of rounds a minute. ***Achtung! Cthulhu*** doesn't account for each individual bullet: a single attack with a ranged weapon could be a volley or burst of fire, enough to inflict some damage to a target given the circumstances.

Normal ranged attacks can be made without restriction for ammunition, and it's assumed that a character can keep making such attacks as often as they need to. However, you can decide to fire a **salvo**, emptying an entire clip into the enemy. To make a salvo attack, you must expend 1 **ammo**. When you make a salvo ranged attack, you can choose to add the weapon effect listed in the weapon's Salvo entry. In the rare cases a weapon's Salvo entry lists more than one effect, choose **one** of these each time you expend ammo to make a salvo attack.

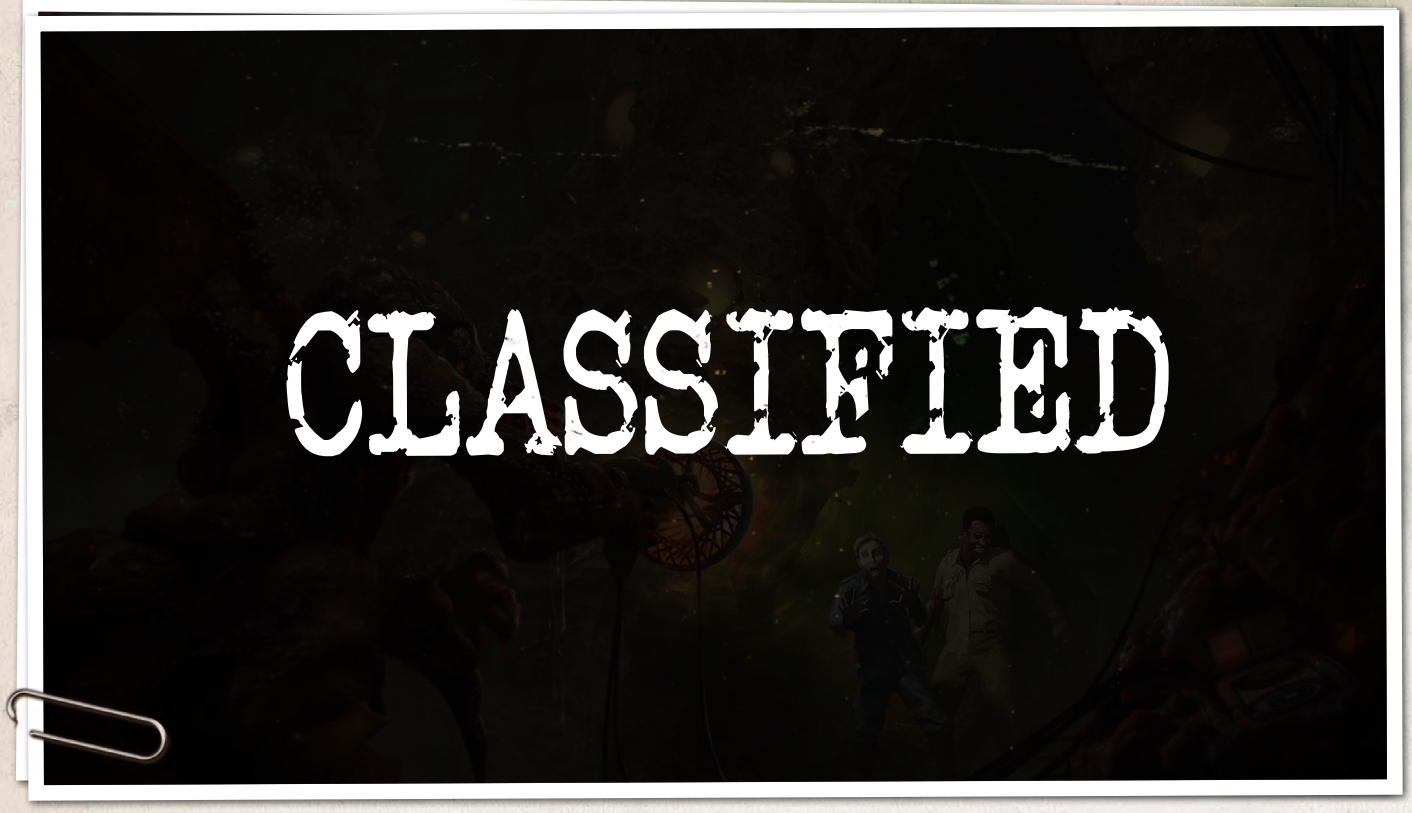
SIZE

A weapon's size is usually noted as a minor or major item, but as a rule of thumb, anything above handgun size is considered a major item. Anything handgun size or below is considered a minor item.

QUALITIES

The following qualities alter the way the weapon functions, some in positive ways, others by applying restrictions or limitations.

- **Accurate:** If you take the *Aim* minor action before attacking with this weapon, the weapon gains the *Intense* effect for that attack.
- **Close Quarters:** The weapon is compact and easy to wield in tight confines and in the press of melee. The weapon suffers no penalty when used to make a ranged attack while an enemy is within Reach.
- **Cumbersome:** The weapon is heavy and awkward to bring to bear against small targets like infantry. When



making an attack with this weapon, increase the difficulty of the attack by +1, if the target is human sized or smaller.

- **Debilitating:** The difficulty of any skill test to treat the physical injuries of this weapon is increased by +1.
- **Escalation:** Entering a scene with the weapon generates 1 Threat.
- **Giant-Killer:** The weapon's destructive power is wasted on small or soft targets, but the bigger the target, the more of the weapon's lethality is unleashed. When rolling damage for a weapon with this quality, add +X to the weapon's damage where X is the target's Scale. A weapon may not gain more additional dice from this quality than its base damage — a weapon with a base damage of 6 cannot gain more than +6 from it.
- **Heavy:** Attacks with this weapon increase in difficulty by +2 unless the weapon has been set up (braced against the ground or solid object, or mounted on a bipod or tripod). Setting up a heavy weapon requires the *Prepare* minor action.
- **Hidden:** When the weapon is hidden it cannot be detected by those simply looking at the character, and any skill test to search for the weapon increases in difficulty by 1.
- **Inaccurate:** You cannot benefit from the *Aim* minor action with this weapon.
- **Indirect:** The weapon is not designed for direct fire, instead dropping its payload upon enemies over great distances. Attacks with the weapon increase in difficulty by +1, but do not require line of sight.
- **Munition:** The ammunition for this weapon is especially bulky—when you make an attack using a Munition weapon you must use 1 ammo. The weapon cannot be used to make salvo attacks.
- **Parrying:** When the weapon's wielder makes an opposed test in defence of a melee attack, they may reroll a single d20 on their test. This does not stack if the character has multiple Parrying weapons.
- **Reliable:** You may ignore the first complication rolled using this weapon in an action scene.
- **Subtle:** Attacks with this weapon are difficult to hear, requiring a difficulty 2 **Insight** + **Observation** test to notice. The GM may adjust this difficulty based on distance and ambient noise.
- **Unreliable:** Attacks with this weapon increase the test's complication range by 1.

Sneak Attack

The element of surprise is a powerful advantage in a fight, and some forms of attack are especially effective against surprised or defenceless foes. The GM may, at their discretion, apply a bonus to the stress a weapon inflicts against an enemy unaware of your presence or otherwise exposed and vulnerable (this might be represented by a truth applying to that enemy). This should especially be the case for any weapon with the Subtle quality, as they're ideal for these circumstances. This bonus doesn't have to be large, +2 stress inflicted, or the *Intense* effect is enough, allowing enemies to be overcome that bit more quickly.

Melee Weapons

All melee weapons gain bonus damage if the wielder has a Brawn of 9 or higher. Melee weapons vary in size, between major and minor items (see *Size* p.XX).

COMMON MELEE WEAPONS

Common Melee Weapons

NAME	FOCUS	STRESS	SIZE	QUALITIES	RESTRICTION RATING
Axe	Melee Weapons	3 Vicious	Minor	—	1
Baton	Melee Weapons	3	Minor	Subtle	1
Bayonet	Melee Weapons	3 Piercing	Minor	—	1
Bat	Melee Weapons	3 Stun	Major	—	1
Brass knuckles	Hand-to-Hand Combat	2 Stun	Minor	Hidden	1
Entrenching tool	Melee Weapons	3	Minor	—	1
Fighting knife	Melee Weapons	2 Piercing 1	Minor	Hidden, Subtle	1
Fire Axe	Melee Weapons	4 Vicious	Major	—	1
Garrotte	Hand-to-Hand Combat	3 Snare	Trivial	Hidden, Subtle	2
Sabre	Melee Weapons	3 Piercing 1	Major	Parrying	2
Rifle butt	Melee Weapons	3	N/A	—	—
Thumb knife	Melee Weapons	1 Piercing 1	Minor	Hidden, Subtle	1
Trench knife	Melee Weapons	3 Vicious	Minor	Hidden	1
Unarmed strike	Hand-to-Hand Combat	2	N/A	Subtle	—

Bat

A sports bat can take several forms, from the humble British cricket bat to American baseball bats and all manner of clubs. Most are of wooden construction, used to hit a ball as far as the wielder can send it — but a head will do just as well.

Bayonet

All servicemen issued with a service rifle are also issued with an accompanying bayonet, a blade made to fit onto the muzzle of a rifle. In reality, the bayonet is used more for opening tin cans than sticking the enemy.

Entrenching Tool

Entrenching tools are short spades used to create foxholes, trenches, and emplacements. 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.

Fighting Knife

The Fairburn-Sykes fighting knife is a slim, double-edged dagger 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.

Fire Axe

A fire axe is the name for any two-handed axe. Its axe head is sharp and heavy, dealing out vicious injuries in a strong pair of hands.

Garrotte

A garrotte is a covert weapon, used on unsuspecting sentries to strangle them with its thin cord.

Sabre

A sabre is a one-handed, curved version of the long sword, dating from the 17th century. Predominantly used on horseback, it is still issued as a ceremonial weapon by some modern European militaries.

Rifle Butt

In a tight spot, or in the absence of a bayonet, a soldier can always use the butt of their rifle to issue a sharp strike to an opponent. This is an improvised melee weapon, and can be employed by anyone carrying a rifle or carbine.

Thumb Knife

The SOE and the OSS issue small thumb knives in varying forms, from short daggers to concealed blades which are sew into clothing. 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.

Trench Knife

A trench knife is a brutal close-quarters knife with a sharpened guard, often in the shape of brass knuckles, so it could be used to stab, slash, or punch.

Unarmed Strike

Sometimes your fists are all you've got to fend off an attacker. All military training covers the basic skills of hand-to-hand combat, utilising techniques that deliver the quickest possible end to a fight, including chops to the throat, punches and kicks to the groin, or other vulnerable soft targets on the body.

EXOTIC MELEE WEAPONS

Exotic Melee Weapons

NAME	FOCUS	STRESS	SIZE	QUALITIES	RESTRICTION RATING
Broadsword	Exotic	5	Major	—	2
Spear	Exotic	4 Piercing 1	Major	—	2
Sword	Exotic	4	Major	Parrying	2

Exotic melee weapons fit within the category of ancient, archaic, or strange melee weapons that aren't seen in regular modern warfare. Exotic melee weapons are major items.

Broadsword

A variant of the long sword, with a broader blade gives this medieval weapon more weight and heft.

Spear

Spears, halberds, and other polearms are bladed weapons set on a long shaft of wood. They are used to fend of melee attacks and keep a foe at arm's length, but if an opponent gets inside their reach, polearms become very unwieldy and ineffective.

Sword

A sword is a long-bladed weapon, can be wielded one-or-two handed and is usually about one metre in length.

"You can keep your shotguns and bayonets,
when it comes to close quarters combat,
give me a pistol every time.

Compact, reliable and quick to draw,
it's a highly efficient weapon of war."
- Captain Eric 'Badger' Harris

Ranged Weapons

All ranged weapons gain bonus damage if the wielder has an Insight of 9 or higher, and a ranged weapon comes with three uses of ammunition.

HANDGUNS

All handguns are a minor item, a secondary weapon that can be carried in a holster at the side, in a bag, or on a belt. They come with 3 ammo.

Ammo

Ammo is a resource uniquely used by guns. Each gun comes with 3 ammo, which can be spent to add an effect to the weapon's attack. To obtain more ammo, you can requisition an ammo kit of 3 ammo as a minor item with a restriction rating of 1.

Handguns

NAME	FOCUS	RANGE	STRESS	SALVO	SIZE	QUALITIES	RESTRICTION RATING
Concealed Pistol	Handguns	Close	3	Vicious	Minor	Close Quarters, Hidden	1
Browning Hi-Power Pistol	Handguns	Close	5	Vicious	Minor	Close Quarters	1
Enfield No.2 .38/200 Service Revolver	Handguns	Close	4	Vicious	Minor	Close Quarters, Reliable	1
Enpen Mk.I	Handguns	Close	2	Vicious	Minor	Close Quarters, Subtle	1
High Standard HDM Pistol	Handguns	Close	3	Vicious	Minor	Close Quarters, Subtle	2
M1911A1	Handguns	Close	4	Vicious	Minor	Close Quarters, Hidden	1
MAB Modèle D Pistol	Handguns	Close	3	Vicious	Minor	Close Quarters	1
MAS Modèle 1873 Revolver	Handguns	Close	4	Vicious	Minor	Close Quarters	1
Welrod Mk.IIA Pistol	Handguns	Close	3	Vicious	Minor	Close Quarters, Subtle	2

Concealed Pistol

A concealed pistol, or pocket pistol, is a small calibre firearm that can be easily hidden on an agent's person. What it lacks in firepower, it makes up for in stealthy operation, due to its ability to be covertly stashed away in clothing.

Browning Hi-Power Pistol

The Browning pistol is the most widely used pistol, by both Axis and Allied forces. Invented by John Browning, an American firearms engineer, it was introduced into service in 1935. It had a mixed response by many service personnel, due to its heavy trigger but high magazine capacity.

Enfield Service Revolver

The Enfield No.2 service revolver is the standard-issue sidearm for British troops, with a 6-chambered cylinder and top-break action for reloading. While it was standard-issue, Enfield factories couldn't make enough for Commonwealth troops, and so the almost identical Webley Mk. VI pistol was also issued as a substitute.

Enpen Mk.1

The Enpen is a single shot .22 calibre weapon designed to look like a cheap pen. They are intended to be used to escape custody by palming the "pen" and firing it backwards 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.

M1911A1 Pistol

This standard U.S. sidearm is used by all service branches including aircrew, military police, drivers, and is a firm favourite of Allied Special Forces. The slim profile of the pistol also aids concealment, and it is supplied in small numbers to European resistance forces.

MAB Modèle D Pistol

The MAB 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.

MAS Modèle 1873 Revolver

This revolver is issued to NCOs during both World Wars, as well as being issued to the Police Nationale and the Gendarmerie Nationale. It is also widely used by the French Resistance.

Welrod Mk.IIA Pistol

The Welrod is designed for silence. It is a compact tube designed to be used in a two-handed 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.

RIFLES AND SHOTGUNS

Rifles and Shotguns

NAME	FOCUS	RANGE	STRESS	SALVO	SIZE	QUALITIES	RESTRICTION RATING
Berthier Modèle 1892 M16 Carbine	Rifles	Medium	5	Vicious	Major	Reliable	2
De Lisle Commando Carbine Mk.I	Rifles	Medium	4	Vicious	Major	Subtle	3
Lee-Enfield Rifle	Rifles	Medium	6	Vicious	Major	Reliable	2
M1 Carbine	Rifles	Medium	4	Vicious	Major	Reliable	2
M1 Garand Rifle	Rifles	Medium	5	Vicious	Major	Reliable	2
MAS Modèle 1936 Rifle	Rifles	Medium	5	Vicious	Major	Reliable	2
Springfield M1903	Rifles	Long	5	Vicious	Major	Reliable, Accurate	3
Winchester M12 Shotgun	Close Quarters	Close	5	Vicious	Major	Reliable, Inaccurate	2

All rifles and shotguns are major items and come with 3 ammo.

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.

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.

Lee-Enfield Rifle

The Lee-Enfield rifle was updated for service in World War II but had seen action since the turn of the century. Its single shot, bolt-action design made it the standard British army rifle, with rapid cycling meaning soldiers could fire at a higher rate than the rifle's competitors.

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 also 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 sometimes uses the M1 carbine in preference to the Thompson SMG, due to its greater accuracy.

M1 Garand Rifle

The standard issue US rifle is a gas operated semi-automatic rifle with an eight-round magazine, which is loaded via a pre-loaded 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.

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.

Springfield M1903

The Springfield rifle was replaced as the U.S. military standard issue rifle leading up to the war but remained in service to make up for any shortages in M1 Garand supply. It was used mostly as a marksman's weapon, where snipers would add a telescopic sight to engage foes at longer range.

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.



SUBMACHINE AND MACHINE GUNS

Submachine and Machine Guns							
NAME	FOCUS	RANGE	STRESS	SALVO	SIZE	QUALITIES	RESTRICTION RATING
Bren Machine Gun	Rifles	Medium	5	Area	Major	Inaccurate, Unwieldy	3
Browning Automatic Rifle (BAR)	Rifles	Medium	5	Area	Major	Inaccurate, Unwieldy	3
Browning M1919 Machine Gun	Heavy Weapons	Medium	7	Area	Major	Escalation, Inaccurate, Unwieldy	3
Johnson M1941 Machine Gun	Rifles	Medium	5	Area	Major	Inaccurate, Unwieldy	3
MAC Modèle 1924 M29 Machine Gun	Rifles	Medium	5	Area	Major	Inaccurate, Unwieldy	3
Pistolet Mitrailleur Erma Modèle 1935 (EMP-35)	Rifles	Medium	5	Stun	Major	Inaccurate, Unreliable	3
Sten Mk IIS Suppressed SMG	Close Quarters	Close	3	Stun	Major	Inaccurate, Subtle	3
Sten Mk.V Submachine Gun	Close Quarters	Close	4	Stun	Major	Inaccurate	2
Thompson Submachine Gun	Close Quarters	Close	4	Stun	Major	Inaccurate	2
United Defence M42 Submachine Gun	Close Quarters	Close	4	Stun	Major	Inaccurate	2
Vickers Machine Gun	Heavy Weapons	Medium	7	Area	Major	Escalation, Inaccurate, Unwieldy	3

Submachine and machine guns are all major items and come with 3 ammo. Any machine gun with the Heavy Weapon focus counts as two major items instead.

Bren Machine Gun

The Bren gun is the standard British section support weapon with one Bren gun being issued for every four infantrymen. All British infantrymen are trained to use the Bren, and each soldier carries two magazines for the weapon in addition to his own. Operated by a two-man crew, 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, magazines, and spotting targets. 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.

Browning 1919 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.

Browning Automatic Rifle (BAR)

The Browning Automatic Rifle, or BAR, is the standard US squad support weapon. Like the British Bren, all US infantrymen are trained to use the BAR in an emergency. At the start of the war, one BAR is issued per eight-man squad but by the end of the war it is two BARs per squad, and the US Marines issue three BARs per thirteen-man squad.

Johnson M1941 Machine Gun

The Johnson M1941 is a light machine gun used by US Army Rangers, the US Marine Corps, and the FSSF.

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.

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.

STEN Submachine Gun

The Sten gun is designed so that it can be built cheaply, quickly, and easily in small workshops and during the war over four million are manufactured. 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. Widely used by British Commonwealth troops, it is issued to vehicle crews, despatch riders, officers, sergeants, and section leaders as well as to resistance forces in Occupied Europe and the Far East. A silenced version is used by the SOE.

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. Issued in higher numbers to US Airborne and Army Rangers to increase their firepower, the Thompson also becomes the preferred SMG of the British Commandos.

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, but finds service with the OSS and resistance forces in Europe and the Far East.

Vickers Machine Gun

The Vickers machine gun is the standard British Commonwealth medium machine gun capable of prolonged fire and can also provide falling indirect fire. The Vickers has a crew of three, and breaks into three components for travel: gun, tripod, and cooling system. Deployed in support or machine battalions as required, the Vickers is also mounted on universal carriers, jeeps, and trucks.



HEAVY WEAPONS AND ORDINANCE

Heavy Weapons and Ordinance

NAME	FOCUS	RANGE	STRESS	SALVO	SIZE	QUALITIES	RESTRICTION RATING
Boys Anti-Tank Rifle	Heavy Weapons	Long	7	Vicious	Major	Accurate, Cumbersome, Escalation, Heavy	3
Lifebuoy Portable Flamethrower, No.2 Mk.II	Heavy Weapons	Close	5 Persistent 4	Area	Major	Escalation, Debilitating	3
M1A1 Bazooka	Heavy Weapons	Medium	6 Vicious	—	Major	Cumbersome, Escalation, Giant-Killer, Heavy, Inaccurate, Munition	3
M2 Mortar	Heavy Weapons	Extreme	7 Area	Stun	Major	Escalation, Heavy, Indirect	3
M9 Bazooka	Heavy Weapons	Medium	6 Piercing 1, Vicious	—	Major	Cumbersome, Escalation, Giant-Killer, Heavy, Inaccurate, Munition	3
PIAT Anti-Tank Weapon	Heavy Weapons	Medium	6 Piercing 1, Vicious	—	Major	Cumbersome, Escalation, Giant-Killer, Heavy, Inaccurate, Munition	3
2-Inch Mortar	Heavy Weapons	Extreme	6 Area	Stun	Minor	Escalation, Heavy, Indirect	3

Heavy weapons are all major items and come with 3 ammo. However, each load of ammo for a heavy weapon is a minor item by itself (rather than 3 as a minor item), and 3 loads of ammo for a heavy weapon is Restriction Rating 2. Entering a scene with a heavy weapon always generates 1 Threat, as every heavy weapon has the Escalation quality.

Bazooka

The Bazooka is a recoilless rocket launcher firing a HEAT or HESH warhead; with the M1A1 the first common variant. Its rocket can penetrate 3" (76mm) of armour up to an effective range of 450ft (140m), but cannot be fired prone, and the large back-blast gives the firer's position away.

As the effectiveness of German tank armour increases only weak points (tracks, wheels, and rear engine areas) are targeted, as well as attacks against the thinner top armour from elevated positions. The Bazooka is more usefully deployed against emplacements and fortifications.

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, it can perform quite well when used against static fortifications such as bunkers and machine gun nests.

Flamethrower, Portable No.2 Mk.II

The No.2 flamethrower is a copy of the World War One German *Wechselapparat*. Known as the "Lifebuoy" in British service due to the shape of the fuel canister. The No.2 can fire ten one-second bursts of flame up to 120ft (36m) and is issued to engineers and the support companies of commando and airborne units.

M2 Mortar

The M2 mortar is the standard U.S. military company-level fire support weapon. It fires 60mm (2.3") shells from a smoothbore metal tube, propped up by a bipod. It is used to provide indirect ordinance against opposing infantry and light vehicles. Other Allied forces use very similar designs.

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). The PIAT can be used by one soldier, but a second soldier usually acts as an ammunition carrier and loader and firing the PIAT does not reveal the operator's position, unlike the Bazooka or Panzerschreck. The PIAT is used by British, Canadian, and Australian forces, as well as resistance groups in occupied Europe.

GRENADES AND BOMBS

Grenades and Bombs							
NAME	FOCUS	RANGE	STRESS	SALVO	SIZE	QUALITIES	RESTRICTION RATING
1½lbs/3lbs Standard Charge	Demolition	Close	10 Area, Stun	Intense	3 per Minor	—	3
GP Grenade	Throwing	Close	6 Area, Vicious	—	3 per Minor	Cumbersome, Inaccurate, Munition	2
Mills Bomb	Throwing	Close	6 Area, Stun	—	3 per Minor	Inaccurate, Munition	2
Mills Bomb, Rifle Variant	Rifles	Medium	6 Area, Stun	—	3 per Minor	Inaccurate, Munition	2
Pineapple Grenade	Throwing	Close	6 Area, Stun	—	3 per Minor	Inaccurate, Munition	2
Pineapple Grenade, Rifle Variant	Rifles	Medium	6 Area, Stun	—	3 per Minor	Inaccurate, Munition	2
Tyrebuster	Throwing	Close	6 Area, Piercing 1	—	3 per Minor	Cumbersome, Inaccurate, Munition	2

Grenades are explosives that are designed to be thrown at the enemy, all have the Munition quality and come as 3 grenades per minor item. Once 3 grenades have been used you no longer have the item. Grenades thrown by hand use Athletics instead of Fighting for attacks.

Charges, with the Demolition focus, do not come with ammo, and must be placed and primed (requiring a Coordination + Engineering test, difficulty at GM's discretion), before being remotely activated, or given a number of rounds until they detonate. Once you have placed a charge, the item is used up and removed from your person. Charges and grenades use their point of detonation to measure range. You can spend ammo from a demolition kit, below, to use a salvo on explosive attacks. Grenades and bombs are all minor items.

1½lbs/3lbs Standard Charge

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.

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.

Mills Bomb (No. 36M Hand Grenade)

The No.36M hand grenade is the most commonly issued British Commonwealth hand grenade and is also supplied to resistance forces in Occupied Europe. 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.

Pineapple Grenade (M17 Hand Grenade)

The standard M17 US fragmentation grenade is another relic of World War I. It is a development of a French design, 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.

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.

"The CO2 He does like a fizz-bang. Nothing gives him greater pleasure than watching a field dump go up in a nice healthy explosion.

He's got a grin a mile wide when those 3lb standard charges go off."

– Corporal David Roth
– Special Interrogation Group

EXOTIC RANGED WEAPONS

Exotic Ranged Weapons

NAME	FOCUS	RANGE	STRESS	SALVO	SIZE	QUALITIES
Bow	Exotic	Medium	3 Piercing	Vicious	Major	Reliable, Subtle
Longbow	Exotic	Long	5 Piercing	Vicious	Major	Reliable, Subtle
Crossbow	Exotic	Medium	4 Piercing	—	Major	Reliable, Subtle

The exotic weapon category ranges from archaic weapons to strange or uncommon contemporary armaments. These weapons are always major items and come with 3 ammo.

Bow

A bow consists of an arc of wood strung with a taut bowstring that when pulled back can propel an arrow at high speed towards its target, punching through armour and piercing the body. Arrows are comprised of a sharp metal tip, thin shaft, and fletching for flight stability.

Longbow

The English longbow is a renowned historical weapon, a war bow as tall as a man, its size adding extra velocity and range to its arrows.

Crossbow

A crossbow is a mechanical version of the bow, using a horizontal bow mounted onto a wooden stock, its string pulled back either by hand or crank and a bolt notched in place. The pull of a trigger releases the bowstring and fires the bolt.

Armour

With the advent of gunpowder, armour started to decline in usage, but the strange and unusual demands of the Secret War have seen something of a revival in the fortunes of this form of bodily protection, led in part by *Nachtwölfe's Blauer Kristall*-powered technology and Section M's initial reliance on Victoriana. Armour and other protective gear comes in a variety of shapes and sizes, providing varying degrees of coverage and protection, though sometimes it comes with its own unique drawbacks.

Armour has the following features and it counts as a major item if it is not worn. A character may only wear one suit of armour at a time.

For new advanced and experimental armour as worn by *Nachtwölfe* and some of the Allied forces, see Secret Weapons of the Secret War (p.XX).

RESISTANCE

Each form of armour provides an amount of Armour Resistance. Armour Resistance reduces damage inflicted by physical attacks, as described in **Chapter XX: Conflict**. Armour Resistance is always expressed as a number.

Armour?
What poppycock.
This isn't the middle ages you know!

QUALITIES

Armour may have one or more of the following Qualities.

- **Heavy:** Due to its size and weight, the armour counts as a major item even if it is worn.
- **Uncomfortable:** The armour is uncomfortable and awkward to wear for long periods. At the end of every scene the character wears the armour, they suffer 1 Fatigue.
- **Shield:** The armour is held rather than worn, provides no benefit unless the user devotes one hand to wielding it; it always counts as a major item. A shield may be used as a melee weapon (Hand-to-Hand Combat, 3 Stun), and its armour resistance stacks with other armour worn.

Armour

NAME	RESISTANCE	QUALITIES	RESTRICTION RATING
Flak Vest	+2	Uncomfortable	2
Leather Armour	+1	—	1
Plate Armour	+3	Heavy, Uncomfortable	4
Shield	+2	Shield	2

ARMOUR TYPES

Flak Vest

Flak vests provide some basic protection from shrapnel, fragments of a grenade, and very limited stopping power to small arms fire, although they do not provide protection from a direct shot. Flak jackets are normally issued to air service personnel, or naval personnel who could be caught up in shrapnel blasts, but weren't issued to army personnel on the front line.

Leather Armour

Leather armour takes the form of jackets or jerkins of treated or boiled animal skin which offer protection from bladed weapons, but is too soft to offer much defence against gunfire or arrows. Older, antique versions of leather armour may come with gorgets to protect the neck, pauldrons for the shoulders, and vambracers for the forearms.

Plate Armour

Plate armour dates back to the medieval period, covering vital locations and deflecting bladed melee weapons. Unfortunately, even from its inception, bowmen were able to pierce its steel, and bullets go through just as easily…

Shield

A shield is made of wood or metal, held in one-hand or strapped to the forearm of its wielder, in order to offer them added protection from melee and ranged attacks. Shields also have the potential to be used offensively, by charging enemies or obscuring their view of your attacks, but no bullet proof version exists in World War II.

Belongings

This section describes the way in which a character's equipment and possessions influence their actions. The tools and items that a character uses can improve their ability to perform tasks or may grant them new options that they would not otherwise possess. Your belongings work like truths, having them makes a skill test easier, or indeed possible.

SKILL KITS

A lot of these belongings are described as skill **kits** that represent a set of tools for a particular skill. For example, first aid kits are used with Medicine to treat injuries, while an electrical toolkit is used with Engineering tests to repair electrical devices. Kits make their related tests possible, or if you don't need tools to attempt the skill test, they decrease the difficulty by 1.

Kits also come with 3 **resources**, helping you buy additional d20s to use on the test. Before you roll your dice pool, you can spend 1 resource for 1 bonus Momentum, which can only be spent on buying d20s. The cost to purchase d20s remains the same (1 Momentum for the first, 2 for the second, and 3 for the third). Some complex tasks may require one or more resources be spent for the test to be attempted, without the bonus Momentum.

Resources are replenished at the start of each new adventure. If you're using the acquisition rules, acquiring extra resources has a restriction rating one lower than the kit they are used with, and a successful requisition obtains three additional uses. A kit and its accompanying resources are a minor item (see *carrying capacity*); every three additional uses of a resource (obtained separately) counts as 1 extra minor item.

FACILITIES

A Larger version of a kit is called a **facility**, and is built into a room, building, or large vehicle (like an ambulance). Naturally, they cannot be carried by a character. They come with ten of the associated resource, and they are treated as two truths for the associated type of skill test (the effects of both truths stack).

Facilities allow you to reroll 1d20 in your skill test dice pool and come with 10 resources to spend on generating bonus Momentum to buy d20s.

Skill Kits and Facilities

SKILL FOCUS	SKILL KITS	FACILITIES
Academia (Science)	Analytical Tools	Laboratory
Academia (Occultism)	Ritual Tools	Shrine
Engineering (Electrics)	Electrician's Tools	Workshop
Engineering (Mechanical Engineering)	Mechanic's Tools	Garage
Engineering (Explosives)	Demolition Kit	Explosives Range
Fighting (Handguns, Long Arms, Heavy Weapons)	Ammo Belt	Armoury
Persuasion (Deceive)	Identity Documents	Safe House
Medicine	First Aid Kit	Clinic
Stealth	Burglar's Tools	Thieves' Lair
Stealth (Disguise)	Disguise Kit	Dressing Room



SKILL KITS AND FACILITIES

Analytical Tools

Restriction Rating: 1

Analytical tools provide a chemical testing on the go, with apparatus for identifying various compounds, reactions, and other forensic investigations. The analytical tools come with enough compounds to 3 gain bonus Momentum.

Ammo Belt

Restriction Rating: 1

A bandolier, pouch or belt of ammo that stores 3 ammo (see pXX) for use with your firearms.

Burglar's Tools

Restriction Rating: 1

A bag of burglar's tools contains lock picks, screwdrivers, a short crowbar and hammer, boot polish and other oils and lubricants to assist in breaking and entering into a secure location. The kit comes with enough supplies to gain 3 bonus Momentum to buy d20s.

Electrician's Tools

Restriction Rating: 1

An electrician's tool kit comes with enough tools and spare parts to repair or reconfigure radios, telecommunication equipment, and the electrical systems found in vehicles and facilities. The kit comes with enough parts and batteries to gain 3 bonus Momentum to buy d20s.

Demolition Kit

Restriction Rating: 2

A demolition kit contains everything an engineer or saboteur needs to shape explosives, set up traps and detonators, or defuse explosives found in the field. It comes with 3 ammo for use with placed explosives.

Disguise Kit

Restriction Rating: 1

A disguise kit comes with enough prosthetics, cosmetics, and clothing accessories to alter your appearance enough to pass as someone else, and comes with enough resources to gain 3 bonus Momentum to buy d20s.

First Aid Kit

Restriction Rating: 1

All servicemen are issued with personal first aid kits, to be used in the event of injury, consisting of a wound dressing, a morphine syrette, antibacterial tablets and powder, and a tourniquet. 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.

First aid kits are minor items, with enough medicine to gain 3 bonus Momentum for buying d20s.

Identity Documents

Restriction Rating: 2

Allied agents inserted behind enemy lines that need to operate there for any length of time are issued with cover identities and rigorously prepared for acting as their alter ego.

Identity documents back this deception up, allowing agents to gain up to 3 bonus Momentum for buying d20s before they are no longer valid (representing their limited use under close scrutiny).

Mechanic's Tools

Restriction Rating: 1

A mechanic's kit contains enough tools, oil, lubricant, and nuts and bolts to repair almost anything! From cars and tanks, to planes and machinery, a set of mechanic's tools comes with enough bits and pieces to gain 3 bonus Momentum for buying d20s.

Ritual Tools

Restriction Rating: 2

A kit of basic ritual tools contains an athame (ritual blade), incense, candle, parchment paper and ink. The basic needs for any occultist perform a ritual. This kit has enough supplies to gain 3 bonus Momentum for buying d20s.

OTHER EQUIPMENT

Camera

Restriction Rating: 2

The Speed Graphic Camera is the most iconic camera of the era, used by photojournalists based in New York and across the Western world to take pictures of both the war and civilian life. Each exposure requires the film and the flash bulb, if used, to be replaced and the camera takes a relatively long time to set up but has a quick shutter speed.

ID Tags

Restriction Rating: 0

Most servicemen are issued with two identity tags 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. ID tags are trivial items.

Ration Packs

Restriction Rating: 0

Whilst in barracks, servicemen are fed in the canteen. In the field, they are fed by the mobile field kitchen. However, there are three levels of rations issued for troops who cannot get to the field kitchen. Rations can be eaten cold, or heated using solid fuel field stoves, also 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.

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 drum. The 14-man rations feed fourteen men for the same time period, and consist of a variety of tinned and packaged food. Emergency rations come in a pre-packed tin, consisting of chocolate nut cake, sugar tablets, service tea powder, and matches.

The German Iron Ration (*eiserne portionen*) consists of baked sweetened bread, crackers or crispbread, canned meat, preserved/dehydrated vegetables or pea sausage, ersatz dried coffee, and salt. Emergency rations, like those of the Allies, contain high-calorie, sugary foodstuffs, as well as cigarettes, to provide a short-term energy and morale boost.

One pack of rations is a minor item and contains food for one day (or 3 meals).

Telescopic Sight

Restriction Rating: 2

A telescopic sight is a set of lenses attached to a rifle that offers pinpoint accuracy at Long range. A telescopic sight is a trivial item, boosting the range of the rifle it is attached to by 1 zone (from Medium to Long, typically). It also grants the Accurate quality if the weapon doesn't already have it.

Uniforms

Restriction Rating: 0

All combatant nations issue uniforms to their service personnel. In most cases this consists of underwear, 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 cold climates. A tropical or summer variant of uniform is issued to troops serving in 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. 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 I-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. Uniforms are major items, if not worn.

COVERT EQUIPMENT

Covert is used for a variety of clandestine operations, from surveillance, infiltration, and self-defence.

Covert Clothing

Restriction Rating: 1

SOE and OSS agents 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

Restriction Rating: 2

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 used by the French Resistance, and is delivered in Huntley and Palmer biscuit tins. The "B2" Suitcase Wireless Set (available 1942) is made by the SOE, is also small enough to fit into a suitcase and is also resistant to jamming.

A more complex device is the S-phone (available 1943), an ultra-high frequency duplex radio-telephone, homing beacon, and parachute drop spot indicator. With a sound-proofed headset preventing anything being 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.

Communication equipment is a major item.

Caltrop

Restriction Rating: 2

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, and this medieval device is extremely injurious to horses.

Caltrops are a minor item and create a hazard in one zone, inflicting 2 for those moving over them.

Eastman M.B. Sub-Miniature Camera

Restriction Rating: 2

The OSS has commissioned 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.

A sub-miniature camera is a trivial item.

Gilhooey

Restriction Rating: 2

Supplied by the OSS, the Gilhooey is a contact paper printer that can fit into a briefcase. Using the Gilhooey, the agent can reproduce letters, documents, charts, maps, newspaper clippings, line drawings, and half-tone illustrations. It comes with its own light source and battery, and is supplied with photographic paper, as well as developing and fixing solutions. It weighs approximately 12lbs (5.4kg).

A Gilhooey is a major item.

Key Copying Kit

Restriction Rating: 2

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, a key copying kit is a minor item.

Lockpick Knife

Restriction Rating: 2

This 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.

The lockpick knife counts as a trivial item, and as a thumb knife in combat.

M19 Escape Knife

Restriction Rating: 2

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.

The escape knife is a minor item, and counts as a fighting knife in combat.

Minox Riga Sub-Miniature Camera

Restriction Rating: 2

The Minox camera is the archetypical "spy" camera, 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.

A sub-miniature camera is a trivial item.

Suppressor (Silencer)

Restriction Rating: 2

A suppressor is a cylinder that attaches to the muzzle of a gun in order to reduce the sound and muzzle flash of the weapon. Developed by Hiram Percy Mazium, the invention didn't see much conventional action leading up to the war, but the intelligence services of various powers took note and introduced it to their clandestine operations. Both British SOE and U.S. OSS use the suppressor to disguise their agent's attacks during raids and on unsuspecting sentries.

A suppressor is a trivial item, that can be mounted onto pistols, submachine guns, and rifles effectively. Once affixed, they grant the weapon the Subtle quality if it didn't already have it.

"Silence is deadly. Eliminating a sentry without raising the alarm provides a major tactical advantage."

— Pvt Stan Baker 101st US Airborne

German Military Equipment

During your time in the field, you may salvage and use the enemy's equipment, because you've either lost yours, or run out of ammunition. German items do not have a listed Restriction Rating, as they are not typically available to requisition, but may be supplied on occasion if the situation demands it.

MELEE WEAPONS

German Melee Weapons

NAME	FOCUS	STRESS	SIZE	QUALITIES
Kampfmesser 42 Knife	Melee Weapons	1 Piercing 1	Minor	Hidden, Subtle
Luftwaffe Flight Utility Knife	Melee Weapons	2 Piercing 1	Minor	Hidden, Subtle
SS Dagger	Melee Weapons	2 Piercing 1	Minor	Subtle

Kampfmesser 42 Knife

Originally issued in World War One, the *Kampfmesser* 42 is a close combat knife used by the German armed forces and the *Waffen-SS*.

Luftwaffe Flight Utility Knife

Also known as the *Fallschirmjäger-Messer*, this knife is issued to German aircrew and *Fallschirmjäger*. It has a 4" (10cm) blade that extends by gravity and can be operated using one hand, which is useful if the other is bound up in tangled parachute rigging. It also has an awl for untying knots, also usable as a weapon. The British copy captured examples and issue them to their own paratroops. Both the SOE and the OSS also issue the knife as a "saboteur's jackknife" with an extra tyre-slashing blade.

SS Dagger

These daggers are presented on graduation to members of the SS. Ostensibly dress uniform regalia, an SS dagger may be encountered on the frontline and such items are especially favoured as war trophies by Allied troops. SS daggers are also encountered in the hands of experienced Nazi interrogators or fanatical *Waffen-SS* troops.

"Get up close and give 'em the cold steel!"

– Corporal Mark Cantwell – Black Watch

HANDGUNS

German Handguns						
NAME	FOCUS	RANGE	STRESS	SALVO	SIZE	QUALITIES
Luger Pistol	Handguns	Close	4	Vicious	Minor	Close Quarters
Walther P Series	Handguns	Close	3	Vicious	Minor	Close Quarters, Hidden, Reliable

Handguns are all minor items, and come with between 1-3 ammo, depending on how you acquire them.

Luger Pistol

A signature weapon for German officers in both world wars, the semi-automatic Pistole Parabellum was developed by Georg Luger, came in several different models like Parabellum 1900 and the iconic Modell 1908, and was a reliable, deadly, and highly versatile sidearm. It became a prized collector's item for Allied troops and many were sought and traded as souvenirs as the war came to its conclusion.

Walther P Series

While the Luger was an excellent weapon, it was expensive to manufacture, so Carl Walther was charged with developing a new, cheaper sidearm for general military service. Manufactured in 1940 the P38 boasted an external hammer and the ability to safely carry the pistol with a chambered round. The design was so successful, that it was adopted by many different militaries in the post war era and is still in use today.

RIFLES AND ASSAULT RIFLES

Rifles and Assault Rifles						
NAME	FOCUS	RANGE	STRESS	SALVO	SIZE	QUALITIES
Fallschirmjägergewehr (FG 42)	Rifle	Medium	5	Stun	Major	Inaccurate
Gewehr/Karabiner 43 (G/K43)	Rifle	Medium	5	Vicious	Major	Reliable
Karabiner 98k (Kar. 98k)	Rifle	Medium	5	Vicious	Major	Reliable
Karabiner 98k (Sniper Variant)	Rifle	Long	5	Vicious	Major	Accurate, Reliable
Sturmgewehr 44 (StG 44)	Rifle	Medium	5	Stun	Major	Unreliable

Rifles are all major items, and come with between 1-3 ammo, depending on how you acquire them.

Fallschirmjäger Rifle (FG 42)

To improve the fire support for *Fallschirmjäger* (paratroopers) in the field, the *Luftwaffe* decides to replace the Kar. 98k, MP40, and MG34 with one weapon — an automatic rifle with the firepower of a light machine gun. Whilst the FG42 meets all the *Luftwaffe*'s exacting requirements, it does have significant disadvantages: the magazine unbalances the weapon, there is excessive muzzle flash, and automatic fire is difficult to control due to muzzle climb and the weapon's light weight. The FG42 features bipods, flip-out bayonets, and a mounting rail for the ZF41 telescopic sight.

Gewehr 43 / *Karabiner* 43 (G/K43)

The *Gewehr* 43 (later renamed the *Karabiner* 43) is a gas-operated, semi-automatic rifle introduced in 1943. It is intended to replace the Kar. 98k, but this plan is never fully implemented. The *Wehrmacht* recognises the need for a semi-automatic rifle in 1940, and is rudely surprised by Soviet use of semi-automatic rifles during the invasion of the USSR in 1941. The K43 is largely inspired by the Soviet Tokarev SVT-40. The K43 has a ten-round box magazine, and any K43 can use a telescopic sight; the sniper variant uses a *Zielfernrohr* 4 (ZF 4). The K43 can also use the *Schießbecher* grenade launcher cup, and a specially designed suppressor.

Karabiner 98k

The *Karabiner* 98k is the standard *Wehrmacht* rifle. A bolt-action design, the Kar. 98k is the latest iteration of the original Mauser bolt-action rifle. The Kar. 98k has a five-round magazine loaded by stripper clip, and can use the Schießbecher grenade launcher cap. A sniper variant is produced from rifles selected for accuracy at the factory, augmented with a specially mounted ZF39 or 41 telescopic sight.

Sturmgewehr 44 (StG 44)

The MP 43, MP 44, and StG 44 are all abbreviations for this incredibly versatile and deadly rifle. The Sturmgewehr, or "assault rifle," combines the fire rate of a submachine gun with the weight of a carbine, and the punch of a rifle. It does have some drawbacks though, including jamming more easily and being bulkier than a true carbine.

SUBMACHINE AND MACHINE GUNS

Submachine and Machine Guns

NAME	FOCUS	RANGE	STRESS	SALVO	SIZE	QUALITIES
Maschinengewehr 42 (MG 42)	Rifle	Medium	6	Area	Major	Inaccurate
Maschinenpistole 40 (MP 40)	Close Quarters	Close	4	Stun	Major	Reliable
Maschinengewehr 131 (MG 131)	Heavy Weapon	Medium	7	Area	Major	Reliable

Submachine and machine guns are all major items, and come with between 1-3 ammo, depending on how you acquire them. Machine guns with the Heavy Weapons focus count as two major items.

Maschinengewehr 42 (MG 42)

The MG 42 is cheap and easy to make and has a high rate of fire (1200rpm), it also has the quick barrel change system, which can be managed in six seconds by a trained crew. The MG 42 can be used in light and heavy modes; its only disadvantage is its high ammunition consumption. The MG 42 has earned the nickname "Hitlersäge", or "Bonesaw", by German troops, and "Hitler's Buzzsaw", or "Zipper", by the Allies.

MP 40 Submachine Gun

The *Maschinenpistole* 40, or MP 40, is the standard *Wehrmacht* submachine gun. It is a 32-round, open bolt, blowback automatic weapon. The MP40's weakness is its magazine, which can cause misfeeds if damaged or dirty. The MP 40 is issued to platoon and squad leaders, *Fallschirmjäger*, and tank crews.

Maschinengewehr 131 (MG 131)

The MG 131 is the standard German machine gun, and while it has a slower fire rate than any other machine gun in service it still packs a punch. These heavy machine guns are often found mounted at guard posts, or more commonly in bomber craft of the Luftwaffe.

HEAVY WEAPONS AND GRENADES

Heavy Weapons and Grenades

NAME	FOCUS	RANGE	STRESS	SALVO	SIZE	QUALITIES
Flammenwerfer 41 (FmW 41)	Heavy Weapon	Medium	5 Persistent 4	Area	Major	Debilitating, Escalation
Granatwerfer 36 (GrW 36) (Mortar)	Heavy Weapon	Extreme	7 Area	Stun	Major	Escalation, Heavy, Indirect
Panzerfaust 60	Heavy Weapon	Long	5, Piercing 1, Vicious	—	Major	Cumbersome, Escalation, Giant-Killer, Heavy, Inaccurate, Munition
Stielhandgranate 24	Throwing	Close	5 Area, Stun	—	Major	Munition

Heavy weapons are all major items and come with 1-3 ammo, depending on how you acquire them. Taking a heavy weapon always generates 1 Threat, as every heavy weapon has the Escalation quality.

Flammenwerfer 41

The *Flammenwerfer* 41 is a one-man flamethrower, capable of projecting an oil, petrol, and tar mixture up to 34 yards (32m). German flamethrowers are issued to engineers, but these are often detached to assault infantry units. The preferred targets of *Flammenwerfer* operators are both static and enclosed; these are approached under cover of smoke or covering fire, and the loopholes attacked directly.

Granatwerfer 36

The GrW36 is a light mortar designed to provide grenade support beyond throwing range. Models up to 1938 use telescopic sights, whereas those made after that date use aiming graduation marks. Withdrawn from frontline service in 1942, the GrW36 remains popular with troops until the closing days of the conflict.

Panzerfaust

A single shot, recoilless, hollow-charge, anti-tank weapon, it is the most common weapon in the German anti-tank arsenal. There are five variants of increasing armour penetration and range issued by 1945, with the *Panzerfaust* 60 being the most common model. Thirty-six *Panzerfäuste* are issued to infantry and engineer companies, or one for every five soldiers. Firing positions must be chosen to allow a six-foot exhaust flame to dissipate safely.

Stielhandgranate 24

The *Stielhandgranate* is the classic German stick grenade, also known to Allied troops as the "potato masher" and its design allows a soldier to throw it twice as far as an Allied grenade. The StG24 is classed as an "offensive" grenade, using high explosives to create blast damage. There is also a smoke variant: the NbG39. A concentrated demolition charge variant is also obtainable, consisting of six stickless grenades wrapped around a seventh.



Acquiring Equipment

Some groups may wish to give their characters whatever tools of the trade they need (within reason), or simply allow them to acquire rare, epic and legendary items during the course of their adventures. It is extremely unlikely the Allies would ever dispatch agents on a mission without the necessary means to get the job done, although naturally, scarcity or stretched resources may play a part in restricting certain items and equipment. However, for a more formal item and requisition system, the following rules provide structure for your ***Achtung! Cthulhu*** adventures and campaigns.

"Getting what you need out in the field is both an art and a science.

The science is in sourcing the actual materiel itself,

the art is in distracting the owner, so's you can thieve it."

— Sergeant Wilf Rostrum

ITEM RESTRICTIONS

All items have a restriction rating, expressed as a number. An item with a restriction of 0 is freely available everywhere, while an item with higher restriction is scarce, highly-regulated, rare or perhaps even illegal.

Item Restrictions

ITEM	RESTRICTION RATING
Ration packs, clothing, etc.	0
Pistols, ammo, Skill kits	1
Rifle, SMG, grenades, suppressor (silencer), covert equipment	2
Heavy weaponry, high explosives	3
Rare, advanced, and experimental weaponry	4
Epic specialised weaponry and top secret devices from advanced research labs.	5
Legendary or semi-mystical weapons from the annals of history or the wars of tomorrow.	6

PERSONAL GEAR

Every character has a certain amount of personal equipment, provided by their Archetype, Background, Characteristic, and talents they've selected. Barring extreme circumstances, you always have access to these items. If personal gear is lost or destroyed, it can be replaced between adventures, though the GM may decide that it takes time to replace items with a Restriction of 4 or higher.

Section M, and especially the well-resourced and financed Majestic, will always endeavour to give their agents exactly what they need to carry out any mission they're dispatched on, but this isn't always possible — there is a war on, after all.

MISSION REQUISITIONS

At the start of each adventure, the characters have an opportunity to requisition additional items to help them complete that mission. The group as a whole will be granted a quantity of requisition points, which may be spent upon individual items. Common levels of requisition points, determined by how much support the mission is receiving, are shown below:

Requisition Levels

MISSION SUPPORT	REQUISITION POINTS GRANTED	MAXIMUM RESTRICTION RATING
Minimal	0, plus 1 per PC	2
Low	5, plus 1 per PC	3
Moderate	5, plus 2 per PC	4
High	10, plus 2 per PC	4
Extensive	10, plus 3 per PC	5

Each item costs 1 point per its Restriction rating.

The gamemaster may choose to pre-spend some of your requisition points on items necessary for the mission to be successful, such as explosives if a building needs to be sabotaged.

Items with a Restriction above 5 cannot be requisitioned: they must be obtained through a special request. The Gamemaster may veto any individual items requested, or may declare that some items are not currently available through normal mission requisitions, and must be requested through special requisitions.

At the end of an adventure, upon return to base any requisitioned items must be returned. If items are lost or destroyed, then this may result in fewer requisition points being granted on the next adventure, or it may cause those items to be unavailable in future.

The only items that aren't expected back are resources: ammo, skill kit resources, and fuel, but you do have to return any resources you come back to base with.

SPECIAL REQUISITIONS

On top of the broad category of mission requisitions, characters may seek to request individual items on a case-by-case basis, especially those of a rare or occult nature. These are treated as special requisitions, and they are handled separately, due to their uncommon and precious character.

You may have to run a special requisition 'up the flagpole' to the top brass of your organisation, or the army, navy, or air force. It often requires a skill test to persuade those commanding officers of the need for the item and can provide a scene with that character.

If you successfully plead your case, access is granted to the item in question. Additional requests are harder to get, increasing the difficulty of your next request for the same mission. Losing or having the item destroyed may result in serious repercussions in your organisation.

IN THE FIELD

Once a mission has begun, items cannot be requisitioned (outside of specific situations which may occur at the gamemaster's discretion, such as emergency supply drops). However, items can still be obtained, if they can be located out in the field. This frequently requires dealing with black marketeers, resistance groups, and other clandestine organisations, or simply securing the items personally.

This requires a skill test to acquire the item. The attribute and skill used varies based on how you're getting the gear. The difficulty of the test is normally the Restriction rating of the item, though this may be higher or lower based on the local conditions (obtaining extra ammunition is easier if you can steal it from a munitions factory, for example).

- Attempting to persuade a contact to part with supplies involves **Persuasion**.
- Attempting to steal an item from somewhere will likely involve **Stealth**.

Foraging, scavenging, and salvage will probably involve **Survival**, though the quality of any man-made items obtained in this way might be dubious and may require an **Engineering** test to get working properly. Finding the parts needed for an item may require **Engineering** to locate and identify the components needed. The item may be created from those parts, or by repairing a damaged or discarded item.

Chapter 8

Vehicles



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Chapter Eight
Vehicles

On the Move

World War II is a new kind of war — the lightning war symbolised by the word *Blitzkrieg* — fought with speed and mobility, air power combining with heavy armour to punch holes through defenders' lines; mechanised infantry advancing at a pace that would have astonished its predecessors from the Great War.

Troop transports range from the humble Jeep, through to general workhorses like the CCKW truck, alongside versatile semi-armoured vehicles like the iconic Sd.Kfz. 251 Half-Track. It is a new behemoth, however, that ultimately rules the battlefield: the tank.

Vehicles play a key part in the Secret War, getting troops where they need to be, resupplying the front line, providing sanctuary from enemy fire, and even helping withstand the might of the Mythos. In this section, you'll find rules and statistics for vehicles used or encountered when out in the field.

OPERATING A VEHICLE

When you're inside a vehicle, you're referred to as a **passenger**. Some passengers take on specific roles to operate the vehicle, and these are referred to as **crew.**

Crew Roles

Each character inside a vehicle can take a specific crew role related to that vehicle. Assuming a role requires a Minor Action to move into that position.

- **Pilot:** A vehicle can have only a single pilot. The pilot takes actions to move the vehicle (see *Vehicular Movement*, p.XXX). Whenever the vehicle needs to make a skill test related to movement, the pilot will make the test using **Coordination** + **Vehicles** (unless the player and the GM feel there is a more suitable combination). A vehicle without a pilot automatically fails all tests.
- **Gunner:** A gunner operates weaponry mounted on the vehicle (see *Vehicular Attacks*, p.XXX). For a vehicle with multiple weapons, you can only operate one weapon in turn, and any single weapon may only be operated by one gunner each round.

If a vehicle includes other equipment or functions beyond moving and attacking, for example radio operator or bombardier, other passengers may operate that equipment as a separate crew role.

Splitting Focus

A single character can attempt to simultaneously assume the roles of both gunner and pilot, but their attack rolls, and tests to pilot the vehicle, are made at +1 difficulty unless the vehicle has the Single-Seat quality.

Passengers and Cargo

A vehicle can carry a number of passengers, including the crew, as noted in its entry. This represents the number of dedicated spaces for passengers in or on the vehicle — in many cases, the number of seats the vehicle has.

Unlike characters, a vehicle cannot naturally carry extra items based on Brawn or Scale, as a vehicle needs places to stow those items in order to carry them effectively. Additional cargo space is covered by the Cargo X quality.

Items can be stored in passenger spaces instead of passengers — each passenger space can carry up to 2 Major Items in this way. Similarly, passengers can ride along in cargo space, with each passenger taking up the space of four Major Items. Passengers in cargo space are liable to have an uncomfortable journey in their improvised space, suffering an additional +2 stress from any impacts the vehicle suffers.

Budge up old boy,
there's room enough for two

Vehicular Movement

The following movement actions are available to the pilot. These movement actions are distinct from the movement actions the character attempts, but, like a character, a vehicle may only take a single movement action each turn.

- **Manoeuvre (Minor):** The vehicle moves to anywhere within Close range.
- **Careful Piloting (Major):** The vehicle moves a number of zones equal to half its speed, rounding up. If required to make a terrain test, reduce the difficulty of that test by 1.
- **Hasty Piloting (Major):** The vehicle moves a number of zones equal to its speed. All skill tests made by crew or passengers are made at +1 difficulty until the start of the pilot's next turn.
- **Focused Driving (Major):** Make a **Coordination + Vehicles test**, with a difficulty of 2. On a success, the vehicle moves a number of zones up to twice its speed. All skill tests made by crew or passengers are made at +1 difficulty until the start of the pilot's next turn.

VEHICULAR ZONES

Vehicles move in combat zones like any other combatant in an action scene, from Eeach to Extreme range. Vehicles, however, do not manoeuvre like characters do and some zone effects may affect different vehicle types differently:

- The terrain only affects vehicles of a specific scale or higher, like terrain that can easily be navigated by smaller vehicles.
- The terrain only affects vehicles of a specific scale or lower, like obstacles that large vehicles can just power through or over unhindered.
- The terrain only affects vehicles with a specific quality, such as wheeled vehicles.
- The terrain has a difficulty of 1, and thus can be ignored by those moving slowly and carefully.

Vehicle Terrain Test

Pilots make terrain tests using **Coordination + Vehicles**. If the terrain would be more difficult for larger vehicles, the gamemaster may increase the difficulty, complication range, or both, by an amount equal to the vehicle's scale.

"Strap on in chaps,
I think we're in for a bumpy ride."

— Major Ralph 'Carpet' Bagger
- Long Range Desert Patrol Group

Out of Control!

A pilot's constant fear is losing control of their vehicle, causing extensive damage to themselves, their crew and their passengers.

The most common outcomes of a failed vehicle terrain test are described below, and the GM determines which apply. Some of the results below cause the vehicle to stop, which means the vehicle immediately loses any remaining movement it had from that action, and comes to a halt in that zone.

- **Jarring Stop:** The vehicle comes to an immediate halt, losing the rest of its movement from that action. Each character in the vehicle immediately suffers 3 physical damage with the Stun effect.
- **Skid:** The vehicles moves in a random direction (roll a d6: 1-2 the vehicle skids left, 3-4 the vehicle skids forward, 5-6 the vehicle skids right, based on the vehicle's current direction of travel). If the vehicle collides with an object large enough to stop it, inflict 1 physical stress with the Piercing 1 effect for each zone the vehicle moved.
- **Spin:** The vehicle loses the rest of its movement from the action, and it is turned to face a different direction. The next vehicle movement action increases in difficulty by +1, or it requires a test if it didn't before.
- **Stuck:** The vehicle loses the rest of its movement from the action, and it is held in place by the terrain. The vehicle gains the truth "Stuck", and while this truth persists, the vehicle moves one fewer zone than normal with any pilot action, and it cannot move as a free action.

If the pilot performed an action to move the vehicle during the previous round, and it was not stopped (either by the pilot, or by crashing) then the pilot must make another vehicle movement action or the vehicle goes **out of control**.

VEHICULAR ATTACKS

Vehicle's gunners can make attacks with mounted weapons in the same way as a personal weapon, using **Coordination + Fighting** (Heavy Weapons). Gunners cannot carry these weapons normally or fire them without them being mounted on a stand or vehicle first. All weapons mounted upon a vehicle are treated as if wielded in two hands if the vehicle moves, and weapons with the Heavy quality are considered to be already set up when mounted on a vehicle.

If the vehicle has the Exposed quality, then passengers may make attacks with personal weapons as normal.

Attacking Passengers

When you make a successful attack against a vehicle with the Exposed quality, you can spend 2 Momentum to hit an exposed passenger instead.

Attacks with the Area effect, against exposed passengers, will hit the vehicle with the initial blast, and count the passengers as additional targets within Reach, hitting all passengers as well if 1 effect is rolled.

Ramming

The pilot of a vehicle moving during its turn can attempt a melee attack against a target within reach, using the pilot's **Will + Vehicles**, with a difficulty of 1. If the attack is successful, it deals the vehicle's Impact rating as stress. When a vehicle rams another vehicle or building, the attacking vehicle suffers half the impact rating, rounding up, in stress.

Vehicle Stress

Vehicles can be targeted for an attack like any other combatant. When a vehicle suffers stress from a physical attack, add its scale to the amount of damage needed to inflict an injury; thus, for a scale 1 vehicle, it takes 6 stress from a single attack to inflict an injury, instead of the normal 5 stress. Vehicles, as objects, cannot be the target of mental attacks, though their crew and passengers can be. Vehicles do not suffer fatigue.

Vehicle Injuries

Vehicles are defeated in an action scene when they suffer 3 injuries, though some vehicles may be more durable and able to withstand more damage. When a vehicle is defeated, it can no longer be used. As with injuries suffered by characters, each injury a vehicle suffers is an additional truth describing how the vehicle has been damaged, such as *bent axle*, *buckled chassis*, or *fuel tank punctured*.

Bumps and Bruises

Whenever a vehicle is damaged, it's possible the passengers will be hurt as well. Whenever a vehicle suffers one or more injuries from an attack, each passenger suffers 4 stress with the Drain and Stun effects, which may result in physical injury.

If a vehicle suffers enough injuries to be defeated, each passenger suffers 8 damage with the Stun effect, and any resulting injuries are physical.

Passengers riding in a cargo space add +2 to these stress values.

Repairing Vehicles

Injuries can be repaired using Vehicles skill tests, but take significant time and work to repair fully. Vehicles do not recover stress automatically between scenes. They must be worked on between scenes to remove stress, with the following tests:

- **Repair Vehicle Stress:** You hammer out dents and make minor repairs to a vehicle. This is an **Insight + Vehicles** skill test with a difficulty of 1. Success removes stress equal to your Vehicles score (plus 1 stress per Momentum spent).
- **Repair Vehicle Injury:** You repair and replace parts of the wrecked vehicle. This is an **Insight + Vehicles** skill test with a difficulty of 2. Success removes a single injury after four hours of work.



Hot Pursuit! – NPC Vehicles

Vehicles operated by NPCs can be treated in a similar way to their crews, with different target categories able to withstand different amounts of damage. This should reflect how significant that vehicle is within the scene: a motorcycle ridden by a Trooper NPC or two can count as a Trooper NPC itself, and would thus be defeated by a single injury. A vehicle carrying multiple NPCs should be an equal or higher target category than the NPCs within: a car full of Trooper NPCs should probably be a Lieutenant vehicle, defeated after 2 injuries, while a car with Lieutenants onboard might be treated as a Nemesis NPC, only defeated after 3 injuries.

If the vehicle has the Tough X quality, then this will increase the number of injuries the vehicle can withstand before being defeated by X.

Vehicle Momentum Spends

SPEND	COST	EFFECT
Ram Through	2	After failing a terrain test, continue moving forward as if the terrain test had not failed. The vehicle suffers stress determined by the GM.
Target Passenger	2	After a successful attack, you can target a passenger inside of an exposed vehicle instead of the vehicle.

Vehicle Profile

A vehicle has the following scores and values.

Truths

A vehicle's main truth will be its type, make and model — for example, a motorcycle ridden by a *Nachtwölfe* trooper might be a *BMW R75 motorcycle*. Other truths may reflect the vehicle's condition, modifications, or other quirks. These truths describe what terrain the vehicle can navigate, how it is driven, as well as any characteristics not covered by its qualities (see below).

Speed

A vehicle's speed shows how quickly it can move, measured by a number of zones per turn.

Scale

A vehicle's Scale is a representation of its size. Scale 0 refers to any vehicle which is approximately human sized. Scale 1 covers vehicles around twice the size of a human, and each additional increase in scale approximately doubles the size of the vehicle. You suffer an increase of +1 difficulty from each point of scale on any skill test due to the vehicle's size or mass.

Brawn

A vehicle has a Brawn score of its own, which is used when using the vehicle to shift heavy loads or employ brute force. If a vehicle has a value in brackets, after its Brawn rating, it adds that many automatic successes to any Brawn tests using the vehicle. Brawn also adds bonus to the vehicle's ramming attacks, and affects a vehicle's Armour, though these effects are already included in the vehicle's profile.

Armour

The vehicle's armour resistance is subtracted from stress inflicted on the vehicle by physical attacks.

Cover

The vehicles cover indicates how much armour resistance it grants its passengers if they are exposed. You cannot target passengers enclosed inside a vehicle.

Impact

A vehicle's Impact is a stress rating in challenge dice (), measuring its weight and the force with its ramming attack.

Passengers

How many interior passenger spaces are available in addition to its normal crew.

Qualities

Vehicles come in a range of different types, from nimble motorcycles, to rugged trucks, and everything in between. A vehicle's qualities describe how it navigates the terrain around it, and how characters use it. Vehicles always have at least one quality, and a vehicle's type is a truth that influences the difficulty of skill tests.

A vehicle can only move across terrain allowed by its qualities: e.g., a wheeled vehicle like a car attempting to drive across a lake just sinks.

Weapons

This lists the weapons a vehicle has incorporated into its design. Each weapon has five Ammo for its salvo attacks as standard, though some can store as many as 10.

VEHICLE QUALITIES

- **Cargo X:** The vehicle may carry up to X additional Major items.
- **Cumbersome:** The vehicle is bulky and unresponsive, and increases difficulty tests to move by +1.
- **Enclosed:** The vehicle is completely enclosed, protecting crew and passengers within. Crew and passengers cannot be targeted by attacks from outside the vehicle, but also cannot use their own weaponry.
- **Exposed:** The passenger and crew of an exposed vehicle can be targeted by attacks from outside the vehicle and may attack with their own weapons.
- **High-Performance:** The vehicle is powerful and finely-tuned. The pilot may spend 2 Momentum after a successful skill test to push the vehicle to move 1 additional zone. Any test to repair the vehicle increase in difficulty by +1, due to its finely-tuned nature.
- **Single-Seat:** A single-seat vehicle is designed to be operated by a single pilot also assuming the role of a gunner without the normal penalty.
- **Tough X:** The vehicle can take more punishment than most. The number of injuries the vehicle can withstand before being defeated is increased by X. You can also generate 3 Threat to ignore an injury being inflicted on the vehicle (NPC vehicles spend 3 Threat instead).

Large Vehicles

Any vehicle with a scale above 3 may take up multiple zones and may have its own internal space divided into several zones. For example, a warship may have different cabins and decks, and may exist across several zones on the environment map (the fore, the aft, etc.). The specifics of this are left to the GM's discretion.

UK/Commonwealth Vehicles

CHURCHILL MARK VII TANK

With its heavy armour and a 75mm main gun, the Churchill Mark VII is a formidable, if slow, vehicle. Numerous specialist variants are created and one, dubbed the Churchill "Crocodile", replaces its machine gun with a flamethrower to defend against close infantry attacks. The Churchill VII fields a crew of five.

Truths

- Churchill Mark VII Tank

Profile

SCALE	4	BRAWN	15 (+3)
STRESS	18	INJURIES	4
ARMOUR	11	SPEED	2

Passengers: 5
Cover: Enclosed
Qualities: Enclosed, Tough 1
Impact: 9

Weapons

- **75mm Cannon:** (Vehicle Weapons), Long range, 8 Vicious (Salvo: Area *or* Piercing 2), Cumbersome, Escalation, Giant-Killer
- **2 Medium Machine Guns:** (Heavy Weapons), Medium range, 7 (Salvo: Area), Escalation, Heavy, Inaccurate

M3 "STUART" LIGHT TANK

One of the items transferred to British services thanks to the Lend-Lease Act is the US M3 (Stuart) Light Tank, which proves serviceable against infantry and light vehicles, although its 37mm main gun is not up to muster against Germany's larger, better armoured tank corps. Between the US and British Commonwealth forces over 14,000 of these tanks see service during the war. The M3 requires a crew of four to operate. Unfortunately, the M3 Light Tank and the M3 Medium Tank are both in service simultaneously, causing much confusion and leading British forces to begin naming the models after famous US generals in order to differentiate between them. An alternative, unofficial British nickname for this tank is the "Honey".

Truths

- M3 Light Tank

Profile

SCALE	3	BRAWN	13 (+3)
STRESS	16	INJURIES	4
ARMOUR	9	SPEED	3

Passengers: 4
Cover: Enclosed
Qualities: Enclosed, Tough 1
Impact: 8

Weapons

- **37mm Cannon:** (Vehicle Weapons), Medium range, 7 (Salvo: Area *or* Piercing 1), Cumbersome, Escalation, Giant-Killer
- **3 Browning M1919 Machine Guns:** (Heavy Weapons), Medium range, 7 (Salvo: Area), Escalation, Heavy, Inaccurate

MATILDA I & II INFANTRY TANKS

The original Matilda I, designated the A11, is designed for rapid delivery when Britain finds herself at war. Constructed from stock vehicle parts and mounting a heavy machine gun as its only offensive weapon, the Matilda I sees action in the Battle of France where its lack of anti-tank capability relegates it to anti-infantry duties. After losing many of these tanks in the Dunkirk Evacuation, the British effectively withdraw them from service. The Matilda II (A12) is a far superior infantry tank, clocking in at almost twice the weight of the Matilda I, and sporting significantly thicker armour, as well as being armed with a 2-pounder anti-tank gun.

In the early years of the war, the Matilda II's armour proves to be virtually impervious to the 37mm and 50mm cannons fielded by the Germans, and only the larger 75mm and dreaded 88mm can penetrate its hide. However, the weight of the tank's armour, combined with its complicated and underpowered engine (derived from two bus engines), reduces its effectiveness, leaving it to crawl over even well-made roads. Despite its failings, the Matilda II acquits itself well during the Battle of France, and in one instance sixteen Matilda IIs decimate Rommel's 7th Panzer Division.

Matilda I Infantry Tank

Truths

- Matilda I Infantry Tank

Profile

SCALE	2	BRAWN	13 (+3)
STRESS	16	INJURIES	3
ARMOUR	7	SPEED	2

Passengers: 2
Cover: Enclosed
Qualities: Enclosed
Impact: 7

Weapons

- **Vickers Machine Gun:** (Heavy Weapons), Medium range, 7 (Salvo: Area), Escalation, Heavy, Inaccurate

Matilda II Infantry Tank

Truths

- Matilda II Infantry Tank

Profile

SCALE	3	BRAWN	13 (+3)
STRESS	17	INJURIES	3
ARMOUR	8	SPEED	2

Passengers: 2
Cover: Enclosed
Qualities: Enclosed
Impact: 7

Weapons

- **40mm Cannon (AP Rounds):** (Vehicle Weapons), Medium range, 7 (Salvo: Piercing 1), Cumbersome, Escalation, Giant-Killer
- **Medium Machine Gun:** (Heavy Weapons), Medium range, 7 (Salvo: Area), Escalation, Heavy, Inaccurate



UNIVERSAL CARRIER

Britain's home-grown Universal Carrier, or Bren Gun Carrier, is a tracked vehicle that comes in both open-topped and turreted versions. Well over 110,000 of these versatile armoured transport vehicles are produced from 1934 onwards. Its primary function is to act as a tractor to transport light equipment, including artillery, but it is also frequently used as a mobile machine gun platform. As a transport it can seat three. As a machine-gun platform, its seating capacity rises to four. It is also sometimes equipped with the Boys Anti-Tank Rifle.

Truths

- Universal Carrier
- Artillery Tractor

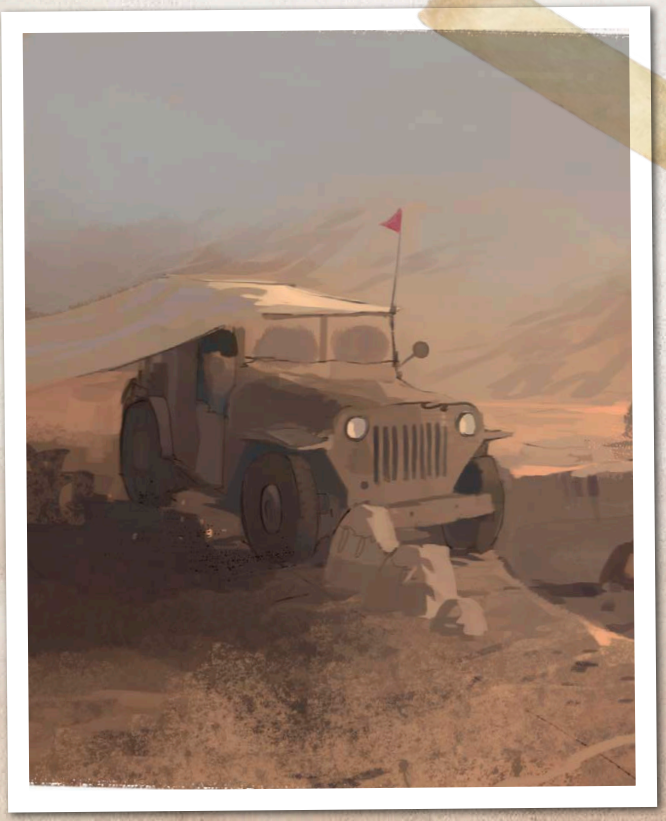
Profile

SCALE	2	BRAWN	12 (+2)
STRESS	14	INJURIES	3
ARMOUR	5	SPEED	3

Passengers: 4
Cover: 4
Qualities: Enclosed or Exposed (depending on version)
Impact: 7

Weapons

- **Bren Machine Gun:** (Rifles), Medium range, 5 (Salvo: Area), Heavy, Inaccurate
- **Boys Anti-Tank Rifle:** (Heavy Weapons), Medium range, 7 (Salvo: Vicious), Accurate, Escalation, Heavy, Cumbersome



WILLYS JEEP

Another popular lend-lease vehicle is the United States Jeep. Although the origin of the name is unclear, the Jeep is one of the most reliable vehicles in the service of any nation and is a primary light reconnaissance/spotter vehicle for both the US and the British Commonwealth. It seats four in relative comfort, and can be outfitted with a .50 calibre machine gun on a rotating post in the centre of the passenger compartment.

Standard Variant

Truths

- "Jeep" Utility Truck
- Reliable and Versatile

Profile

SCALE	2	BRAWN	10 (+2)
STRESS	12	INJURIES	3
ARMOUR	4	SPEED	3

Passengers: 3
Cover: 2
Qualities: Exposed
Impact: 6

Browning Variant

Truths

- "Jeep" Utility Truck
- Reliable and Versatile
- SAS Variant

Profile

SCALE	2	BRAWN	10 (+2)
STRESS	12	INJURIES	3
ARMOUR	4	SPEED	3

Passengers: 3
Cover: 2
Qualities: *Exposed*
Impact: 6

Weapons

- **Browning .50 Machine Gun:** (Heavy Weapons), Medium range, 6 (Salvo: Piercing), Escalation, Giant-Killer, Heavy, Inaccurate

"She ain't exactly a beauty, but she gets the job done. The Willys Jeep is an unsung hero, willing, able and a real workhorse in all weathers."

— Abraham Schultz
- Quartermaster Normandy landings

United States Armed Forces Vehicles

CCKW TRUCK

Otherwise known as the "Deuce-and-a-half" the CCKW 2.5 ton truck, along with the Jeep, is instrumental in the Allied war effort, and has been referred to as the Allies' "secret weapon". In wartime Europe, where road infrastructure is highly variable, the truck keeps the Allies supplied with the goods they need, while German forces still rely to a surprising degree on horses and carts to move supplies. This truck is the backbone of the United States forces, carrying material and men with great reliability, and serving as the basis for a number of other utility vehicles. It can accommodate up to 2.5 tons of cargo or a dozen soldiers in the back, and up to three in the cab.

Truths

- CCKW Cargo Truck
- Reliable
- Versatile

Profile

SCALE	3	BRAWN	14 (+3)
STRESS	12	INJURIES	3
ARMOUR	4	SPEED	3

Passengers: 3 (+12)
Cover: 3
Qualities: Cargo 50, Exposed
Impact: 8

DUKW AMPHIBIOUS VEHICLE

The DUKW is a dual land/water vehicle based on the CCKW truck chassis, but with the addition of a water-tight hull and a propeller. It can reach speeds of up to 50mph (80km/h) on paved roads, and can manage 5.5 knots in the water. Though lightly armoured, the DUKW is equipped with a heavy-duty bilge pump, capable of keeping the vehicle afloat even with 2" (5cm) holes below the waterline. The DUKW is primarily used to ferry supplies from ship to shore in support of amphibious landings, as well as transporting the wounded from shore to hospital ships. It is used extensively in the Pacific, the Mediterranean during the invasion of Sicily, and during D-Day. One in four is equipped with a ring-mount for a heavy calibre machine gun. Some 2,000 are sent to Britain as part of the Lend-Lease program, with nearly 600 being sent to the Soviet Union under similar terms. With a minimum of cargo on board, the DUKW can easily carry two dozen soldiers.

Truths

- DUKW Amphibious Truck
- Reliable

Profile

SCALE	3	BRAWN	14 (+3)
STRESS	12	INJURIES	3
ARMOUR	4	SPEED	3

Passengers: 25
Cover: 3
Qualities: Cargo 10, Exposed
Impact: 8

Weapons

- **Browning .50 Machine Gun:** (Heavy Weapons), Medium range, 6 Piercing 1 (Salvo: Area), Escalation, Giant-Killer, Heavy, Inaccurate

M3 "LEE/GRANT" MEDIUM TANK

The M3 Medium Tank is an early-war tank design with several flaws. Its relatively tall silhouette makes it an easy target, and the main 75mm gun is mounted in a sponson at the front of the tank, giving it a limited field of fire (the fully rotating turret being given over to the less powerful 37mm gun); its armour is also only a small improvement over that of the M3 Stuart. In short, it faces several significant handicaps when squaring up to the better armed and armoured German tank corps. Another Lend-Lease addition, and known as the M3 Lee or M3 Grant outside the United States (depending on the turret used), the British receive more than 3,600 of these vehicles, and the Soviets 1,300. The Soviets are unimpressed with the Lee's capabilities, nicknaming it "A Coffin for Seven Brothers".

Truths

- M3 Medium Tank
- Tall Silhouette
- Sponson-mounted 75mm cannon

Profile

SCALE	3	BRAWN	15 (+3)
STRESS	18	INJURIES	4
ARMOUR	10	SPEED	2

Passengers: 4
Cover: Enclosed
Qualities: Enclosed
Impact: 9

Weapons

- **37mm Cannon:** (Vehicle Weapons), Medium range, 7 (Salvo: Area *or* Piercing 1), Cumbersome, Escalation, Giant-Killer
- **75mm Cannon:** (Vehicle Weapons), Long range, 8 Vicious (Salvo: Area *or* Piercing 2), Cumbersome, Escalation, Giant-Killer

M4 "SHERMAN" TANK

The Sherman tank is the workhorse of the United States Army. Produced in many variations throughout the war, early Shermans are outclassed by nearly everything the Germans have to offer. Later variants include better armour and firepower, and thankfully hold their own. More than 55,000 Shermans are produced between 1942 and 1945, a number that surpasses the total tank production for the *Wehrmacht* across all models and styles. A Sherman requires a crew of five, including driver, gunner, commander, loader, and co-driver.

Truths

- M4 Medium Tank
- Cheap
- Reliable

Profile

SCALE	3	BRAWN	15 (+3)
STRESS	18	INJURIES	4
ARMOUR	10	SPEED	2

Passengers: 5
Cover: Enclosed
Qualities: Enclosed, Tough 1
Impact: 9

Weapons

- **Browning .50 Machine Gun:** (Heavy Weapons), Medium range, 6 Piercing 1 (Salvo: Area), Escalation, Giant-Killer, Heavy, Inaccurate
- **2 Browning M1919A4 Machine Guns:** (Heavy Weapons), Medium range, 7 (Salvo: Area), Escalation, Giant-Killer, Heavy, Inaccurate
- **75mm Cannon:** (Vehicle Weapons), Long range, 8 Vicious (Salvo: Area *or* Piercing 2), Cumbersome, Escalation, Giant-Killer

M5 HALF-TRACK

The Half-Track is produced in large numbers, with 43,000 seeing service during the war. The M5 is the most famous variant, and is supplied to both the British and Soviet forces as part of the Lend-Lease agreement. It is a versatile vehicle, functioning as a troop transport and an artillery tow, as well as, in a pinch, hauling a ton or more of cargo. It is moderately-armoured and mounts a heavy machine gun and a pair of medium machine guns behind the driver's compartment.

Truths

- M5 Half-Track Armoured Personnel Carrier

Profile

SCALE	3	BRAWN	14 (+3)
STRESS	17	INJURIES	3
ARMOUR	7	SPEED	2

Passengers: 13
Cover: 4
Qualities: Cargo 5, Exposed
Impact: 9

Weapons

- **Browning .50 Machine Gun:** (Heavy Weapons), Medium range, 6 Piercing 1 (Salvo: Area), Escalation, Giant-Killer, Heavy, Inaccurate
- **2 Browning M1919A4 Machine Guns:** (Heavy Weapons), Medium range, 7 (Salvo: Area), Escalation, Giant-Killer, Heavy, Inaccurate

M10 TANK DESTROYER

More than 6,000 of the M10 Tank Destroyer and its M10A1 variant are produced by Ford and General Motors between 1942 and 1943. The design proves so reliable that most are still in service late in the war. Sacrificing defensive armour for greater speed and manoeuvrability, the M10 is equipped with a 3" gun set in an open-topped turret. Built using the M4 Sherman chassis, but with sloping armour, its speed allows it to outflank the heavier tanks of the German *Wehrmacht*, and even to stay ahead of the German tanks' gun rotation rate, thereby avoiding enemy fire that can pierce the M10's thin hull. The M10's crew of five includes a driver, commander, and three to serve the gun.

Truths

- M10 Tank Destroyer
- Manoeuvrable

Profile

SCALE	3	BRAWN	14 (+3)
STRESS	17	INJURIES	3
ARMOUR	7	SPEED	3

Passengers: 5
Cover: 4
Qualities: Exposed
Impact: 9

Weapons

- **Browning .50 Machine Gun:** (Heavy Weapons), Medium range, 6 Piercing 1 (Salvo: Area), Escalation, Giant-Killer, Heavy, Inaccurate
- **3" Cannon:** (Vehicle Weapons), Long range, 8 Vicious (Salvo: Area *or* Piercing 2), Escalation, Giant-Killer, Heavy, Inaccurate

M18 TANK DESTROYER

The M18 "Hellcat" Tank Destroyer is another vehicle that sacrifices armour for speed. Like the M10, the M18's 1-inch thick armour plating is easily pierced by enemy firepower. Its speed and ability to change direction more quickly than most tanks means that the M18 is surprisingly successful in its role, avoiding direct hits thanks to its nimble design and powerful Buick engine. Carrying as many as 45 shells for the vehicle's 76mm gun, the M18 can reach speeds of up to 60 mph (96km/h). Thanks to an air-cooled engine, drawing air through the crew compartment, the crew of five find the M18 uncomfortably cold during the Northern European winters. Like the Sherman, the crew of the M18 includes the commander, driver, gunner, loader, and co-driver.

Truths

- M18 Tank Destroyer
- Fast and Agile

Profile

SCALE	3	BRAWN	13 (+3)
STRESS	17	INJURIES	3
ARMOUR	6	SPEED	4

Passengers: 5
Cover: 4
Qualities: Exposed
Impact: 8

Weapons

- **Browning .50 Machine Gun:** (Heavy Weapons), Medium range, 6 Piercing 1 (Salvo: Area), Escalation, Giant-Killer, Heavy, Inaccurate
- **76mm Cannon:** (Vehicle Weapons), Long range, 8 Vicious (Salvo: Area *or* Piercing 2), Escalation, Giant-Killer, Inaccurate



German Vehicles

BMW R75 MOTORCYCLE

The most common German military motorcycle is the BMW R75. It is typically utilised for reconnaissance and the fast transport of messages and critical personnel to the front lines. It can be outfitted with a sidecar to carry a second passenger or a large parcel in relative comfort. During the early part of the war motorised combat units use the R75 extensively, but their use tapers off substantially after 1941.

BMW R75

Truths

- BMW R75 Motorcycle

Profile

SCALE	0	BRAWN	9
STRESS	9	INJURIES	Varies
ARMOUR	1	SPEED	4

Passengers: 2
Cover: 0
Qualities: Cargo 1, Exposed, Single-Seater
Impact: 3

German Vehicles and Injuries

The vehicles in this section do not list the number of Injuries they can sustain, as they will more commonly be used by NPCs; a Trooper NPC vehicle is defeated after a single injury, while a Lieutenant NPC vehicle is defeated after sustaining 2 injuries. A Nemesis NPC vehicle is defeated after sustaining 3 injuries. Additional injury capacity from the Tough X quality is added to these values accordingly, so a Trooper Panzer II can withstand 2 injuries (1 for being a Trooper NPC, +1 for Tough 1).

See the sidebar on NPC vehicles, p.XX, for more details.



BMW R75 with Sidecar

Truths

- BMW R75 Motorcycle
- Sidecar

Profile

SCALE	0	BRAWN	10
STRESS	10	INJURIES	Varies
ARMOUR	2	SPEED	4

Passengers: 3
Cover: 0
Qualities: Cargo 1, Exposed
Impact: 4

Weapons

- **MG 42:** (Rifles), Medium range, 6 (Salvo: Area), Heavy, Inaccurate

Sidecars and Machineguns

It was fairly common practice for motorcycles to be used in reconnaissance roles. Such vehicles often added a sidecar and mounted medium machine gun. This has little effect on the bike's attributes except for adding 1 additional passenger and increasing Brawn to 10.

KÜBELWAGEN

The *Kübelwagen* ("bucket car") is the ubiquitous staff car of the German army, designed by Ferdinand Porsche and built by Volkswagen. It functions well in a wide variety of light transport roles, seating five comfortably, with room for luggage in the boot.

Truths

- *Kübelwagen*

Profile

SCALE	2	BRAWN	15 (+1)
STRESS	14	INJURIES	Varies
ARMOUR	3	SPEED	2

Passengers: 5
Cover: 2
Qualities: Cargo 2, Exposed, Rough Terrain, Wheeled
Impact: 7

PANZERJÄGER MARDER

The Marder Tank Destroyer is most common on the Eastern Front, but it is used in all theatres. The vehicle possesses several flaws, however. Its light armour leaves it vulnerable to grenades; its fixed turret can only target enemies to the front, and it has a high silhouette, making it an ideal target. All versions have a fully open top, and in later versions the back is also exposed, leading to a low survivability rating for the crew, especially in urban combat situations. The Marder I requires a crew of five. The Marder II needs three crew members, and the Marder III has a crew of four. Despite its shortcomings, the Marder II serves admirably as a more mobile version of the Pak-40 Anti-Tank Gun. Less than 700 of these vehicles see service, some of them being cobbled together from the remains of decommissioned Panzer IIs in 1943-44.

Truths

- Marder Tank Destroyer
- Fixed Turret
- Vulnerable Crew

Profile

SCALE	3	BRAWN	14 (+2)
STRESS	16	INJURIES	Varies
ARMOUR	6	SPEED	2

Passengers: 3-5
Cover: 3
Qualities: Exposed
Impact: 7

Weapons

- **75mm Cannon:** (Vehicle Weapons), Long range, 8 Vicious (Salvo: Area *or* Piercing 2), Cumbersome, Escalation, Giant-Killer

MERCEDES-BENZ 770K

While the *Kübelwagen* suffices as transportation for the lower ranks, senior German officers prefer to ride in style, and the *Wehrmacht* maintain a number of luxury cars for official use. The most recognisable staff car employed is the Mercedes-Benz 770, also known as the *Großer Mercedes* (Large Mercedes) due to its stretched body and supercharged engine. Sporting a soft-top, these monsters are beyond the price range of civilians, who can only gaze in wonder as the Nazi High Command tour Berlin in their expansive passenger compartments.

Truths

- Staff Car (adjust Truth to the car's make)

Profile

SCALE	2	BRAWN	12 (+2)
STRESS	14	INJURIES	Varies
ARMOUR	3	SPEED	3

Passengers: 5
Cover: 2
Qualities: Cargo 2, Exposed
Impact: 7

OPEL BLITZ

The *Opel Blitz* is one of the most reliable and widely used of the Wehrmacht's transport vehicles. This model is used to carry supplies, equipment, and troops everywhere from North Africa to Stalingrad. It can carry a dozen soldiers or up to three tons of cargo.

Truths

- Opel Blitz Utility Truck

Profile

SCALE	3	BRAWN	14 (+3)
STRESS	17	INJURIES	Varies
ARMOUR	4	SPEED	3

Passengers: 14
Cover: 3
Qualities: Cargo 50, Exposed
Impact: 9

PANZER I

Entering production in 1934, the *Panzerkampfwagen I* is intended as a training tank to introduce new concepts of armoured warfare to Germany's troops. It first sees combat during the Spanish Civil War, and goes on to participate in the Polish, French, North African, and Russian campaigns. Although its chassis is used as the basis for early tank destroyers and assault guns, its thin armour and lack of main cannon (being armed instead with twin machine guns) means that it is limited to anti-infantry combat. It is quickly relegated to reconnaissance roles, later to be superseded by the superior Panzer II.

Truths

- Panzer I Light Tank

Profile

SCALE	3	BRAWN	14 (+3)
STRESS	17	INJURIES	Varies
ARMOUR	7	SPEED	3

Passengers: 5
Cover: Enclosed
Qualities: Enclosed
Impact: 9

Weapons

- **Twin MG 34s:** (Heavy Weapons), Medium range, 8 (Salvo: Area), Heavy, Inaccurate

PANZER II

Initially designed as a stopgap measure while larger, more powerful tanks are developed, the Panzer II family of tanks sees extensive combat in Europe and North Africa. Armed with a 20mm cannon, it is a marked improvement on the Panzer I and, with the introduction of advanced versions of the Panzer III and IV, the Panzer II soon takes over the Panzer I's role as a reconnaissance tank capable of getting out of trouble as quickly as it can get into it. Though production ends in 1943, the chassis of the Panzer II forms the basis of several self-propelled guns, such as the Wespe and Marder II. The Panzer II has a crew of three, consisting of commander/ gunner, driver, and loader.

Truths

- Panzer II Light Tank

Profile

SCALE	3	BRAWN	15 (+3)
STRESS	18	INJURIES	Varies
ARMOUR	7	SPEED	3

Passengers: 3
Cover: Enclosed
Qualities: Enclosed, Tough 1
Impact: 9

Weapons

- **MG 34:** (Heavy Weapons), Medium range, 6 (Salvo: Area), Heavy, Inaccurate
- **20mm Autocannon:** (Vehicle Weapons), Medium range, 6 Piercing 1 (Salvo: Area), Escalation, Giant-Killer, Heavy, Inaccurate

"They've got the heavy armour, but we've got the numbers. They may get five of us for every one of them, but they're gonna run out a lot sooner'n we are."

— Sergeant Rick Gomez – Big Red One

Tank-hunting

Fighting armoured vehicles can be difficult: with their large Scale, high maximum stress, high armour resistance, and often the Tough X quality, defeating a tank or similarly armoured vehicle is a daunting proposition.

Ideally, any player character hunting tanks will take every precaution and do everything to stack the odds in their favour. Multiple hits from high-powered weapons — bazookas, recoilless rifles, and AT grenades — are necessary, alongside ambushes or distractions to avoid or survive the tank's retaliation. Extensive use of Momentum will help too: Momentum spent to penetrate the tank's Armour, or to increase the damage roll, can make all the difference.

Against vehicles with the Tough X quality, targeting weak spots may be useful too — this may require creating an appropriate truth to represent careful aim, an overlooking position, or some other advantage. A tank commander aware of attackers will likely try and manoeuvre to counteract any such advantages (trying to remove those truths). Such advantageous positioning should prevent the GM from spending Threat to ignore injuries inflicted.

PANZER III

The Panzer III is designed as a medium tank intended to engage with enemy armoured units. Though initially only armed with a 37mm cannon, this is considered sufficient to penetrate the armour of most Allied armoured vehicles. After encountering the Soviet T-34, later versions are armed with 50mm cannons but, by this time, newer tanks have taken over the role of the Panzer III, and it is eventually turned into an infantry support tank, mounting a 75mm cannon. The Panzer III has a relatively large crew consisting of a commander, gunner, loader, driver, and radio operator (who also mans the bow machine guns).

Truths

- Panzer III Medium Tank

Profile

SCALE	4	BRAWN	15 (+4)
STRESS	19	INJURIES	Varies
ARMOUR	8	SPEED	2

Passengers: 5
Cover: Enclosed
Qualities: Enclosed, Tough 1
Impact: 10

Weapons

- **2 MG 34s:** (Heavy Weapons), Medium range, 6 (Salvo: Area), Heavy, Inaccurate
- **50mm Cannon:** (Vehicle Weapons), Medium range, 7 Vicious (Salvo: Area *or* Piercing 2), Cumbersome, Escalation, Giant-Killer

Vorwärts!
Shermanpanzer auf der Erhöhung!
Feuer!

PANZER IV

Originally intended to act as an infantry support vehicle, perhaps the most commonly-used tank in the German Army is the Panzer IV. The model "D" version is in service prior to the German invasion of Poland in 1939, and well over 8,000 are produced. Introduced in 1942, the model "G", also called the Panzer IV "Spezial", has vastly superior armour — including the addition of side plates to better protect the tracks — and a longer gun barrel than the Mark D. The longer barrel improves the tank's effectiveness at longer ranges. The Panzer IV typically has a crew of five: commander, driver, gunner, gun loader, and radio operator (who also crews the front machine gun when needed). Both models include rotating turrets. Even with the development of later Panzer models, the Panzer IV remains in service due to its reliability and the relative ease of construction.

Truths

- Panzer IV Medium Tank
- Abundant
- Reliable

Profile

SCALE	4	BRAWN	15 (+4)
STRESS	19	INJURIES	Varies
ARMOUR	10	SPEED	2

Passengers: 5
Cover: Enclosed
Qualities: Tough 1, Enclosed
Impact: 10

Weapons

- **2 MG 34s:** (Heavy Weapons), Medium range, 6 (Salvo: Area), Heavy, Inaccurate
- **75mm Cannon:** (Vehicle Weapons), Long range, 8 Vicious (Salvo: Area or Piercing 2), Cumbersome, Escalation, Giant-Killer



PANZER V "PANTHER" TANK

Developed as a direct counter to the Russian T-34, and as a replacement for the Panzer III and IV, the Panther is truly a next generation vehicle, combining excellent firepower, armour, and mobility. The first German tank to mount sloped armour, the Panther proves deadly in open terrain and long range combat but, due to its relatively weak side armour, it is vulnerable in close combat and urban environments. Mounting a long 75mm cannon, the Panther is rushed into production, and then combat, for the Battle of Kursk, leading to numerous breakdowns and equipment failures. However, alongside the Panzer IV and the Tiger, it becomes integral in German armoured fighting. Its crew consists of a driver, commander, radio operator/machine-gunner, gunner, and loader.

Truths

- Panzer V "Panther" Heavy Tank
- Weak Flank Armour

Profile

SCALE	4	BRAWN	16 (+4)
STRESS	20	INJURIES	Varies
ARMOUR	12	SPEED	3

Passengers: 5
Cover: Enclosed
Qualities: Tough 2, Enclosed
Impact: 11

Weapons

- **2 MG 34s:** (Heavy Weapons), Medium range, 6 (Salvo: Area), Heavy, Inaccurate
- **75mm Cannon:** (Vehicle Weapons), Long range, 8 Vicious (Salvo: Area *or* Piercing 2), Cumbersome, Escalation, Giant-Killer

PANZER VI "TIGER" TANK

1942 sees the introduction of the fearsome Tiger I; over-engineered, expensive, and difficult to produce, the Tiger becomes one of the most feared German armoured fighting vehicles of the war. While production issues prevent it being fielded in sufficient numbers to secure German victory, and technical problems result in many never reaching the battlefield due to breakdowns, it is probably the most effective and dangerous tank on the battlefield. Carrying up to 120mm armour on its hulking 60-ton frame, the Tiger is all but impervious to Allied shells at long range, while its main cannon, adapted from the deadly 88mm anti-aircraft gun, can turn virtually any enemy tank into a flaming hull at equal distance.

The Tiger is the first armoured vehicle to mount an electric turret, allowing it to traverse far faster than other tanks. The Tiger's state-of-the-art technology is considered top secret and the tank is fitted with a demolition charge to ensure that it does not fall into the hands of the Allies. The drawbacks to the Tiger's heavy armour is that the suspension and gear box are prone to breaking down from the strain of the extra weight. The "Königstiger" (or "Tiger II") is developed late in the war; it has the benefit of even thicker, sloping armour. Fortunately for the Allies, fewer than 400 King Tigers are ever produced. Both the Tiger I and Tiger II require a crew of five.

Truths

- Panzer VI "Tiger" Heavy Tank
- Over-Engineered
- Self-Destructive

Profile

SCALE	5	BRAWN	16 (+5)
STRESS	21	INJURIES	Varies
ARMOUR	15	SPEED	3

Passengers: 5
Cover: Enclosed
Qualities: Tough 2, Enclosed
Impact: 11

Weapons

- **2 MG 34s:** (Heavy Weapons), Medium range, 6 (Salvo: Area), Heavy, Inaccurate
- **88mm Cannon:** (Vehicle Weapons), Long range, 8 Vicious (Salvo: Area *or* Piercing 2), Accurate, Cumbersome, Escalation, Giant-Killer

SD.KFZ. 251 HALF-TRACK

Probably one of the *Wehrmacht*'s most versatile vehicles, the Sd.Kfz. 251 is a commonly used, full-sized, half-tracked, armoured vehicle. Capable of hauling personnel or small loads, and able to pull artillery pieces as well, it is produced in great numbers, and is another staple of the German armed forces. It can seat up to twelve in the back, and two more in the driver's compartment.

Truths

- KFZ 251 Half-Tracked Armoured Truck

Profile

SCALE	3	BRAWN	14 (+3)
STRESS	17	INJURIES	Varies
ARMOUR	3	SPEED	2

Passengers: 14
Cover: 3
Qualities: Cargo 5, Exposed
Impact: 8

SD.KFZ 2 TRACKED MOTORCYCLE

A strange combination of motorcycle and tracked vehicle, the *Kettenkrad* (as it is also known) is used primarily by the Luftwaffe to move aircraft from hangar to runway on both the North African and Eastern Fronts. This vehicle is not common, but its unique design makes it highly recognizable. When free of cargo or equipment, it has a completely open back, and while capable of seating four plus the driver, it offers no protection at all for the occupants. It is only used in combat situations as a last resort.

Truths

- KFZ 2 Half-Tracked Motorcycle

Profile

SCALE	1	BRAWN	10 (+1)
STRESS	11	INJURIES	Varies
ARMOUR	2	SPEED	2

Passengers: 5
Cover: 0
Qualities: Cargo 3, Exposed, Single-Seater
Impact: 5

STURMGESCHÜTZ

The *Sturmgeschütz*, or "Assault Gun", is an armoured gun platform. Used initially as infantry support, it proves highly effective against enemy armour and, being both cheaper to produce than a tank and more mechanically reliable, becomes a staple of the German forces from 1941 onwards. The only real flaw in the design of the StuG is that it lacks a turret, so its front-facing gun has a limited field of fire. Initially it is unclear which branch of the military will use the StuGs, as the tank corps and infantry have no resources to spare; eventually it becomes the responsibility of the artillery division. The StuG III has a crew of four.

Allied warplanes inbound!
Get that camouflage netting up!
Now!

Truths

- Sturmgeschütz Armoured Gun Platform
- Fixed Gun

Profile

SCALE	3	BRAWN	14 (+3)
STRESS	16	INJURIES	Varies
ARMOUR	7	SPEED	2

Passengers: 4
Cover: 3
Qualities: Exposed
Impact: 9

Weapons

- **MG 34:** (Heavy Weapons), Medium range, 6 (Salvo: Area), Heavy, Inaccurate
- **75mm Cannon:** (Vehicle Weapons), Long range, 8 Vicious (Salvo: Area *or* Piercing 2), Cumbersome, Escalation, Giant-Killer

WEATHER: STORMS CONTINUE

FORCES JOURNAL

D-DAY NEWS EISENHOWER 'OVERJOYED'

SECRET ALLIED WEAPONS DEPLOYED IN NORMANDY?

By special correspondent James Cooke

Ten days after D-Day and here on the front line, US forces continue to make slow but steady progress into the heart of Normandy. Their advance is hampered by the simple fact of terrain, small roads and hedgerows which naturally funnel into chokepoints which favour the enemy's defensive style. The prospects of a decisive breakthrough seem remote and advancement is further hampered by fields which have been flooded to thwart the lightning strikes which high command had hoped to achieve.

It's a slog rather than a sprint here, but hope springs eternal and amid the grumbling and grousing which is a GI's perpetual lot, there are certain happenings that have sparked the imagination and re-ignited hopes that it will be all over by Christmas.

Says Pvt Brad Decker: "We found these Nazi tanks, Panthers, Tigers, the works, cut clean in two, like someone sliced 'em with a giant knife or summthin'. Maybe Superman signed up and they didn't tell us? I don't know." Such reports were swiftly denied by US Command, who said, "We're aware of these incidents, but it's most likely an unexpected side effect of our air strikes, which have resulted in anomalous damage to enemy vehicles. There's nothing new to report here." Your correspondent has seen the evidence for himself and has to say this explanation seems unlikely. Some new weapon is at large in the Normandy area. Be glad it's on our side.



QUIET When I drew nigh the antique and sinister secrets

Chapter 9

Magic



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EYES ONLY

Chapter Nine Magic

Mystical Pursuits

This chapter deals with the magical and mystical elements of ***Achtung! Cthulhu***, delving into the occult traditions and potent spells which can be accessed by player characters.

Magic in ***Achtung! Cthulhu*** remains a rare and unusual practice and is the preserve of sorcerers, scholars and seekers of forbidden knowledge. It also includes especially gifted individuals who due to their heritage, will or native talent, are able to shape and harness arcane forces which are sometimes far beyond their comprehension or indeed, control.

Naturally, the use of magic is not without its cost, and may be measured in terms of both physical and mental damage, and that's before one counts the deleterious effect upon the immortal soul. Few things, especially those which promise radical change and instant power, come without cost and magic especially so. Many who have sought its benefits have unwittingly gambled away their lives and souls to a malevolent power, regretting that unholy bargain the moment the time for payment arrives.

The exigencies of World War II have also meant magic has divided into two separate and distinct disciplines:

The first is what might be termed "battlefield magic", shorter-term enchantments of instant effect and brief duration: spells, curses, hexes, charms and blessings, which are primarily used to aid forces involved in combat or out in the field.

The second discipline, **ritualistic magic** is longer form, more complicated and intricate, but conversely immensely more potent and powerful. It is this kind of magic wielders use to communicate with, and summon, supernatural alien races and darker unknown forces to this world, travel between the planes of existence, or effect permanent and lasting change in the mortal plane.

Both Axis and Allies have also developed their own distinct approaches to the learning and wielding of magic and draw (or seem to) on very different sources of arcane power.

MYTHOS MAGIC

It is whispered that some on the Allied side have sought to fight fire with fire and harness the dangerous power of strange and unworldly powers to combat the rise of the Reich. These reports remain unconfirmed, though undoubtedly there is little smoke without fire and some on the Allied side may have been seduced into seeking a quick and dangerous answer to the Nazi's supernatural pre-eminence.

ALLIED MAGICAL TRADITIONS

Shocked by the raw alien power of the Nazi occult in the early phases of the war, the Allies seek a response, lighting upon ancient mystical and spiritual traditions to counter the magic of their opponents. Britain begins by exploring the possibilities contained in Celtic and Norse traditions. The US, lacking the magical heritage of its European allies, opts for a very different route, accelerating research and development into long neglected academic programs which explore psychic and extrasensory abilities.

During the course of the war, covert Allied occult organisations establish secret colleges to recruit, train and deploy talented practitioners to power the war effort. Although initially some way behind the sorcerer-mages of the Nazi Reich, the Allies rapidly catch up in this secret war as the wider conflict progresses. Britain already has some mystical defences in the form of the Fraternity of the Inner Light at the beginning of the war; stalwart occult guardians who repulse the Nazi's initial attack. Quickly apprehending the nature of the Mythos threat, Churchill orders the expansion of Britain's mystical forces into colleges of magic specialising in Celtic and Norse traditions, as well as exploring the alchemical tradition and the magical writings of mystics like John Dee.

The United States, though caught on the hop by the Nazi's magical endeavours (which were dismissed in the 1930s as mere "fairy tales and fantasies") remains behind in terms of countermeasures at the beginning of the war, but is soon able to deploy its considerable resources to catch up. Once the sorcerous power of the Nazi occult is revealed as

a credible threat, President Franklin D Roosevelt authorises the founding and funding of programmes designed to counter the Axis' advantage.

Foreseeing that this "sorcerous war" will become an important front, the US widens its search to identify and recruit talented individuals for training in mental disciplines to fight alongside conventional US forces. Identifying individuals with paranormal, psychic and extra-sensory abilities quickly becomes priority number one and the first flowering are quickly rushed into service as America enters the war.

BATTLEFIELD MAGIC DEVELOPMENT

Although Britain was better prepared than the US, Nazi sorcerers certainly held the initiative in battlefield magic, having used it covertly to help fascists in the Spanish Civil War. In 1938 Nazi sorcerers accompanied the Nazi invasion of Austria, but were not required when the *Anschluss* was concluded without major conflict. It was in the Blitzkrieg through Poland, Belgium and the Battle of France that they came to the fore. The Battle of France saw the first mass use of battlefield sorcery when elements of the British Expeditionary Force were shredded, having little or no protection against the Nazi's magic or the many captive horrors they are said to have unleashed.

As Nazi conventional forces dominate Europe, Nazi occult magical resources are withdrawn and used much more selectively, appearing as shock troops, or being used to guard vital installations or sites of high value archaeological value as the occultists widen their search for magical tomes and artefacts. As the war progresses into its mid-phase, the Nazi's sorcerous reign of terror over the battlefield is first challenged and then slowly weakened: firstly by improving Allied magical countermeasures across theatres like the deserts of North Africa and Italy, and then in the bitter fighting on the Eastern Front where Russia deploys its own adepts to first harass and delay the German advance, culminating in the great reversal at Stalingrad.

THE THIRST FOR DANGEROUS KNOWLEDGE

While battlefield magics are honed and employed to ever greater effect, away from the front lines another sorcerous war is also being fought, a much deeper, more slow burning affair, as each side attempts to probe and test the other's mystical defences. There's a constant need to acquire knowledge, power, treasures, and artefacts as well as exchanging information with otherworldly powers to help prevail in the wider conflict. Sometimes, this war is fought on the earthly plane, at others it spills over into other places, even breaking through into other planes and dimensions, far beyond this Earth.

The Mechanics of Magic

TYPES OF SPELLCASTING

In order to cast spells, a character must be a **spellcaster** by taking a Spellcaster talent, either during character creation or by spending XP. A character has learnt magic in one of three ways:

Traditional

The character has spent much of their life studying an occult tradition, which is passed down through the generations and takes many years of study to master. Access to this knowledge is scarce outside of family or tribal traditions, but the rewards are considerable. Traditions commonly have an abundance of taboos and guidelines shaping their use, intended to shield their users from the worst side-effects of wielding magic.

- Traditional spellcasters use Insight to cast spells.

Celtic and Runic spellcasters belong to a magical tradition.

Researcher

The character has studied forbidden tomes, occult lore and fragments of precious knowledge to piece together their understanding of the paranormal. This is dangerous, as research-driven occultists are typically self-taught or part of clandestine societies, limiting their knowledge base and making them greedy for more knowledge rather than being cautious and reverent. Researchers can learn any spell, but are often led to darker powers, which is dangerous in its own right.

- **Research** based spellcasters use Reason to cast spells.

Research sorcerers derive their hideous power from the study of esoteric books, scrolls and artefacts, from mentors or directly from an unholy power. Some Allied spellcasters, such as the formidable Professor Richard Deadman, are also research-based. Players characters should work with the GM who has access to a whole wealth of arcane knowledge to establish which Battlefield spells they have acquired during character generation, if they are drawing on traditions which go beyond the Celtic, Runic or Psychic spellbooks which follow.

Dabbler

A character might stumble upon a useful fragment of occult knowledge, perhaps an eldritch tome composed by some maddened scribe, which grants them knowledge of a spell. Coming from such a dubious source, such learnt spells are flawed and extremely dangerous, and the character may find it difficult or dangerous to expand their knowledge of the occult further.

- **Dabblers** use Will to cast spells.



LEARNING SPELLS

When a character first selects a spellcaster talent, they learn a few spells as well. Additional spells must be learned independently, requiring study and practice. Learning a new spell can only be done during downtime between adventures and requires a source to study from usually either a mentor, or a tome of occult knowledge.

- A **traditional** spellcaster begins with three spells. They learn new spells through studying with their mentor. They can only learn spells which are specifically part of their tradition but may also perform rituals.
- A **researcher** spellcaster begins with two spells, and they must seek out new research materials to expand their knowledge, like ancient tomes and manuscripts where such spells can be found. This is usually done with materials gained during adventures, feeding research during downtime. A research spellcaster may learn any spell they discover, though they will find this more difficult than if they were a traditional spellcaster, and they may find that some spells are too enmeshed in the lore of a particular tradition to be learned by an outsider.
- A **dabbler** begins with either one spell, or two **flawed** spells. They may attempt to learn any spell they come across in the same way as a researcher, but each new spell a dabbler learns is **flawed**, increasing the risk of a miscast (see p.XXX). A dabbler may seek to study any flawed spell they know, refining their knowledge through practice, removing its flawed status. However, they must have cast that spell successfully at least once in-game before they can do this.

Describing Magic

Researchers and dabblers can learn any spell, from any source. Some of those spells may be stolen lore, taken from traditional sources like Celtic, Runic, or Psychic traditions and studied until their secrets are understood. Others might be the product of experimentation, patching together observations, scraps of lore, and the spellcaster's own discoveries.

When a researcher or dabbler learns a spell — including those which they begin play with — they are encouraged to rename those spells as they see fit and describe them in their own ways. A dabbler may not know that they've harnessed the *Curse of Loki*; they may have a different name for it, and may have powers unique to their character, but which use the rules of an existing spell.

CASTING A SPELL

Casting a battlefield magic spell may require a skill test during a normal scene, or the Prepare and Cast a Spell actions during an action scene. Rituals take more time and require you to complete a stress track and make breakthroughs to succeed at the ritual. The attribute for the skill test depends on how you learn spells, and the skill is dependent on the spell's effect, as described in its entry.

MAGIC SKILLS

Magic in ***Achtung! Cthulhu*** relies upon set skills, depending on the nature and circumstances of the spell. Each skill has their own specific focuses to emphasise these occult applications. The skills, and focuses, that apply to magic use are:

- **Academia (Occultism)** is a common route into the study of the arcane and the supernatural, representing either formal training in an occult tradition or self-guided research into occult fields such as parapsychology. A focus in Linguistics can help here too, as scholars of language are often well-versed in dead languages, allowing them to translate ancient occult texts… though they may not be ready for the consequences of such a translation.
- **Observation (Instincts)** covers much of human perception beyond the traditional senses. Characters with a focus in *Instincts* are often sensitive to paranormal phenomena and able to discern the influence of the supernatural — especially the unearthly nature of the Mythos — more keenly and more clearly than others.
- **Persuade (Invocation)** is commonly used to communicate with supernatural entities. This can vary from beseeching a powerful being to intervene, to attempting to command a summoned creature, but it also has potency when using supernatural means to compel others.
- **Resilience (Discipline)** isn't exclusively focused on the supernatural, but is invaluable for enduring some of the nastier effects of dabbling in the occult.
- **Survival (Mysticism)** covers similar ground to Occultism, above, but deals with rites and rituals passed down through ancient oral traditions rather than through books and scrolls.

While a character with any of those focuses may have knowledge useful for dealing with the occult, having those focuses does not indicate an actual, practical ability to cast spells.

"Wielding powerful magic is a burden, only to be attempted when the need is great.

The wise do not seek sorcerous supremacy lightly, for much can go wrong if one does not exercise the utmost caution and care."

— Professor Richard Dradman

MISCAST SPELLS

Due to the power they wield, even the slightest break in concentration by a spellcaster can cause their magic to spiral out of control.

As normal with any skill test, any roll of a 20 causes a complication. However, due to the complicated nature of spellcasting, the complication range of casting a spell is increased as the spell's difficulty increases, indicated by the table below.

Spell Complication Range

SPELL DIFFICULTY	COMPLICATION RANGE
1	20
2	19-20
3	18-20
4	17-20
5	16-20

In addition, the effects of a miscast are often more severe and more unpredictable than a normal complication. Magic is a powerful force and when it goes wrong the effects can range from the unexpected and hilarious, to the downright deadly. A miscast Spear of Lug might accidentally hit the wrong enemy target or strike a cache of explosive material. A miscast Bounties of Dagda spell might heal all enemies as well as allies, or even bring some defeated enemies back from the dead. Gamemasters should apply their creativity, ingenuity and sense of fun to devise some truly spectacular and devious effects when a spell is miscast. If the spell is successfully cast, the spell's effects will still occur — complications cannot turn success into failure, and any miscasts can only produce additional or unintentional effects.

BINDING A SPELL

Battlefield spells are prepared in advance of conflict and held in the spellcaster's **mantle**. Many spellcasters carry totems or other significant objects such as wands or runestones used to 'store' bound spells, allowing the power of those spells to be unleashed quickly and without elaborate rituals. When a bound spell is added to a spellcaster's mantle, it can be held for as long as the spellcaster remains conscious. Bound spells do not miscast if the spellcaster becomes unconscious — they dissipate safely.

A spell cannot be cast if it has not been bound into a spellcaster's mantle first — an unbound spell is knowledge without the power to make it real.

A spellcaster may bind a number of spells into their mantle equal to their power rating (overleaf), and each bound spell can be cast as many times as the spellcaster desires, though they will pay a cost each time a spell is attempted, as described later.

What's Your Mantle?

A spellcaster's mantle can be thought of as a metaphysical cloak which a spellcaster wraps around themselves. While intangible, spellcasters invariably possess a physical object used to focus bound spells and bridge the gap between the physical world and their magic. This object might be something more traditionally associated with magic, like wands or staffs, but it can equally be a sigil or token, a witching bottle, or a homemade doll or effigy.

What matters more about the object is its significance to you and how you practice magic, not its cultural or historical significance. Normally, you create your mantle, whatever it may be.

POWER

When you cast a spell, you may be required to roll Challenge Dice (Ⓜ) to inflict stress or make progress in a ritual. All spellcasters have a **power** rating, indicating the base number of challenge dice they roll.

A **tradition** or **research** spellcaster has a starting power of 2Ⓜ. Tradition spellcasters receive bonus challenge dice based on Insight, as their techniques favour wisdom and instinctual understanding. Research spellcasters receive bonus challenge dice based on Reason, favouring study and analysis over spirituality.

A **dabbler** has a power of 1Ⓜ, but may push themselves to increase their base power to 3Ⓜ, at the cost of generating 1 Threat for each effect symbol rolled whenever they roll the Challenge Dice for their power. They gain bonus Challenge Dice based on Will, as raw mental strength is their main asset.

Some talents and other abilities may increase a spellcaster's power.

Many elements of this chapter will also refer to a spellcaster's power rating. Where this is the case, the power rating is the number of Challenge Dice rolled (in total, including any bonus dice).

Bonus Power

ATTRIBUTE RATING	BONUS CHALLENGE DICE
8 or lower	–
9	+1Ⓜ
10 or 11	+2Ⓜ
12 or 13	+3Ⓜ
14 or 15	+4Ⓜ
16 or higher	+5Ⓜ

TYPES OF SPELL

The following describes different categories of spell, and any common rules defining each category. Some spells belong to more than one category, gaining the effects of each category's rules.

Attack

Attack spells inflict physical or mental stress, normally through conjuring some deadly projectile or psychological effect. When unleashed, an attack spell inflicts the amount of stress rolled on their Ⓜ to the target(s). An attack spell has a stress rating, exactly as a weapon does, based on the spellcaster's power.

Banishment

Banishment spells inflict physical or mental stress, just as attack spells do, but they have a greater effect upon supernatural entities. If it inflicts one or more injuries on a supernatural creature, that creature loses its next turn as it struggles to remain in this universe. If a supernatural creature is defeated by a Banishment spell, it vanishes immediately, cast back from whence it came.

Blessing

Blessing spells infuse the target with magical energies, granting some benefit or enhancement to their capabilities, lasting for as long as the caster can maintain the energies of the spell.

Control

Control spells inflict mental stress, undermining the minds of their targets. If it would inflict an injury on the target, then the target is placed under the spellcaster's control instead of suffering an injury, as determined by the spell's effect.

Curse

Curse spells infuse the target with magical energies that hinder them. Each curse spell describes how it can be broken. This may be as simple as a skill test or require considerable time and effort.

Discharged

Discharged spells can only be cast a finite number of times after being bound. The individual spell will list the number of uses, but once the spell has been cast the listed number of times, it immediately leaves the spellcaster's mantle, and may not be cast again until it has been bound again.

Manifestation

Manifestation spells alter the fabric of reality, from creating mirages, to altering the weather.

Divination

Divination spells provide the spellcaster with knowledge. All divination spells allow the spellcaster a number of Obtain Information questions, though the scope of questions varies by the spell. Regardless, magic allows you to ask a question which would be difficult or impossible to answer otherwise.

Summoning

Summoning spells are powerful invocations that call objects, creatures, or other phenomena to manifest out of thin air.

Transmutation

Transmutation spells alter their subject's physical being, transforming them into a new shape or changing their persona.

Ward

A Ward spell provides protection or restoration or inflicts stress on any creatures who come within range of its protective aura.

Battlefield Magic

After heavy skirmishes during the opening phase of the war, the Allied powers and Britain in particular realised they needed to rapidly develop sorcerous countermeasures to beat the Nazis at their own game. There followed a desperate scrabble to first identify and then draw upon a number of ancient mystical traditions, utilising both their magics and their practitioners to help Allied forces in the field survive.

As the war progresses and especially after the Americans join the fray in 1941, the Allies begin to harness and develop a range of battlefield magics and psychic powers based on the various mystical and academic traditions at their disposal.

While not as powerful or, indeed, dangerous as the longer-form ritualistic magic, battlefield sorcery is able to bring instant aid to Allied forces in the field, wreak destruction upon their supernatural enemies, and act as both a counter and deterrent against the Nazi's own spellcasters.

BINDING BATTLEFIELD SPELLS

As noted earlier, battlefield spells must be bound in the sorcerer's **mantle** to be used, holding the spell's power until it is unleashed. Spells may be held in a mantle for as long as the spellcaster remains conscious, after which they dissipate naturally and must be stored again.

To cast a spell, battlefield spellcasters must first prepare their mantle with the spells they wish to bind. A spellcaster can bind a number of spells in their mantle equal to their power. Preparing these spells requires a difficulty 0 skill test, and takes a number of minutes equal to the combined difficulty of the spells being prepared. The attribute and skill used to bind spells varies — traditional spellcasters use **Insight** + **Survival**, research spellcasters use **Reason** + **Academia**, and dabblers use **Will** + **Resilience**. Once bound, a spellcaster's mantle contains the chosen spells until they sleep or are otherwise rendered unconscious.



CASTING A BATTLEFIELD MAGIC SPELL

During a scene, a spellcaster may attempt to cast the spells in their mantle. Spellcasters cannot attempt to cast more than one spell per turn. To cast a spell in an action scene, the spellcaster must use the Prepare minor action and then the Cast Spell major action.

The attribute used for this skill test depends on the type of spellcaster the character is: traditional spellcasters use **Insight**, research spellcasters use **Reason**, and dabblers use **Will**. The skill and difficulty of the spell is detailed in its description.

Magical Momentum Spends

Skilled practitioners of magic wield their spells with deftness and precision, turning their skill to greater effects. Some spells have specific ways that they can use Momentum generated when casting, but there are also a number of common uses for Momentum listed here.

- For each Momentum spent, gain 2 Courage against the spell's cost.
- For each Momentum spent, add +1 to the stress the spell inflicts on its targets.
- For 2 Momentum, double the duration of any spell that isn't listed as "instant".

SPELL FORMAT

The following is the format used to describe each battlefield magic spell, as well as how to interpret that information.

- **Skill:** This lists the skill used for any skill test to cast the spell. The attribute used depends on the type of spellcaster the character is.
- **Difficulty:** This lists the difficulty of any skill test to cast the spell, and whether or not the spell's skill test is an opposed test. If it is an opposed test, the opposing character has the same difficulty, and uses the attribute and skill listed.
- **Cost:** All Battlefield spells have an associated **cost** which is paid when casting, taking the form of mental stress inflicted on the spellcaster, with their Courage and Morale resistance absorbing some of this stress as normal. This cost is applied after resolving the skill test to cast the spell, and applies whether the spell was successfully cast or not.
- **Duration:** All spells last for their stated duration. Most spells have a duration of instant (the spell's effects take place immediately, and the spell ends). Others last a number of rounds (ending after a set number of rounds, at the end of that round), or until the end of the current scene. A spellcaster may choose to end a spell early as a minor action, but otherwise the spell lasts until the end of its stated duration or until the spellcaster suffers an injury or is otherwise forcibly distracted (normally requiring creating a truth).
- **Effect:** The spell will list its type (see above), and what its effect is. Each spell describes who or what its target is and provides specific uses for Momentum that expands or enhances their effects.
- **Flawed:** Not all spells have this entry; those that do have specific adjustments made when a character attempts to cast a flawed version.
- **Momentum:** Spells that have this entry list specific ways to gain extra benefits by spending Momentum.

Flawed Spells

When a dabbler learns a new spell, that spell is a **flawed** version — the character has learned the core principles of the spell, but is ignorant of its nuances making the spell less effective and harder to control.

Flawed spells are also affected in the following ways:

- When you cast a flawed spell, you automatically suffer one complication, in addition to any generated by the skill test.
- You can only purchase additional d20s for the spell's skill test by generating Threat — you cannot do so by spending Momentum.
- Any specific uses of Momentum that spell would normally have may not be used if casting a flawed version of that spell.

Some spells also have a specific change listed for when a character knows the flawed version.

RESISTING MAGIC AND MAGICAL DUELS

Although magic is a potent and dangerous force, it is not all-powerful and in some cases, spells may be resisted. Sometimes a spellcaster will have to overcome the willpower of a subject and some spells allow their target to resist the effects. Both instances call for an opposed test (see *Opposed Tests* p.XXX). The attribute and skill combination for the resisting character will be listed in the spell's description. The resisting character's test uses the spell's difficulty.

In addition, spellcasters learn techniques to ward themselves against the supernatural, and the practicalities of war have made those techniques more necessary than ever for countering and undoing hostile magic.

Counterspell

Spellcasters of all types gain the following reaction:

- **Counterspell:** The character mutters an invocation, makes gestures of warding, or concentrates on their mantle. The character may use this reaction when an enemy they can see attempts to cast a spell. The reacting character rolls their power ᛗ; for each effect rolled the spell's difficulty increases by +1.

"Cernunnos! Nodens! Lug!
I call on you to smite these foul creatures and send back to the abyss from whence they came!"
- Anna O'Leary
- Celtic Druid

Celtic Spellbook

Celtic magic is rooted in animistic beliefs and draws its power from both its native pantheon and the forces of the natural world. Celtic druids and wise women are versed in the arts of healing and protective magics, but they are also able to call on fearsome destructive natural forces to smite their foes.

SPEAR OF LUG

The spellcaster focusses their will and calls upon the power of the ancient Celtic god, focussing their combined energies to form a living weapon, a burnished spear of destructive power which they can hurl at their foes to inflict immense damage. Directed by the will of the spellcaster the spear will home inexorably in on its target, slicing through obstacles and ignoring all cover and armour to strike its victim.

Skill: Fighting
Difficulty: 3
Cost: 5ᛗ Drain, Piercing 1
Duration: Instant

Effect

Attack spell. The spell targets a single enemy or object within Medium range and inflicts power +2 ᛗ physical stress upon its target, with the Piercing 3 effect.

Momentum

- For 2 Momentum, add the Intense effect.
- For 2 Momentum, add the Vicious effect.

BOUNTIES OF DAGDA

Just like the mystical cauldron of the ancient Irish druid-god after which it is named, this healing enchantment can nourish and replenish all in proximity to its wondrous powers. Blood that was shed is restored, wounds knit, bones heal, and it is said that even the newly dead may rise to fight again, long after they were thought to have perished.

Skill: Medicine
Difficulty: 2
Cost: 4ᛗ Drain
Duration: Instant

Effect

Ward spell. The spell immediately removes stress equal to the spellcaster's power from all allies within Close range.

Momentum

- For 2 Momentum, all affected allies remove a single Injury (physical or mental).
- For 1 Momentum, any defeated allies within range recover immediately.
- For 2 Momentum, the spell affects allies within Medium range instead.

GAZE OF BALOR

Drawing on the force of the ancient Formorian king, this baleful gaze strikes fear and terror into the hearts of all its wielder's enemies. Extending from the spellcaster in a cone-like arc of vision to its victim, all who fall under the Gaze of Balor feel their knees begin to buckle, their limbs tremble and their soul quail, and they often throw down their arms, turn tail and flee gibbering, heedless of the consequences.

Skill: Persuasion
Difficulty: 2, opposed by target's Will + Resilience.
Cost: 5ᛗ Drain, Stun
Duration: Instant

Effect

Attack spell. The spell targets a single enemy within Medium range, and inflicts power +2 ᛗ mental stress, with the Intense effect.

Momentum

- For 2 Momentum, add the Drain effect.
- For 2 Momentum, add the Persistent 6 effect.

GIFT OF ARDUINNA

Those calling on the powers of the lady of the Ardennes are truly blessed, able to move more swiftly, ignore the effects of fatigue, reload at the double and perform twice as effectively as they normally would in combat. They are also able to pass through wooded terrain, broken ground and streams unhindered.

Skill: Survival
Difficulty: 3
Cost: 4 Drain
Duration: A total number of rounds equal to the spellcaster's power, divided evenly amongst the affected targets (rounding down all fractions)

Effect

Blessing spell. The spell may affect the spellcaster and any of the spellcaster's allies within Close range, up to a total number of targets equal to the spellcaster's power. While the spell's effects persist, affected allies may move up to one additional zone whenever they move as a Minor or Major action. In addition, affected characters may also take one additional minor action for free each turn.

Momentum

- For every 2 Momentum spent, the spellcaster or a single affected ally may take an additional Major action on a turn before the spell's effect ends; no character may gain more than one additional major action.

HORN OF NÉIT

A fearsome curse from the ancient Celtic god of war, the spellcaster summons a mystical musical instrument, using it to play a song which turns the very earth itself against its victims. Phantom roots, tendrils and branches snake out to ensnare their limbs, holding them fast in place, squirming hapless and helpless before the wielder's power. Those trapped by the Horn of Néit are unable to move or take any action until the spell fades.

Skill: Survival
Difficulty: 1
Cost: 4 Drain
Duration: A number of rounds equal to the spellcaster's power

Effect

Curse spell. This spell targets all enemy creatures within medium range of the spellcaster. The spellcaster rolls their power and compares the number of effects rolled to each target's Athletics (for larger targets, add the creature's Scale to their Athletics score). Each creature whose Athletics is lower than the number of effects rolled is ensnared and cannot take any physical actions other than trying to break free. Breaking free requires an Agility + Athletics or Brawn + Athletics test with a difficulty equal to the number of effects rolled. Creatures ensnared are freed automatically when the spell's effects end.

Momentum

- For each Momentum spent, one additional creature in either Long or Close range is also affected.
- For each Momentum spent, the spellcaster rolls +1 when they roll their power.

CYCLONE OF CERNUNNOS

Focussing their will into a whirling vortex, the spellcaster releases it towards their enemies, where it has the potential to wreak immense destruction. This swirling whirlwind is especially harmful to Mythos creatures and entities, increasing its damage when compared to its already heinous effects on mortal foes. However, as the distance from the spellcaster increases, so does their control fade and the vortex will start to shift and veer randomly before blowing itself out.

Skill: Survival
Difficulty: 2
Cost: 4 Drain, Piercing 1
Duration: A number of rounds equal to the spellcaster's power.

Effect

Summoning spell. The spell conjures a cyclone of wind into a zone within medium range. The cyclone receives its own turn in the action order, but it cannot be attacked or suffer damage in any way. At the start of the cyclone's turn, it will inflict power +1 physical stress with the Piercing 1 and Stun effects on all creatures and damageable objects within Close range of it, and then it will move to an adjacent zone. Damage inflicted against supernatural creatures also has the Vicious effect.

Each time the cyclone moves, the spellcaster may choose the direction if they are within Medium range of it. If the spellcaster is further away than that, then cyclone remains stationary; the GM may spend 1 Threat to move the cyclone instead.

Flawed

A flawed version of this spell does not allow the spellcaster to control the cyclone, and does not require the GM to spend any Threat to move the cyclone.

Momentum

- The spellcaster may increase the stress the cyclone inflicts by +1 per Momentum spent.

"Sound the horn,
the horn of the
wild hunt,
let the song of Néit
ring out!"



ROOTS OF THE EARTH

Tapping into the ancient byways and hidden roots of the world known only to the inhabitants of the hollow hills, the spellcaster is able to transport himself and his companions (though not enemies or anyone who would resist) to a nearby location, disappearing as if they have been swallowed by the earth itself to reappear wherever he wills, even deep behind enemy lines.

Skill: Survival
Difficulty: 2
Cost: 3 Drain, Stun
Duration: Instant

Effect

Blessing spell. The spell may affect the spellcaster and any of the spellcaster's allies within Close range, up to a total number of targets equal to half the spellcaster's power (rounding up). The affected characters vanish and instantly reappear at any point within sight within Long range.

Momentum

- For 2 Momentum, all characters transported by the spell receive +2 cover until the start of the spellcaster's next turn.

THE OGHAM SIGN

Drawn from the ancient Celtic sacred alphabet, the Ogham sign is a powerful spell to use against Mythos creatures, inflicting not only a great deal of damage as it is unleashed, but significantly weakening them if they manage to survive its initial onslaught.

Skill: Academia
Difficulty: 3
Cost: 5 Drain, Piercing 1
Duration: Instant

Effect

Banishment spell. This spell targets a single supernatural creature within Medium range and inflicts power +2 mental stress to the creature, with the Drain and Piercing 2 effects, even if the creature is immune to mental attacks normally (creatures normally immune to mental attacks count as having a Courage of 6). If the creature would suffer one or more mental injuries from this spell, then it loses the benefits of its Invulnerable special rule for the remainder of the current scene. If the creature is defeated by the spell, it vanishes, banished to the realm it originated from.

Momentum

- For 2 Momentum, add the *Intense* effect.
- For 2 Momentum, add the *Stun* effect.

Runic Spellbook

Runic spellcasters draw their power from the ancient Norse and Germanic mythologies, expressed through runic symbols, which allow its practitioners, known as spellseers or runeweavers to focus their magical energies. Though rare, these gifted individuals can be found in Scandinavian countries or anywhere the ancient roving Norse settled, which includes territories as diverse as Britain, Russia, Turkey and even the far-flung shores of America. While the Nazis attempt to pervert the use of Runes, they remain a force for good when used by those who understand their true purpose.

RAVENS OF ODIN

Weaving the symbol of the rune Ansuz, the spellseer invokes the powers of the Allfather Odin, the hanged god and lord of battle who sends his twin ravens Huginn and Muninn to fortify his allies with the spirit of the brave warriors battling eternally in Valhalla. Allies who channel the Ravens of Odin, become resistant to fear and terror, and fight with greater determination, vigour and valour — being able to perform heroic deeds upon the battlefield.

Skill: Academia
Difficulty: 2
Cost: 4 Drain, Piercing 1
Duration: A number of rounds equal to the spellcaster's power.

Effect

Ward spell. While the spell remains in effect, all of the spellcaster's allies within Close range receive additional Morale equal to the spellcaster's power.

Momentum

- For 2 Momentum, all affected characters inflict +2 stress on all melee attacks. One or more affected allies may be given one additional Fortune point, which is lost at the end of the spell's duration if not used, for 3 Momentum each.

HAMMER OF THOR

The weaver draws on the mystical rune of Thurisaz, long associated with the legendary god of thunder and calls forth the power of his hammer, Mjolnir, to strike the enemy with devastating thunderbolts and lightning. Winds rise, storm clouds gather and electrical energy surges from the spellseer to strike their target, causing enormous damage both to it and those close by.

Skill: Fighting
Difficulty: 2
Cost: 4 Drain, Piercing 1
Duration: Instant

Effect

Attack spell. The spell targets a single enemy or object within Medium range and inflicts power +2 damage upon its target, with the Area effect.

Momentum

- For 1 Momentum, replace the Area effect with the Piercing 2 effect.
- For 2 Momentum, add the Vicious effect.
- For 2 Momentum, add the Stun effect.

SWIFTNESS OF SLEIPNIR

The runeweaver conjures the force of the rune Ehwaz, associated with the horse, to unlock the characteristics of Sleipnir, Odin's steed, the child of Loki and Svaðilfari and the best and swiftest of all mounts.

Skill: Survival
Difficulty: 2
Cost: 3 Drain
Duration: Instant

Effect

Blessing spell. The spellcaster, and any allies within Close range may immediately move up to two zones. In addition, whenever an ally chooses to implement the Keep the Initiative Truth before the spellcaster's next turn, it costs 0 Momentum to do so.

Momentum

- For two Momentum, each affected character may take an additional minor action for free on their next turn.

CURSE OF LOKI

The prince of tricksters is an appropriate patron for the spellseer, drawing upon Nauthiz, the rune of shadow, to sow confusion and dread in an enemy's ranks. Any enemy unit, character or creature afflicted by the curse of Loki is plagued by terrifying visions of giants and monsters, fell creatures and foul entities from the icy wastes sent to bewilder, mislead and demoralise them.

Skill: Persuasion
Difficulty: 2
Cost: 5 Drain. In addition, each effect rolled on the cost generates 1 Threat.
Duration: Instant

Effect

Attack spell. The spellcaster inflicts power +2 mental damage with the Stun effect to all enemies within Close range.

Flawed

A flawed version of this spell affects all creatures within range, not just all enemies.

Momentum

- For 2 Momentum, add the Persistent 6 effect to the attack.
- For 2 Momentum, add the Snare effect to the attack.

BOUNTY OF BALDUR

This powerful runic shield is associated with Algiz the rune of protection and draws on the power of Baldur, most beloved of all the Æsir. The rune seems to cloak all in a mystical armour, so that they are immune from most damage: accurate shots narrowly miss their mark, damage dissipates and malign forces are much reduced whilst under this rune's protective influence.

Skill: Resilience
Difficulty: 2
Cost: 3ᛗ Drain
Duration: A number of rounds equal to the spellcaster's power.

Effect

Ward spell. While this spell remains in effect, any attacks against the spellcaster or any of the spellcaster's allies within Close range increase in difficulty by +2.

Momentum

- All affected characters gain +X cover, where X is the amount of Momentum spent.

BLESSING OF EIR

Eir, the Norse goddess and Valkyrie's name means "help" or "mercy" and her runic aspect is expressed through the rune laguz, a manifestation of healing and renewal. Using this powerful runic incantation, the runeweaver draws a portion of Eir's healing skills, restoring the wounded and even raising those who have fallen, so that they may renew the fight.

Skill: Medicine
Difficulty: 3
Cost: 4ᛗ Drain
Duration: Instant

Effect

Ward spell. The spell immediately removes stress equal to the spellcaster's power from all allies within Close range. In addition, any defeated allies within close range immediately recover.

Flawed

A flawed version of this spell removes stress from all creatures within Close range, not just allies.

Momentum

- For 2 Momentum, all affected allies remove a single Injury (physical or mental).
- For 2 Momentum, the spell affects allies within Medium range instead.

WISDOM OF FRIGG

Frigg, the consort of Odin, is a goddess renowned for her wisdom and insight and calling forth the power contained in Kaunaz, the rune of fire and knowledge, the runeweaver is able to tap into Frigg's wisdom to find the most vulnerable aspects of an opponent and exploit its weaknesses. Mythos entities and creatures become more much vulnerable when the Wisdom of Frigg is cast, and are able to be affected by normal weapons and those effects in turn are magnified, doing significantly more damage.

Skill: Observation
Difficulty: 1
Cost: 3ᛗ Drain, Stun
Duration: Instant

Effect

Divination spell. The spellcaster must choose a single creature within Medium range. The spellcaster gains three bonus Momentum, which may only be used to Obtain Information about the creature, or to create a Truth where the created truth must reflect knowledge of the targeted creature's weakness.

Momentum

- For 2 Momentum, if the creature has the Invulnerable special ability, it loses that ability for a number of rounds equal to the spellcaster's power.
- For 2 Momentum, any attacks made against the chosen creature by the spellcaster or their allies gain either the Intense or Vicious effect (spellcaster's choice, one effect is applied to all attacks).

"CAST THE RUNES, ROLL THE BONES, IT MATTERS NOT,
THE DIE IS ALREADY CAST, YOUR FATE ALREADY WRITTEN.
THE NORNS HAVE SPUN THEIR THREADS
AND THE HANGED GOD
AWAITS YOU IN VALHALLA!"

— SVEN NILSEN – RUNEWEAVER

Psychic & ESP Talents

The US, lacking the magical background of its European allies turns to research into psychic, paranormal and extra sensory powers to counter the threat of Nazi occultists and their paranormal allies. Through scientific research into the occult (the full extent of which remains classified), researchers discovered that the innate power that some use to wield magic could be (and often was) directed in other ways — into forms such as extrasensory perception, psychokinesis, telepathy, and other powerful abilities. It is likely that the Nazis are also studying similar techniques, though such efforts are undoubtedly overshadowed by their sorcerous success.

Fundamentally, psychic abilities are little different to the spells used by spellcasters — psychic talents are essentially 'spells' of a modern, scientific tradition. In game terms, a psychic ability is a spell, bound into a psychic's mantle to be used. The process of using a psychic ability is identical to that of using spells.

Further, researcher and dabbler spellcasters may select psychic abilities when they learn spells — their magic is self-taught and innovative, and often drawn from obscure sources.

In the descriptions below, the word psychic is used to describe the individual using the ability; this is synonymous with spellcaster, and is a purely thematic difference.

ATTENUATION

The psychic can strip otherworldly entities and creatures of their normal protections, making them vulnerable to mortal weapons. With additional focus they can also bolster the efforts of those seeking to slay the entity, boosting both their damage and their morale.

Skill: Academia
Difficulty: 2, opposed by the target's Will + Resilience
Cost: 5 Drain, Piercing 1
Duration: A number of rounds equal to half the psychic's power, rounding up.

Effect

Curse. Target a single creature within Medium range; if the ability takes effect, then the target loses its Invulnerable special ability, allowing it to be harmed by conventional attacks. This ability has no effect against a creature which lacks the Invulnerable special ability.

Momentum

- For 1 Momentum, all physical attacks against the affected creature gain the Piercing 1 effect.
- For 2 Momentum, all of the psychic's allies gain +3 Morale against any mental stress the affected creature inflicts.



ATAVISTIC RAGE

The psychic taps into their darker, aggressive feelings and projects them outward, either onto themselves or a willing subject, transforming them into a close combat colossus. Any character imbued with this rage goes into a killing frenzy and eschewing ranged weapons, becomes a powerhouse in melee combat, fighting until either they or all enemies are routed or defeated.

Skill: Fighting
Difficulty: 2
Cost: 4 Drain
Duration: Until the end of the current scene

Effect

Blessing. The psychic selects a single character within Close range (which may be themselves). This character enters a monstrous rage, and they become unable to make ranged attacks or use any other abilities while this effect persists. The subject may make melee attacks which inflict power +1 physical stress with the Vicious effect (or gain +1 to their melee attacks for non-psychics). In addition, the subject gains +3 Armour resistance.

Flawed

A flawed version of this ability leaves the subject unable to distinguish friend from foe and they will attack the nearest individual.

Momentum

- For 2 Momentum, the affected character's melee attacks gain the Piercing 1 effect as well.

COMBAT PERCEPTION

Some psychics can glimpse the fabric of time and anticipate key moments in the future. This ability allows the psychic to foresee and anticipate their foe's next moves, making them deadly antagonists in close-quarters combat.

Skill: Observation
Difficulty: 2
Cost: 3 Drain, Piercing 1
Duration: A number of rounds equal to the psychic's power.

Effect

Blessing. For a small time, the psychic can predict and counter enemy moves, making them much harder to hit, giving any counter-attack greater force and maximizing the potency of their own melee attacks. Melee attacks against the psychic increase in difficulty by +2. The psychic also adds +2 to any physical stress they inflict with melee attacks.

Momentum

- For 2 Momentum, ranged attacks against the psychic also increase in difficulty by +2.
- For 1 Momentum, when this ability is used and at the start of each round of its effect, the psychic may ask a single question about the situation as per Obtain Information.

ENHANCED INSTINCTS

Drawing on their inner focus the psychic imbues themselves or a chosen target within Close range with enhanced perception, lightning reflexes and sufficient insight to sense an enemy's vulnerabilities. Those possessed by its effects become more accurate and focussed in combat and inflict more precise and deadly damage.

Skill: Observation
Difficulty: 2
Cost: 3 Drain
Duration: A number of rounds equal to the psychic's power

Effect

Blessing. The ability affects the psychic or one of the psychic's allies within Close range. Affected characters ignore any difficulty increases on ranged attacks due to their weapon's range, and add Piercing 1 to the attack's damage.

Momentum

- For every 2 Momentum spent, this may affect one additional ally.

INNER NIRVANA

The psychic draws strength from their companions and amplifies their collective spirit to mitigate incoming damage and provide a gentle healing effect. Bullets and ordinance directed at them seem to slow and falter, and any wounds suffered are healed by the shared vitality of the group.

Skill: Resilience
Difficulty: 2
Cost: 3 Drain
Duration: A number of rounds equal to the psychic's power

Effect

Ward. The ability affects the psychic and any of their allies within Close range, up to a total number of targets equal to the psychic's power. The affected characters receive additional Cover equal to half the psychic's power (rounding up). In addition, affected characters recover stress equal to their Resilience at the start of each of their turns while the ability remains in effect.

Momentum

- For 2 Momentum, characters receive Cover equal to the psychic's power, rather than only half.

PRIMAL SCREAM

The psychic reaches into the deepest depths of their unconscious and emits a powerful mental howl, which is sensed rather than heard, but nonetheless sows confusion and panic in nearby enemies.

Skill: Persuasion
Difficulty: 1
Cost: 4 Drain, Stun
Duration: Instant

Effect

Attack. The psychic inflicts power +2 mental stress with the Stun effect to all enemies within Close range.

Flawed

A flawed version of this ability affects everyone within range, not just all enemies.

Momentum

- For 2 Momentum, add the Piercing *1* effect.
- For 2 Momentum, add the Vicious effect.



REMOTE VIEWING

The psychic can glimpse things which are distant and hidden, gaining knowledge of things that they should not be able to know. Needless to say, this is invaluable for reconnaissance and intelligence-gathering.

Skill: Observation
Difficulty: 2
Cost: 2 Drain, Piercing 1
Duration: A number of rounds equal to the psychic's power

Effect

Divination. The psychic selects an object they are aware of within Close range. The psychic can accurately study the object, even parts of it which are hidden from view or obscured, such as reading letters within a sealed envelope, or perceiving the contents of a locked safe, and they may continue to study the object, or switch their attention to another object within range (once per round at most), for the duration of the ability. Momentum spent to Obtain Information while this ability is in effect may reveal things which a person could not normally see.

Momentum

Unlike most spells or abilities, the cost of Remote Sensing increases by +1 for each Momentum spent on any of the options below.

- For 1 Momentum, the psychic may select an object within Medium range. For 2 Momentum, they may select an object within Long range. For 3 Momentum, they may select an object within any location they are familiar with on Earth. In all cases, the psychic must be aware of the object before using this ability.
- For 3 Momentum, the psychic may instead choose an object within Reach, and gain limited knowledge of that object's past. Additional Momentum spent to Obtain Information may be used to ask questions about the object's history, whether recent or distant. The GM's answers to these questions may be cryptic, and some past events may be unpleasant or even dangerous to see. The range of the ability may not be increased if this option is used.

SPONTANEOUS COMBUSTION

Some psychics develop the ability to agitate the substance of objects around them, producing heat and flames with nothing other than conscious effort — things seem to burst into flames spontaneously, with no obvious source. This is a rare and spectacular ability, and it can be extremely potent in the right hands.

Skill: Resilience
Difficulty: 1
Cost: 4 Drain, Persistent 3
Duration: Instant

Effects

Attack or Summon. The psychic nominates an object or creature within Close range; the target grows extremely hot in moments and may catch fire, inflicting power +1 physical stress, with the Persistent 4 effect. Alternatively, the ability's effect creates a new truth nearby as the psychic causes an object to burst into flames—this can be as benign as lighting a campfire, or as dangerous as igniting a cache of fuel or explosives.

Flawed

A flawed version of this ability gains the Area affect as well, but the player has no control over which creatures or objects are also affected by the ability.

Momentum

- For 2 Momentum, add the Area effect.
- For 2 Momentum, add the Piercing 2 effect.
- For 2 Momentum, the object or creature may be targeted within Medium range.

TELEKINESIS

The psychic can move forms, objects and shapes within their immediate environment, moving and manipulating them according to their wishes.

Skill: Resilience
Difficulty: Varies
Cost: 3 Drain
Duration: Varies

Effects

Manifestation. The psychic chooses one of the following effects when this ability is successfully used:

- **Manipulate.** Difficulty 1. The psychic moves or manipulates objects within Close range as if they were physically handling those objects. The psychic may manipulate a number of objects equal to their power in this way, for a number of rounds equal to their power. Objects cannot be moved fast enough to inflict harm. Any complex handling of objects, such as operating controls, requires that the psychic be able to see the controls being manipulated.
- **Project.** Difficulty 1. The psychic hurls small objects, debris, and dirt with a wave of concentrated telekinetic force. The psychic chooses a single enemy within close range, and inflicts power physical stress, with the Stun effect. This has an instant duration.
- **Grasp.** Difficulty equal to target's Scale, minimum 1. The psychic moves a single large creature or object. The psychic chooses an object within Close range with a Scale no greater than half their power and may move it to anywhere within Close range of its original location. This effect lasts for a number of rounds equal to the psychic's power. The object is helpless and unable to move while in the psychic's telekinetic grasp in this manner, and if dropped or slammed into a solid object, suffers power physical stress, with the Stun effect (as will anything it is slammed into).

Momentum

- For 2 Momentum, any telekinesis effect may influence objects within Medium range instead.
- For 1 Momentum, when using Manipulate, the psychic may handle ranged weapons to attack with them, but this requires an attack as normal (requiring a major action to perform), and the psychic cannot concentrate on more than one weapon at a time for this.
- For 2 Momentum, when using Manipulate, the objects being controlled provide the psychic with +2 Cover.
- For 2 Momentum, when using Project, add the Area effect.
- For 2 Momentum, when using Project, the target(s) are knocked prone.
- For 2 Momentum, when using Grasp, the target can be crushed as a major action, inflicting power +2 physical stress with the Piercing 2 effect.

TELEPATHY

Some psychics are capable of extra-sensory communication and can send their own thoughts to another's mind as well as eavesdropping on the thoughts of others.

Skill: Observation
Difficulty: Varies.
Cost: 1 Drain, Piercing 1
Duration: Varies

Effects

Manifestation. The psychic chooses one of the following effects when this ability is successfully used. These effects will only work on beings with human-like intelligence.

- **Thought Sending.** Difficulty 1. The psychic can send their thoughts to anyone within Medium range. This is equivalent to a few seconds of speech. The recipient may respond in kind. This takes place instantly.
- **Mental Link.** Difficulty 2. The psychic links the minds of a number of willing people up to the psychic's power within Medium range. For a number of hours equal to the psychic's power, those linked may communicate telepathically as if they were speaking to one another while within Medium range. However, if any member of the linked group suffers mental stress, everyone else in the linked group will suffer half as much mental stress (rounding up).
- **Mind Reading.** Difficulty 2 opposed by target's Will + Resilience. The cost increases by +3. The psychic attempts to probe the mind of a single person or creature within Close range. Success reveals the surface thoughts of the target– what they are thinking about at that exact moment. Momentum from this may be spent as per Obtain Information to delve deeper into the target's mind. Each additional major action continuing to read this mind allows the psychic to ask one question without spending Momentum, as they delve deeper.

Momentum

- When using Thought Sending or Mental Link, the range is increased to Long range by spending 1 Momentum, to "anywhere within a mile" by spending 2 Momentum, or to "anywhere on Earth" by spending 3 Momentum.
- When using Thought Sending or Mental Link, the psychic or other targeted creature may spend 1 or more Momentum to share images, sounds, etc — a memory, or something happening now — from their own senses. The longer and more involved the memory, etc., being shared, the more Momentum it costs, at GM's discretion.
- When using Mind Reading, for 2 Momentum, the target is unaware of the mental intrusion.



Ritualistic Magic

Spellcasters who can wield potent magic even in the heat of battle, represent only a narrow, specialised form of mystical power. Magic takes many forms beyond this, and a vast range of rites, rituals, and occult ceremonies exist that allow mortals to harness mystical forces and create supernatural effects.

These rituals are complex, requiring such exacting precision to perform that they cannot be learned in the same way as battlefield magic. Instead, a ritual is performed according to specific instructions, commonly found within occult texts or copies of ancient tomes or scrolls. In theory, anyone can attempt to perform a ritual, but few non-spellcasters have the spiritual potency to manage this, and even attempting a ritual is an experience that strains the mind.

The process of performing a ritual is the same as an extended task (see page XXX), though some parts have been adjusted to reflect the nuances of the occult. When a character wishes to create a ritual's potent effects, they must undertake the necessary ceremony, defined by the following factors:

- **Requirements:** Rituals can require specific components, ingredients, times of day or year, or other circumstances in order to be successfully completed.
- **Test:** The ritual's default skill test, difficulty, and complication range.
- **Stress Track:** The ritual takes an amount of work to complete, like an extended task. As you pass skill tests, and roll power, you'll inflict stress to the ritual's track.
- **Resistance:** Depending on the circumstances, the ritual may ignore some stress inflicted to its stress track, like a character's Armour or Courage.
- **Steps:** The number of steps needed to complete the ritual—just like injuries in action scenes, they occur when a ritualist inflicts 5 or more stress at once, fills the stress track, or if they inflict any stress when the stress track is full.
- **Cost:** Just like battlefield magic, attempting rituals deal some of mental stress to the ritualist.
- **Effect:** What happens once all the ritual's steps have been completed.

Amateur Spellcasters

While battlefield magic can only be performed by spellcasters, anyone can attempt a ritual.

A character who is not a spellcaster has a power of 0; they may attempt to perform rituals using Will, and gain bonus power from having a Will of 9 or higher. For example, a non-spellcaster with a Will of 11 has a total power of 2. Naturally, this means that they will find it difficult to complete a ritual. Those who wish to pursue magical power often start by becoming dabblers.

PERFORMING RITUALS

Requirements

Any ritual attempted will have a number of requirements and conditions for being attempted. Most rituals require at least some basic tools, and simple offerings. Rituals may need a specific number of participants, or they might have to be performed in a certain place or time to be effective — while more powerful rituals may even need to be performed when the stars are aligned in a specific way, or with a rare artefact.

Skill Test

A spellcaster will need to make one or more skill tests to perform the ritual. A specific skill will be used for each ritual, with a pre-determined difficulty. As with spells, the type of spellcaster performing the ritual determines which attribute is used (Insight for traditionalists, Reason for researchers, Will for dabblers).

As with battlefield spells, the complication range of a ritual is increased by the difficulty of the test — so a spell with a difficulty of 1 suffers complications on a 19-20, rather than a 20. This complication range may be increased further if the GM judges that the source text for a ritual is unclear, or if the circumstances aren't right.

Stress and Resistance

As with any extended task, a ritual has a stress track — normally between 5 and 20 — representing the effort to complete the ritual. When the spellcaster succeeds at a skill test, they roll a number of equal to their power, and inflict stress equal to the total rolled.

If the ritual is especially complex or tricky to perform, it may have resistance, reducing the stress inflicted on each roll.

Ritual Assistance

Rituals can be complex, time-consuming, and require considerable power to perform effectively, and for weaker spellcasters or more powerful rituals, assistants are a useful way to obtain results.

When a character assists on a ritual, and they generate at least one success to the skill test they assist, they also add up to half of their power (rounding up) to that of the primary spellcaster — the one leading the ritual. The primary spellcaster may have a maximum number of assistants (in total, for the entire ritual) equal to their Tactics score. NPCs assisting other NPCs in a ritual add up to half of their power (rounding up) to the primary spellcaster but do not score an automatic success.

Once the ritual is completed, if the effect is dependent upon the primary caster's power, then they receive bonus power only from assistants who successfully contributed to the final step of the ritual.

In addition, if a ritual is being assisted, the cost can be divided amongst the participants. The primary spellcaster must take at least half (rounded up) of the cost, but the rest can be divided freely amongst the assistants. Divide the number of dice before rolling.

Steps

To perform a ritual, a number of steps need to be completed. A step is a significant part of the ritual that needs to be done, in a certain order, to enact the ritual's effect. The number of steps needed is linked to how potent the ritual's effect is when completed, with one step the effect might only be local or short-lived, but with 5 steps to complete the ritual might change the nature of reality. As with any extended task, if five or more stress is added to the ritual's stress track, or enough stress is inflicted to fill the ritual's stress track, then one step is completed — if both occur at once, then two steps are finished. A step is also complete if one or more stress is inflicted when the ritual's stress track is already full.

A ritualist may adjust the number of steps in the ritual before they begin performing it, allowing them to change the desired outcome. Rituals that summon, banish, curse, or control creatures have the same number of steps as the creature can sustain injuries. With other rituals, one step creates an effect equivalent to spending a Fortune point or creating a truth.

Cost

Like battlefield magic spells, rituals come with a cost — attempting a skill test to perform a ritual inflicts mental stress. This is listed as a number of challenge dice , and any weapon effects (normally Drain). More potent or unnatural spells come with higher costs. Rituals normally have a minimum cost of 3 Drain.

Effects and the Cost of Magic

Certain damage effects are especially thematic for the cost of casting spells. A few common examples are described here:

- **Drain:** suffer +1 Fatigue per effect rolled. The effort of casting any spell leaves the mind weary and strained.
- **Intense:** if the cost inflicts an injury and rolls one or more effects, it inflicts an extra Injury. The spell can be especially debilitating for the spellcaster, often leaving the mind reeling.
- **Piercing X:** the cost ignores X of the spellcaster's resistance (Courage and Morale) per effect rolled. The spell can undermine even the most resilient of minds.
- **Stun:** if the number of effects rolled equals or exceeds the spellcaster's Resilience, they cannot take actions in their next turn. The spell can be overwhelming to fragile minds, and can leave the spellcaster dazed for a few moments.
- **Vicious:** inflicts +1 stress per effect rolled. The spell's cost is especially taxing.

Outcome

The outcome describes what happens if the ritual is successfully completed. This may include additional uses for any Momentum the spellcaster has generated, to enhance the ritual's effects further, such as having better control over a summoned entity, or protection from a ritual's dangerous effects.

Miscast

Rituals are risky propositions. While the ritual is being performed, keep a running total of the complications suffered. These complications have no immediate effect, and the GM doesn't gain Threat for them. Instead, if the number of complications ever equals the number of steps needed to complete the ritual *before* it's finished, then the ritual has been miscast, causing the gathered magic to go out of control. This produces an effect similar to the intended outcome, but it is unpleasant, painful, or dangerous to the spellcaster.

If the ritualists suffer a complication on the same skill test in which they complete the ritual, the ritual is not miscast; the complication is resolved normally instead of being applied to the ritual. If a ritual is miscast before then, the spellcasters can't continue and no further skill tests can be attempted to complete it.

Sacrifice

There are occasions when a spellcaster's skills and effort alone are not enough. Those are the times when further sacrifice is necessary.

In the simplest cases, this an offering — a gift of food or sacred objects consumed in the ritual. These sorts of offerings, along with libations (an offering of a beverage, or sometimes grain, poured into the earth or onto an altar during the ritual) are mundane enough, and are covered by the offerings resource of a spellcaster's ritual tools. These are expended to generate bonus Momentum for use on skill tests during the ritual, and most rituals require that at least one offering resource be expended at the start of the ritual without benefit.

Greater sacrifices are sometimes required, quickly turning to the unpleasant or unspeakable. Ritualists can enhance their chances of success with the following sacrificial offerings:

- A **blood sacrifice** requires that the spellcaster shed their own blood during the course of the ritual. The first time the spellcaster suffers the cost of performing the ritual, the cost inflicts physical stress, rather than mental, and ignores any armour. The spellcaster gains +1 power for the duration of the ritual.
- **Animal sacrifice** requires the slaughter of a live animal. The spellcaster must make a **Coordination + Survival** test with a difficulty of 2 (that may succeed at cost). If successful, the animal is slain, and the spellcaster gains +2 power for the duration of the ritual.
- **Human sacrifice** requires the death of a living person. The spellcaster must make a **Coordination + Survival** test, with a difficulty of 2 (that may succeed at cost). Success means the person is slain, and the spellcaster gains +2 power for the duration of the ritual, with the Vicious weapon effect, increasing the stress inflicted by the power roll total by +1 for effect rolled. Performing a human sacrifice is a horrific act, so even attempting the skill test generates 2 Threat and increases the cost of the ritual by +1 and adds the Piercing 1 effect.

When to Ask for an Extended Task

Extended Tasks reflect the amount of work that needs to be done, over and above what can be completed by a single skill test. Rituals take time and concentrated effort, but if the player characters have ample time, or the circumstances aren't challenging, roleplaying the ritual can be just as rewarding as asking for several skill tests.

Extended tasks work best if there's danger, jeopardy, a time limit, or a huge uncertainty about whether the ritual can be completed successfully.

Abandoning the Ritual

Circumstances may transpire that mean you have to abandon a ritual, but once magical forces have been set in motion the uncontrolled release of that energy comes with repercussions. In order to abandon a ritual, the spellcaster must attempt a **Will + Resilience** test with a difficulty equal to the number of steps completed (the Discipline focus applies here). If this test is passed, then the ritual's energies have been dispersed safely and the spellcaster suffers one fatigue for each step already completed. If the spellcaster fails this test the ritual immediately miscasts.

Disrupting a Ritual

Rituals are delicate things that require concentration and precision, and carefully established conditions. As a result, it is very easy for a ritual to become disrupted.

When something occurs that could disrupt the ritual — by interfering with the physical trappings of the rite, disturbing the spellcaster, or using magic to counteract the ritual — the character doing the disrupting must make an appropriate skill test with a base difficulty of 2. If they pass the test, they add a complication to the ritual, or they can choose to add a Truth to the scene that increases the difficulty of the ritual's skill test by 1.

Attacking a Ritualist

If you attack a spellcaster, not only do you inflict stress and possibly cause them injuries, but you can add complications to their ritual by spending 2 Momentum. The gamemaster may increase the difficulty of their skill tests or add a complication to their ritual anyway, because trying to recite verse and shape magical energy while coming under fire requires nerves of steel!

Spell Reversal

Spells usually only last for the duration of their effects, while rituals make permanent changes in their subjects, transforming them in unrecognisable ways. These spells can be reversed at the gamemaster's discretion, and the process for this is by successfully performing the same ritual again, although any appropriate offerings and sacrifices must still be made for the effect to be completed.



Traditional Rituals

Player Characters who are tradition-based spellcasters do not usually begin with extensive knowledge of rituals. However traditions like Celtic or Runic magic certainly do possess magical rituals and rites unique to their tradition and two are shown below as examples to illustrate how tradition ritual mechanics work. Players should work with the gamemaster during character creation to establish if their character has access to the ritualistic knowledge (which the GM will possess in dark and unholy abundance) and can integrate it into their character's backstory, otherwise it must be acquired from a mentor, spiritual leader, or study of an ancient traditional source.

CELTIC RITUAL: BALM OF BELENUS

This ritual calls on the healing powers of the shining Celtic god to heal the most awful of wounds, provide a balm for souls shocked by the trauma of modern mechanised combat, or repair the psychic damage inflicted by occult terrors.

Requirements: Ritual tools
Test: Medicine, Difficulty 2
Maximum Stress: 10
Steps: 1+ (at GM's discretion)
Cost: 3 Drain
Duration: Instant

Outcome

The spellcaster may heal a single person or creature within Reach, and must choose whether they are attempting to heal physical or mental harm. The ritual heals — and removes — a single injury of the chosen type for every Step the ritual required. Instead of healing injuries, the ritual may recover Fatigue that the patient is suffering from, removing all of the patient's fatigue instantly. These effects can be combined — healing fatigue and two physical injuries would require three steps (one for the Fatigue, one for each injury).

Miscast

If this spell miscasts, then it still heals the patient as intended, but improperly. Any injuries healed *immediately* become scars, with no roll to resist this. Only half of the character's Fatigue (round down) is recovered. In addition, the spellcaster suffers a single injury for each injury healed of the same type, as the spell inflicts sympathetic wounds to power the healing effect.

RUNIC RITUAL: BALDUR'S SHIELD

This protection ritual is used to deflect, absorb or repel harmful magic, projectiles, and physical attacks which might prove injurious to the spellcaster and their companions. This powerful rite calls upon the Norse god Baldur to grant his boon of his protection (as all living things had sworn not to harm him, save the humble mistletoe). It usually protects against one type of attack (magic, mental or physical) at a time but more powerful variations can offer protection against two or three types; for example, magical-physical.

Requirements: Ritual tools, blood sacrifice
Test: Survival, Difficulty 2
Maximum Stress: 15
Steps: 1+
Cost: 3 Drain
Duration: The protection endures for up to half an hour

Outcome

When performing the ritual, the spellcaster must determine how many people they wish to protect; the ritual's number of Steps is equal to the number of targets, who must all be within reach at the moment the ritual is cast.

Once cast, the ritual protects the targets from the effects of a single type of attack or hazard: physical or mental. Each target is wreathed in a magical barrier which grants additional Cover (physical) or Morale (mental), equal to the spellcaster's power for the spell's duration.

Miscast

The ritual appears to succeed, but the first time any of the affected characters suffer stress of a type matching the protection they were to receive, the stress inflicted increases by +2.

"Let me lay my hands upon you,
feel the healing power of the goddess flow through you,
calming, soothing, knitting and binding all your wounds and cares."

– Siobhán Flattery - Celtic Druid

Chapter 10

The March of History



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Chapter Ten
The March of History

"The enemy is still proud and powerful…
He still possesses enormous armies, vast resources,
and invaluable strategic territories…
No one can tell what new complications
and perils might arise…"

– Winston Churchill



While the exceptional few are called upon to engage in the Secret War, the wider war effort touches all members of society, at home and abroad. Your character may already have served their country in a significant role perhaps:

- Militarily, upon the battlefield
- Covertly, undertaking surveillance and sabotage
- In a support role, manning the domestic barricades, in factories and agriculture.

This chapter offers an insight to some of the conventional military, intelligence, and auxiliary services operational during World War II. While not essential to play the game, it will give both GMs and players a greater understanding of the forces which shape the wider conflict and provides additional historical background and context to some of the organisations players will interact with.

In the Army Now

A decade and a half after the carnage of the Great War, Germany has rebuilt its army under Nazi leadership. It adopts the tactical concept of *Blitzkrieg* ("Lightning War") a fast, aggressive approach which circumvents the static defences in France and the Low Countries. The Germans bypass the Maginot Line, the French network of bunkers and emplacements spanning their border, and the ill-equipped British Expeditionary Force retreats before the ferocity of the assault. While much of the French Army surrenders with the Fall of France, the struggling Allies, eventually joined by the United States at the end of 1941, rearm and regroup in preparation for a return to mainland Europe.

GREAT BRITAIN

Britain is relatively unprepared for the war in 1939. Though the Royal Navy remains a powerful force, the Army is still comparatively small, albeit professional and fully mechanised. The Royal Air Force, despite well-trained pilots, first-rate communications and an invaluable coastal radar network, has insufficient aircraft.

The Miracle of Dunkirk — when over 340,000 troops are rescued from French beaches under constant *Luftwaffe* fire — is Britain's wakeup call. As the RAF fights desperately with the *Luftwaffe* in the Battle of Britain, and the Blitz rains bombs upon London and the southeast, the nation militarises at a rate unseen in any other democratic nation. Supported by American materials and equipment, and bolstered by the rhetoric and leadership of new Prime Minister Winston Churchill, the British Isles become the largest military base in the world.

The British Army

Between 1936 and 1941, the British Army grows from 300,000 men to around 2.2 million troops. In addition to 1.5 million military volunteers, Britain introduces conscription at the outbreak of war, extending it to include women in non-combat roles in 1941.

Although still hampered by over-cautious 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 brave and determined and have a tradition of defeating numerically superior enemies. At section level, British troops, equipped with rifles and Bren light machine guns, enjoy considerable artillery and armoured support, with lorries and armoured vehicles allowing rapid deployment.

The five highly professional infantry regiments of the Foot Guards — the Grenadier Guards, Coldstream Guards, Scots Guards, Irish Guards, and Welsh Guards, are the beating heart of the British army. The Parachute Regiment represents the evolving face of World War II infantry. Nicknamed the Red Devils, from 1942, they are designated to land ahead of other troops and capture key installations, serving in theatres including North Africa, Italy, and Normandy.

Britain trails Germany in tank design and doctrine throughout the war, with just two armoured divisions initially, rising to nine by war's end. British armour is split into two main types: infantry support, and cruiser tanks intended to engage in mobile war against Germany's panzers.

The British still field a significant artillery force, providing support to the infantry with precise and accurate fire guided by forward observers. British radio communication is well-organised, allowing an efficient command and control system.

The Royal Navy

The Royal Navy is the largest in the world, and includes fifteen battleships and battle cruisers, seven aircraft carriers, several hundred cruisers and destroyers, plus a fleet of sixty submarines. Despite heavy early losses, the Navy sinks many of Germany's capital ships like the *Bismarck* and *Tirpitz*, 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. The numerically superior German U-boat fleet, operating in wolf packs, stalk these vulnerable merchant convoys. British submarines, primarily operating alone, hunt their German counterparts, or engage in other clandestine operations.

As war begins, the Royal Navy carriers and aircraft are outdated, far behind both the US and Imperial Japanese Navies, although antiquated Swordfish biplanes are instrumental in sinking the German battleship *Bismarck*.

The Royal Air Force

Despite being heavily outnumbered during 1940's Battle of Britain, the RAF engages and repels the relentless German bombing offensive designed as a prelude to an invasion of Great Britain. The RAF's pilots are among the best in the world and the introduction of the Hawker Hurricane and Supermarine Spitfire in 1938 makes the RAF a truly formidable opponent.

The RAF's main bomber strategy is to destroy Germany's warfare capability, engaging in night bombing raids and developing precision bombing techniques such as the Dambusters raid in May 1943. Initially RAF Bomber Command restricts itself to military targets, but after the *Luftwaffe's* destruction 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.

Commandos

Commando, or Special Service, brigades are formed at Churchill's insistence after the fall of Dunkirk, wearing original regimental head-dress and insignia until adoption of their trademark green beret in 1942. From 1940-1943, they are used as small, highly mobile raiding forces, not intended to be in the field for more than 36 hours. From 1943, they spearhead Allied landing forces such as Operation Torch 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 consists of nationals of Axis-occupied countries, including Jewish Germans and Austrians serving under a *nom de guerre*. Never deployed as a whole unit, individuals are detached for specific missions requiring 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 search specialists are trained in the recognition of military technology, enemy documentation, safe cracking, and prisoner interrogation.
- No. 62 Commando (or the Small Scale Raiding Force), operate under the Special Operations Executive (p.XX), carry 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, with excellent naval capabilities but limited and relatively small Army and Marines forces, and its Air Force still subordinate to the Army. Despite the Great Depression and a strong US isolationist movement, President Franklin D. Roosevelt signs the 1941 Lend-Lease Act, providing Allied nations in Europe and China with materials and munitions. With the Japanese raid on Pearl Harbor six months later, the Axis wakes a sleeping giant which (by the end of the war) possesses a technologically advanced military second only in numbers to the Soviet Union.

US Army

In 1939, the US Army is a small professional force with obsolete equipment and an officer class focused more on political than military matters. Fortunately, the nation's neutral stance allows new Chief of Staff, General George Marshall, to rapidly overhaul both army numbers and equipment.

Unlike the British or French, the US Army bases promotion on merit and leadership, rather than class and status, encouraging innovation and free-thinking amongst its officers. This culture also encourages risk-takers, sometimes at the expense of troops' lives. Unlike other armies, which pull depleted units to reinforce and restore them, the US Army chooses to insert green troops into weakened units; veterans tend to treat newcomers as outsiders, resulting in a loss of morale and combat effectiveness. Aside from this flaw, the US soldier is better-trained and equipped than his British allies, with a better diet, producing a fitter and more durable soldier.

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

First Special Service Force

Operating from 1942 to late 1944, and also known as the Black Devils and Freddie's Freighters (after commander Robert T. Frederick), the FSSF is a unique combined American and Canadian unit of 2,000 volunteers recruited for their outdoor skills. They see combat in Italy in 1943-4, then southern France. Trained as commandos, mountain warfare specialists, and parachutists, the FSSF uses unique clothing, rations, equipment, and weapons, as well as a homogenised command structure.

US Airborne

American Colonel Billy Mitchell is the first strategist to suggest the insertion of assault troops by parachute. The most famous US Airborne units are the 82nd and the 101st (Screaming Eagles) Divisions.

US Army Rangers

The US Army Rangers are the American equivalent of the Commandos. The 1st Ranger Battalion sees action in the Dieppe raid of 1942, before performing pivotal night raids and behind-the-lines attacks in the Algerian and Tunisian campaigns. 3rd and 4th Ranger Battalions (created from 1st Ranger Battalion, together known as Darby's Rangers) are sent to Sicily, and then Italy in 1943, before being virtually wiped out in the Battle of Cisterna in 1944. The 2nd and 5th Ranger Battalions participate in the June 1944 Normandy landings before fighting through France, Belgium, and Germany. Attached to cavalry units, they are used for infiltration, river crossings, and seizure of vital road junctions and prisoner-of-war camps.



US Navy

The US Navy is already a considerable size in 1939 and the only one capable of rivalling Japanese expertise in naval aviation and warship technology. After eighteen warships are destroyed and over 2,400 men lose their lives at Pearl Harbor, the US Navy orders dozens of new vessels. By the end of the war, the US Navy has more ships than the combined navies of all other combatants in the war.

In the Atlantic, the US Navy cooperates with the British to keep the Atlantic shipping routes open, but much of the US Navy's activity centres on the Pacific theatre, fighting a long series of battles against the formidable Imperial Japanese Navy, and supporting the US Marines to liberate Pacific islands. 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. 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, despite losing over fifty submarines itself.

US Army Air Force

US military aviation falls under the command of the US Army Air Force, or in the case of naval aviation, the US Navy. However, with 1939's massive expansion programme, a huge number of bombers and fighters enter the European fray, coupled with a virtually global logistics network. Alongside the RAF's night bombing raids, the USAAF's precision daylight raids create 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 like Hamburg and Dresden.

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. 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* silenced, the daily bombing raids operate with relative impunity.

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 in reserve. Unfortunately, with defence the overriding strategy, the French place too much faith in the Maginot Line, the huge complex of defences stretching from Luxembourg to Switzerland along the German border. The German Army invades through the Ardennes Forest instead, circumventing it almost entirely. Though French soldiers fight with great bravery, a lack of strong leadership forces their retreat.

A few weeks after Dunkirk, the majority of 140,000 evacuated French soldiers return, but soon join thousands of French POWs in German hands; the French Republic Army effectively ceases to exist in 1940. By the end of 1940, Charles de Gaulle's London-based Free French Army numbers 7,000, built from 3,000 French Dunkirk evacuees that remained in Britain, and French colonists from North Africa. As the tide of war turns against Germany, 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 might fall into German hands and join the attack against Great Britain. Offered a British ultimatum of joining the Allies or adopting neutrality, they do neither. The British sink one battleship, and damage five other vessels at the Algerian port of Mers-el-Kébir, resulting in the deaths of almost 1,300 French servicemen. This attack, though deemed necessary, continues to cause bad blood between the two allies.

GERMANY

After defeat in the Great War, Germany agrees to limit its army, the *Reichswehr*, to 100,000 men, and its navy to 15,000 men serving on a dramatically reduced fleet (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 begins a concerted rearmament, adopting strategies and tactics befitting a modern industrial war machine. German troops gain experience supporting Franco's Fascists in the Spanish Civil War.

The Wehrmacht

Formed from the remnants of the *Reichswehr*, Germany's *Wehrmacht* defensive force quickly expands through conscription, although at the start of the war, only around ten percent of infantry units are equipped with transports. While core units of the *Wehrmacht* are well-equipped, industrial shortages (later exacerbated by Allied bombing) result in some units using older equipment. German soldiers are generally well-trained and highly motivated at the beginning of the war, characterised by aggressive tactics in the field. Officers have latitude regarding objectives rather than following orders to the letter. Later, as German fortunes wane, political infighting taxes morale.

Despite a misconception of the German Army being supported by hundreds of unstoppable tanks, at the outset of the war, Germany's newly-designed armour performs no better than Allied armoured vehicles – its *Blitzkrieg* tactic succeeds due to the close integration of armour, infantry, and artillery support. German advances in tank technology arise only after Germany suffers significant losses against superior Soviet armour.



German artillery, like its British counterpart, is characterised by large, heavy-calibre weapons deployed at divisional and corps level for barrage fire. The infamous 88mm Flak gun, designed as an anti-aircraft weapon, is traversable to a horizontal attack plane, allowing it to be deployed as an anti-tank weapon with stunning success. German advances in rocket technology lead to the development of weapons like the Nebelwerfer rocket artillery, which combines sheer destructive power with the psychological terror caused by the screaming sound of its rockets firing.

The Luftwaffe

After Hitler assumes power, German military aviation reforms for the first time since the Great War, under the command of Hermann Göring, a vain and arrogant Great War fighter ace. While not directly involved in the development of the *Luftwaffe* during its early years, Göring ensures that Nazi ideology infuses it.

The *Luftwaffe* places little emphasis on strategic bombing, fielding medium bombers during the Battle of Britain and the Blitz, which nevertheless cause terrible devastation across southeast England. German aircraft technology includes 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 spared numerous terrible defeats due to the arrogance and egotism of Göring, who blindly believes in the supremacy of his air force. As the British Expeditionary Force retreats to Dunkirk, Göring insists that the *Luftwaffe* chases the Allies into the sea, holding back the *Wehrmacht*. The *Luftwaffe*'s failure to defeat the RAF during the Battle of Britain crushes German hopes for a successful invasion.

The Kriegsmarine

The German Navy undergoes a massive rearmament and expansion programme prior to World War II. Like the British, German naval thinking focuses on large battleships, but by the outbreak of war, only twenty percent of the planned vessels are completed. Despite early successes, the *Kriegsmarine* suffers serious losses during the Battle of Norway, and the fleet is reduced to providing artillery support along the Baltic coast for much of the later war.

German U-boats, with vastly superior numbers, operate in wolf packs, hunting Atlantic convoys supplying Britain and the Soviet Union with much-needed materials and supplies. With the Fall of France, the Germans build huge, reinforced submarine pens along the French Atlantic coast, increasing the wolf packs' range. These bases, combined with a network of resupply ships and submarines, maintain the U-boat threat throughout the war.

Eye Spy

While both conventional and special forces supply the raw muscle and firepower for missions during the Secret War, numerous intelligence services also operate during World War II in an information war which is equally hard fought. The search for intelligence — whether military or esoteric — encompasses both scientific specialisms and timeless trusted methods like human intelligence. By the beginning of World War II, the Great Game is being played by every nation, whether directly involved in the conflict or not.

BRITISH INTELLIGENCE

The British have the longest history of espionage to further their political, military, and economic aims, with Sir Francis Walsingham's Elizabethan network of foreign and domestic agents one of the earliest examples.

Organised into military intelligence ("MI") departments, the men (and later women) of the Secret Service Bureau (SSB) are drawn from the ranks of the Army, Navy, and Metropolitan Police, serving with distinction during the Great War. Though several SSB departments were dissolved during the inter-war period, the Secret Intelligence Service (SIS, or MI6) and Security Service (MI5) continued their work. Amongst the nineteen "official" World War II MI departments the most notable are:

- **MI5.** The Security Service, responsible for internal security and counter-espionage.
- **MI6.** The Secret Intelligence Service, collecting foreign intelligence.
- **MI8.** The Radio Security Service (RSS), monitoring and analysing radio transmissions for enemy intelligence.
- **MI9.** The Escape and Evasion department, developing and delivering escape aids to prisoners of war.
- **MI17.** The secretariat providing clerical and administrative support for other departments.

With the spectre of war looming, three departments work on shoestring budgets with little official support: Electra House (disseminating propaganda), MI-R (guerrilla warfare), and Section D (SIS's own sabotage and propaganda arm). Results are mixed, but MI-R's comparative success at sabotage is instrumental in the creation of the Independent Companies (a progenitor of the Commandos), as well as helping to train the Auxiliary Units, Britain's secret resistance army (see p.XX).

Late in 1939, having realised that certain operations are beyond the purview of regular intelligence and espionage services, Section M is founded to investigate and counter 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, nicknamed "Badger's Commandos" after their leader, Captain Eric "Badger" Harris, the first of many such specialist units.

In July 1940, Churchill orders the establishment of a single sabotage organisation with orders to "set Europe ablaze". Section D, EH, and MI-R are merged into the Special Operations Executive (SOE), also known as the Baker Street Irregulars after the location of its new headquarters. Further reorganisation results in two SOE sections, the Political Warfare Executive (PWE) handling propaganda, and SO2 handling active operations and planning. 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.

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 relies less on the "Old Boys Network" of public school acquaintances which hampers military intelligence, instead drawing on all strata of British society, 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 even essential parachute training.

BIG BOYS' TOYS

Only Section M and MI-R's research unit remain separate from the SOE, with the tinkerers and boffins from MI-R going on to form what will become known as "Churchill's Toyshop", Ministry of Defence 1 (MD1). Along with 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.

Armed Forces Intelligence

British military maintains its own intelligence operations, The British military's Intelligence Corps (AIC), reactivated in July 1940 independent of the MI departments. The men of 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 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. Approximately forty percent of the Army personnel at Station X (or Bletchley Park as it's now more commonly known), belong to the Intelligence Corps. Army



Intelligence, as with other military intelligence arms, tends to look down upon their SOE colleagues, reticent to share information, despite some joint operations.

As well as controlling Signals Intelligence at Station X, the RAF's Intelligence Branch, formed in 1939, analyses and interprets aerial reconnaissance images 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 turns in favour of the Allies, 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.

The Naval Intelligence Division (NID), also known as "Room 39" due to its location in the Admiralty, is probably the oldest British military intelligence department, dating from 1882. Unlike the other services, Naval Intelligence does not operate at a tactical level, 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.

US INTELLIGENCE

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) in the late 19th Century. ONI continues to provide worldwide intelligence into World War II, while MID becomes 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 wartime strategy for a central intelligence service. Donovan is appointed Coordinator of Information in 1941, and by mid-1942 the Office of Strategic Services (OSS) is founded.

Like the British SOE, the OSS is involved in espionage and sabotage, with additional responsibility for black propaganda. It, too, suffers from petty command rivalries, in this case with the FBI, MID, and ONI. Focussing on active operations in the field, OSS agents are present in every accessible theatre of war, often working in cooperation with their SOE brethren. The initial relationship between the two agencies is sometimes fraught, hampered by British prejudices concerning American inexperience, and American concerns over dependency on their more senior British cousin.

Two thirds of OSS agents are drawn from the officers and enlisted men of the US Army and Army Air Force, and one quarter from civilians possessing the skills and contacts needed for covert operations and 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. Established by Donovan at the same time as the OSS, Majestic (MJ) is run largely independently of its cover organisation. It also enjoys far friendlier relations with its European allies, as many of its staff work have worked with or for Britain's Section M. Players will learn more on Majestic as they are drawn into the Secret War.

JOINING THE ESTABLISHMENT

Section M and Majestic offer players umbrella organisations under which they can pursue their occult-related activities. Both recruit the best and brightest they can find, and work closely with the military and intelligence agencies where necessary, allowing a wide range of specialisms. They also offer the chance for diverse characters to work together when, under normal circumstances, they would be unlikely to frequent each other's company.

The Federal Bureau of Investigation

Focused on organised crime, and internal security before World War II, J. Edgar Hoover's FBI operates as both a federal criminal investigation unit and counter-espionage agency. On the home front, it watches potentially dangerous German, Italian, and Japanese nationals, with an active internment campaign against Japanese citizens after Pearl Harbor. Outside of the United States, the FBI has a fairly restricted role, despite a Special Intelligence Service operating in Latin and South America to monitor the rapidly expanding German spy community. There is a relatively high degree of information-sharing between the FBI and Majestic, particularly when it comes to "unusual" material.

GERMAN INTELLIGENCE

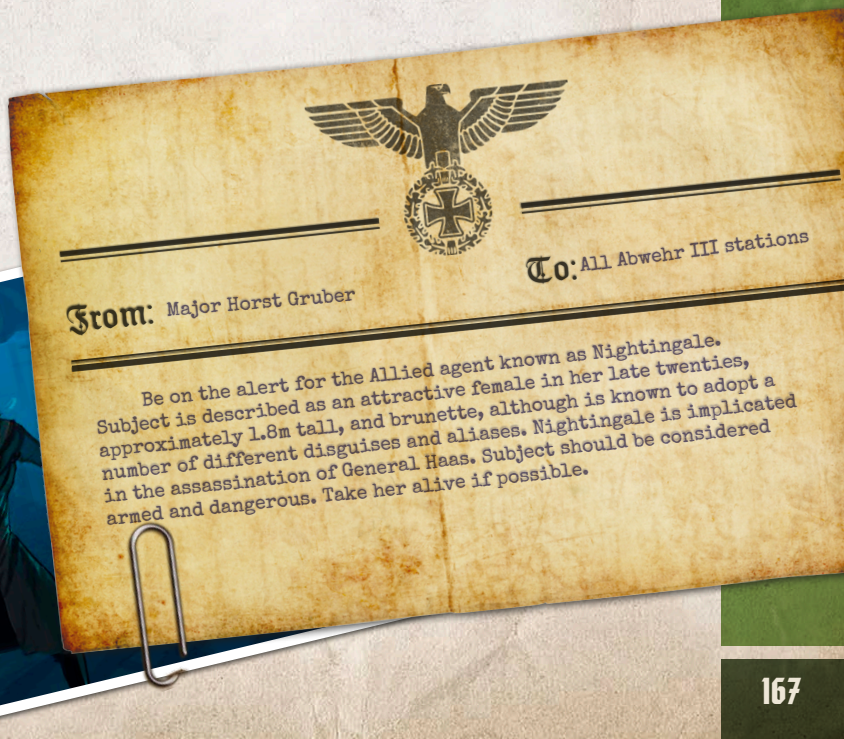
The *Abwehr*, the German military intelligence agency is similar in structure to Allied Intelligence operations, while the operations of the *Sicherheitsdienst* (SD) and *Geheime Staatspolizei* (or "Gestapo") secret state police focus on uncovering real or imagined enemies of state within their own borders. These two agencies operate with impunity, using fear as a key weapon in repressive activities which they make little effort to disguise.

The Abwehr

Officially abolished under the terms of the Treaty of Versailles, Germany's military intelligence agency, the *Abwehr*, reforms in 1921, acting as a purely counter-intelligence force dealing with reconnaissance, communications monitoring, and counter-espionage. Reporting to the *Oberkommando der Wehrmacht* (OKW, "Supreme Command of the Armed Forces"), it is the only German intelligence department not directly controlled by the Nazi party. The rise of the SD, the Nazis' own intelligence agency, marginalises the *Abwehr* during the 1930s. In 1938, a new director, Wilhelm Canaris reorganises the *Abwehr* into multiple sections:

- Central Division (planning, strategy, and administration)
- Foreign Branch (analysis, and General Staff of the Army and German Foreign Ministry liaison)
- Abwehr I (foreign intelligence collection)
- Abwehr II (sabotage)
- Abwehr III (counter-intelligence)

Though hindered by 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 nationalists, are not supporters of the Nazi regime.



THE FRENCH RESISTANCE

The Fall of France in June 1940 sees the great Gallic nation reduced to a mere dominion of the Third Reich. In the northern German Occupied Zone, life continues almost as normal for most citizens. In the south, Philippe Pétain's puppet Vichy regime administers 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. While Charles de Gaulle rallies the Free French Forces from his London base, in occupied France, the SOE- and OSS-supported Resistance movements start to develop and include:

- The Communist Front National and Franc-Tireurs et Partisans (FTP)
- The predominantly Socialist Libération-Nord, and Libération-Sud
- The predominantly Gaullist Combat
- The Organisation Civile et Militaire (OCM)
- Ceux de la Libération
- Ceux de la Résistance

There is also the politically diverse and loosely organised *Maquis* rural guerrilla force within Vichy France, secretly supported by the local populace. All are committed to French liberation and are united, albeit loosely, by a shared hatred of their common enemy. Each cell's capabilities vary, from enthusiastic amateurs operating illegal underground printing presses, to battle-hardened left-wing 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, whether Allied airmen or Jewish refugees. Later, with the approach of D-Day, they focus on destroying transport and communication networks, often at great personal cost.

The Resistance initially makes do as best it can, many members still bearing arms issued to them as members of the French Army before its fall. Later, following multiple clandestine air drops, the Resistance becomes better armed and equipped and the Allies are keen supporters of its ferocious, dedicated fighters.



Supporting Roles

Not all heroes wear regimental badges and some serve as part of a reserved occupation, farmers or miners who are equally vital to the war effort. For those who cannot sign up, there remain a variety of auxiliary groups to join operating on the home front. Many of these are increasingly staffed by women as the conflict escalates, freeing men for the front lines. 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 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). The USO and ENSA camp shows bolster troop morale, and many famous actors, singers, and comedians give concert tours to help the war effort, including Bob Hope, Laurel and Hardy, Al Jolson, George Formby, and Vera Lynn. Many stars of the silver screen are military personnel themselves, such as David Niven, John Mills, and James Stewart, or work in intelligence, like Noël Coward and Josephine Baker.

Military

All three branches of the military — Army, Navy, and Air Force — include female auxiliary units. the women's branch of the British Army is the Auxiliary Territorial Service (ATS). ATS members are amongst the last evacuated from France after the German invasion. The American Women's Army Auxiliary Corps (WAAC) attains full military status in 1943 as the Women's Army Corps (WAC). Although most WACs remain Stateside, they serve behind the lines all over the world. 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, commonly known as the "Wrens" or "Jennies"). The American Navy's female auxiliaries, officially known as the US Naval Reserve (Women's Reserve) or Women Accepted for Voluntary Emergency Service (WAVES). The US Coast Guard's Women's Reserve members are nicknamed SPARS. The women serve in a variety of important roles, including flying transport planes, acting as mechanics and electricians, working as analysts, intelligence operatives, and in clerical work.

Britain's Women's Auxiliary Air Force (WAAF) 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), is formed in 1943 from the Women's Flying Training Detachment (WFTD) and starts life as the Women's Auxiliary Ferrying Squadron (WAFS). Their duties include ferrying planes for the USAAF in America, a role fulfilled in Britain by the civilian mixed-gender Air Transport Auxiliary (ATA).

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

Amongst several British auxiliary nursing services, the First Aid Nursing Yeomanry (FANY) is a rapid response unit aiding the Royal Army Medical Corps (RAMC). One of the few entry qualifications when World War II starts is the ability to drive, and FANY also acts as the military identity for women serving in the SOE. 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).

Civilian

The American Women's Voluntary Services (AWVS) is set up to mobilise and train American women in voluntary war work and support. Non-political and open to all, it follows in the footsteps of Britain's WVS. These uniformed services are crucial to the war effort; the WVS is notably responsible for organising and supervising British evacuation protocols. In Germany, similar activities are carried out by the *Nationalsozialistische Frauenschaft* (NSF).

Feeding the nation is a major goal during wartime. The Women's Land Army (WLA), known as Land Girls, makes up ten percent of the rural workforce. Its American equivalents are known as "farmerettes". A branch of the British WLA, the Women's Timber Corps (WTC; the "Lumber Jills"), contains many female graduates due to the surveying and logistics work it involves.

CIVIL DEFENCE

With the growing threat of aerial bombardment, the Air Raid Precautions (ARP) service is set up in Britain long before hostilities commence. Its volunteer membership is replaced by paid, full-time wardens in 1940, renamed Civil Defence (CD) wardens a year later as their duties widen. They enforce the blackout, drive ambulances, provide first aid, and help with rescue, demolition, and decontamination. The Citizens Defense Corps (CDC) performs similar duties in the United States. In Germany, the

Reichsluftschutzbund (RLB) is responsible for training civilians in air raid precautions; by 1935 it becomes compulsory for all able-bodied adult citizens not otherwise engaged.

Helping forewarn the public of imminent air raids, the Observer Corps (becoming the Royal Observer Corps in 1941) tracks aircraft above Britain. The Seaborne Observers are formed in 1944, 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.

To guard against an invasion of Britain, a civilian fighting force, the Local Defence Volunteers (LDV), is formed from men not eligible for conscription in May 1940. Later renamed the Home Guard, their civil defence duties free 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, their job is 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 drawing from old men and boys too young to be conscripted.

Beginning life as the US Coast Guard Reserve and renamed the US Coast Guard Auxiliary (USCGA) in 1941, some members of this boat-owning, volunteer civilian force 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), together 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 part-civilian Air Transport Command (ATC) takes over from the pre-1942 Ferrying Command of the Air Corps, responsible for ferrying aircraft, personnel, and mail, as well as maintaining air routes, outside the United States. The ATA in Britain is engaged in ferrying planes for the RAF, and its pilots prepared to fly anything and everything with the minimum of training and the most rudimentary in-flight instruments.

ACTIONS SPEAK LOUDER THAN WORDS

In June 1940, alarmed by the shortage of equipment and proper training for the fledgling LDV, the pre-cursor the Home Guard, Picture Post publisher Edward G. Hulton establishes a private training facility at Osterley Park, Hounslow, running two-day courses in irregular warfare. With the help of America's National Rifle Association, Hulton acquires a variety of guns for the LDV. The War Office, alarmed by a paramilitary force operating outside its control, takes over the reins in September 1940, closing Osterley Park in 1941.

THOSE OF CONSCIENCE ALSO SERVE...

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. American conscientious objectors can join the Civilian Public Service (CPS) carrying out environmental, agricultural, and social work. In Britain, the equivalent is the Non-Combatant Corps, whose members' tasks include dangerous work like 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.

"DAMN CONSCIES!"

Conscientious objectors who refused to serve in conventional military forces due to their ethical, moral or religious beliefs faced a hard time, although they could be exempted due to reasons of religious training or belief. Some were jailed, but many served as medics, firefighters or other "work of national importance". Private Desmond T Doss of Lynchberg, Virginia was the first to be awarded the Medal of Honor for outstanding bravery for his work as a corpsman in the battle of Okinawa, a role memorably commemorated in the movie Hacksaw Ridge.

Chapter 11

Allied Forces



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Chapter Eleven
Allied Forces

In the course of your service, you may encounter many different types of Allied servicemen. Some will be familiar like the Tommies and GIs who form the bulk of the infantry, and the officers who command them, others may be special forces who wage war in daring commando raids or assist the brave resistance deep behind enemy lines. The following section details many of the common allies you will meet, so you can familiarise yourself with the comrades whom you will serve alongside.

However, listen closely to the camp gossip and rumour, and you may also hear tell of other top secret allies, dauntless individuals or even entire elite units who have been mobilised to fight a secret war against the darker forces the Nazis can bring to bear. Who are they and what makes them so special? Well, play your cards right, do your duty and sometime soon you may find yourself standing to shoulder to shoulder with these extraordinary soldiers.

British Forces

At the outbreak of war, the British Army is a well-equipped, professional force designed for rapid mechanised warfare. However, the conservative thinking of the British and French High Commands reduces them to a defensive combat force, a move which proves fatal in the face of the German Blitzkrieg. After the miracle of Dunkirk, despite the loss of much of their armour and heavy equipment, the British are able to rearm through the aid of the American Lend-Lease Act and, once their US allies join the war, are able to truly take the fight back to the Germans.

BRITISH INFANTRYMAN

Trooper NPC

British infantrymen are tough, professional soldiers, displaying typical British reserve even in the midst of battle. While the British Army suffers a series of defeats during the early stages of the war, at no point in the course of the conflict are they routed, always ensuring an orderly retreat. The standard infantry weapon is the Lee-Enfield rifle, though after encounters with the German MP38/40 submachine gun, some mixed units also field Sten guns to supplement their firepower. A standard section carries a single Bren light machine gun as a support weapon, providing significantly more firepower than the US BAR. Early in the war, squads are provided with the Boys anti-tank rifle for anti-armour firepower, though this is replaced by the more powerful PIAT launcher after 1943.

Truths

- Stalwart British Tommy

Attributes

AGILITY	8	BRAWN	8
COORDINATION	9	INSIGHT	7
REASON	7	WILL	9

Skills

Athletics 2, **Fighting 2** (Rifles), **Medicine 1**, **Resilience 3**, **Stealth 1** (Camouflage), **Survival 1**

STRESS	6	INJURIES	1
ARMOUR	1	COURAGE	2

Attacks

- **Lee-Enfield Rifle:** (Rifles), Long range, 6 (Salvo: Vicious), Reliable
- **Bayonet:** (Melee Weapons), 3 Piercing 1

Escalation Options

- **Bren Machine Gun:** (Rifle), Medium range, 5 (Salvo: Area), Heavy, Inaccurate
- **Mills Bomb:** (Throwing), Close range, 6 Area, Stun, Inaccurate, Munition
- **PIAT Anti-Tank Weapon:** (Heavy Weapon), Medium range, 6 Piercing 1, Vicious, Cumbersome, Escalation, Giant-Killer, Heavy, Inaccurate, Munition

BRITISH ARMY OFFICER

Trooper NPC

Well trained, professional and highly disciplined, the backbone of the British Army is its commanding officers. Despite their tendency to value consolidation and caution over risk-taking in battle, there is no doubt of their courage, commitment and tactical thinking in even the most trying combat situations.

Truths

- Battlefield Leader

Attributes

AGILITY	8	BRAWN	7
COORDINATION	8	INSIGHT	8
REASON	9	WILL	8

Skills

Academia 1, **Athletics 1**, **Fighting 2** (Handguns), **Medicine 1**, **Resilience 2**, **Stealth 1**, **Survival 1**, **Tactics 1** (Leadership)

STRESS	5	INJURIES	1
ARMOUR	1	COURAGE	1

Attacks

- **Enfield No 2 Service Revolver:** (Handguns), Close range, 4 (Salvo: Vicious), Close Quarters, Reliable

Escalation Options

- **Mills Bomb:** (Throwing), Close range, 6 Area, Stun, Inaccurate, Munition

Special Rules

- **Rally the Troops:** The army officer can face harsh odds with a stiff upper lip and imperturbable calm and is a fine leader of men. By spending a point of Momentum as a minor action, the Officer grants +1 Morale to all allied troopers within Close range.



GUARDS REGIMENTS

Lieutenant NPC

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 amongst Britain's oldest and most prestigious regiments, having served with distinction in countless conflicts over the centuries. As such, they are the most senior and experienced troops in the British Army, often used to spearhead attacks thanks to their fearsome reputations. In combat they are a true force to be reckoned with.

Truths

- Elite British Infantry

Attributes

AGILITY	8	BRAWN	9
COORDINATION	9	INSIGHT	9
REASON	7	WILL	9

Skills

Athletics 2, **Fighting 3** (Close Quarters, Rifles, Threat Awareness), **Medicine 1**, **Observation 2**, **Resilience 3**, **Stealth 2** (Camouflage), **Survival 2**, **Tactics 1**, **Vehicles 1**

STRESS	12	INJURIES	2
ARMOUR	2	COURAGE	4

Attacks

- **Thompson Submachine Gun:** (Close Quarters), Close range, 5 (Salvo: Stun), Inaccurate
- **Mills Bomb:** (Throwing), close range, 7 Area, Stun, Inaccurate, Munition

Escalation Options

- **Bren Machine Gun:** (Rifles), Medium range, 6 (Salvo: Area), Heavy, Inaccurate
- **PIAT Anti-Tank Weapon:** (Heavy Weapons), Medium range, 7 Piercing 1, Vicious, Cumbersome, Escalation, Giant-Killer, Heavy, Inaccurate, Munition

Special Rules

- **Tip of the Spear:** Guards regiments are used to being thrust into the line of fire. Guardsmen may keep the initiative for 1 Momentum instead of 2.

"We beat Napoleon at Waterloo,
and now we've beaten Hitler's boys
up and down Europe.
There's no finer solider
than a Grenadier!"

— Corporal Tom Ward
– Grenadier Guards

THE COMMANDOS AND SAS

Lieutenant NPC

The Commandos, or Special Service brigades, are the most influential Allied special forces formations in World War II. Initially they are used as small, highly mobile raiding forces, but after 1943 they spearhead Allied assaults from Tunisia to D-Day. Highly trained, extremely fit, and masters of unorthodox warfare, commandos learn how fire a silenced SMG effectively, kill a sentry silently, fight without weapons and seize, strip, reassemble, and fire enemy weapons. Alongside this, they are also trained to climb mountains, navigate difficult terrain, use small boats, and blow things up. From 1943, forward observer and forward air control skills are added to their curriculum.

Truths

- Elite British Special Forces

Attributes

AGILITY	9	BRAWN	9
COORDINATION	9	INSIGHT	8
REASON	7	WILL	9

Skills

Athletics 3, **Fighting 3** (Hand-to-Hand Combat, Close Quarters, Threat Awareness), **Medicine 1**, **Observation 2**, **Resilience 3**, **Stealth 3** (Camouflage), **Survival 2**

STRESS	12	INJURIES	2
ARMOUR	2	COURAGE	4

Attacks

- **Sten Mk IIS Suppressed SMG:** (Close Quarters), Close range, 3 (Salvo: Stun), Inaccurate, Subtle
- **Fairbairn–Sykes fighting knife:** (Melee Weapons), 3 Piercing 1, Hidden, Subtle

Escalation Options

- **Bren Machine Gun:** (Rifles), Medium range, 5 (Salvo: Area), Heavy, Inaccurate
- **Mills Bomb:** (Throwing), Close range, 6 Area, Stun, Inaccurate, Throwing
- **3lb Standard Charge:** (Demolition) Close range, 10 Area, Stun (Salvo: Intense)

Special Rules

- **Commandos:** Commandos are masters of silent killing and sabotage. When attacking whilst hidden the Commando is always considered to have an appropriate focus.
- **Sabotage:** Commandos are experts at sabotage and can use their Fighting skill in place of Engineering when attempting sabotage.



US Forces

US INFANTRYMAN

Trooper NPC

The US Infantry is the backbone of the US Army and is a flexible and effective combat force. Although sometimes suffering from poor quality personnel (with promising recruits transferred to elite forces), they are well-equipped and well fed compared to other Allied or Axis troops, and can rely upon the largest support structure of any army, with ample air power, artillery backup, and first-class medical care. Tough, resilient and courageous, the US infantryman should never be underestimated.

Truths

- Well Equipped Infantry Fighter

Attributes

AGILITY	8	BRAWN	8
COORDINATION	9	INSIGHT	8
REASON	8	WILL	7

Skills

Athletics 2, **Fighting 2** (Rifles), **Medicine 1**, **Resilience 1**, **Stealth 1** (Camouflage), **Survival 1**, **Tactics 1**, **Vehicles 1**

STRESS	5	INJURIES	1
ARMOUR	1	COURAGE	1

Attacks

- **M1 Garand:** (Rifles), Medium range, 5 (Salvo: Vicious), Reliable
- **Bayonet:** (Melee) 3 Piercing 1

Escalation Options

- **Pineapple Grenade:** (Throwing), Close range, 6 Area, Stun, Inaccurate, Munition
- **M1A1 Bazooka:** (Heavy Weapons), Medium range, 6 Vicious, Cumbersome, Escalation, Inaccurate, Giant-Killer, Heavy, Inaccurate, Munition
- **Browning Automatic Rifle:** (Rifles), Medium range, 5 (Salvo: Area), Heavy, Inaccurate

US INFANTRY OFFICER

Trooper NPC

US Infantry officers are well trained in the theory of war but lack the battlefield experience and direct tactical knowledge of their British counterparts. After the US enters the war in 1941, they are given a baptism of fire in both European and Eastern theatres and emerge as courageous and determined leaders of men.

Truths

- Well-trained but Untested Leader

Attributes

AGILITY	8	BRAWN	8
COORDINATION	8	INSIGHT	8
REASON	9	WILL	7

Skills

Academia 1, **Athletics 1**, **Fighting 1** (Handguns), **Observation 3**, **Persuasion 2**, **Tactics 2** (Leadership)

STRESS	4	INJURIES	1
ARMOUR	1	COURAGE	1

Attacks

- **M1911A1:** (Handguns), Close range, 4 (Salvo: Vicious), Close Quarters
- **Pineapple Grenade:** (Throwing), Close range, 6 Area, Stun, Inaccurate, Munition

"Rangers, lead the way!"
You've heard that motto?
Well we earned it, in blood.
On D-Day we fought our way across Omaha,
clawed our way up the cliffs to the Pointe Du Hoc
to take out those German strongpoints
and emplacements.
But a lot of good men paid for it,
I can tell you."
— Anonymous Ranger
- US 75th Ranger Regiment, 2nd Battalion



US ELITE FORCES

Lieutenant NPC

US Airborne and Ranger divisions form the bulk of the US's elite armed forces in the field and are the bedrock of many US combat operations. US Airborne forces are tenacious combatants, trained to drop into and hold strategic positions against their enemy, but like all paratroopers they are not equipped for prolonged engagements. Rangers are volunteers drawn from other Army units with an emphasis on physical discipline, tactical expertise, and combat ability, giving them the capacity to rapidly adapt to an ever-changing battlefield while working in close-knit teams.

Truths

- Elite US forces

Attributes

AGILITY	9	BRAWN	9
COORDINATION	9	INSIGHT	8
REASON	8	WILL	8

Skills

Athletics 3, **Fighting 3** (Close Quarters), **Observation 2**, **Persuasion 1**, **Resilience 2**, **Stealth 2** (Rural Stealth), **Survival 2**, **Tactics 1** (Covert Abilities), **Vehicles 1**

STRESS	11	INJURIES	2
ARMOUR	2	COURAGE	2

Attacks

- **Thompson Submachine Gun:** (Close Quarters), Close range, 4 (Salvo: Stun), Inaccurate
- **Mk1 Trench knife:** (Melee Weapons), 3 Vicious, Hidden
- **Pineapple Grenade:** (Throwing), Close range, 6 Area, Stun, Inaccurate, Munition

Special Rules

The NPC has either one of **Airborne** or **Behind Enemy Lines** abilities, plus the **Do or Die** ability, below:

- **Airborne:** Airborne troops are trained to parachute into battle. When called in as reinforcements, airborne troops can arrive from above, deploying from a transport plane flying overhead. Any ranged attack made against them before they land, at the beginning of their first turn, suffers +1 difficulty.
- **Behind Enemy Lines:** Rangers are used to operating behind enemy lines and may re-roll a single d20 on any Stealth or Survival test they attempt.
- **Do or Die:** Airborne and ranger forces are used to operating independently and know they are likely to be cut off from support for a lot of the time. Such is their determination that they may pay 1 Threat to gain +2 Morale.

RESISTANCE FIGHTER/PARTISAN

Trooper NPC

These brave resistance fighters operate clandestinely, either living locally within native populations or taking to hills, mountains and abandoned places to fight their hidden war. Values are given for a typical resistance fighter, but individuals may have different skills and expertise, varying according to their background, occupation and the country they reside in. They might also have different weapons and equipment, being either supplied from London via airdrop, or acquiring local weapons and equipment from the invading forces.

Truths

- Civilian Dedicated to Overthrowing Nazi Occupiers

Attributes

AGILITY	8	BRAWN	8
COORDINATION	9	INSIGHT	7
REASON	7	WILL	9

Skills

Athletics 1, **Engineering 1** (Explosives), **Fighting 2** (Close Quarters), **Resilience 3**, **Stealth 2**, **Tactics 1**

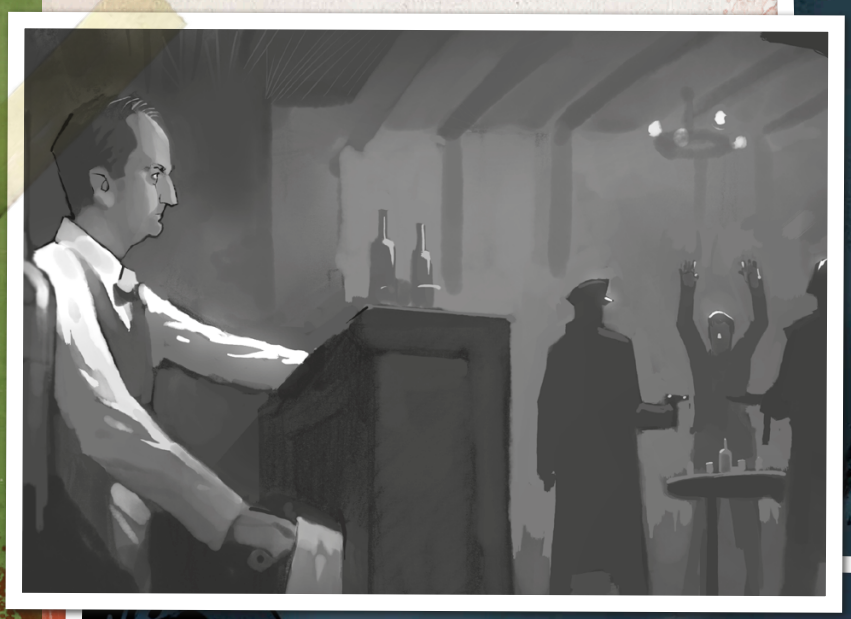
STRESS	6	INJURIES	1
ARMOUR	0	COURAGE	2

Attacks

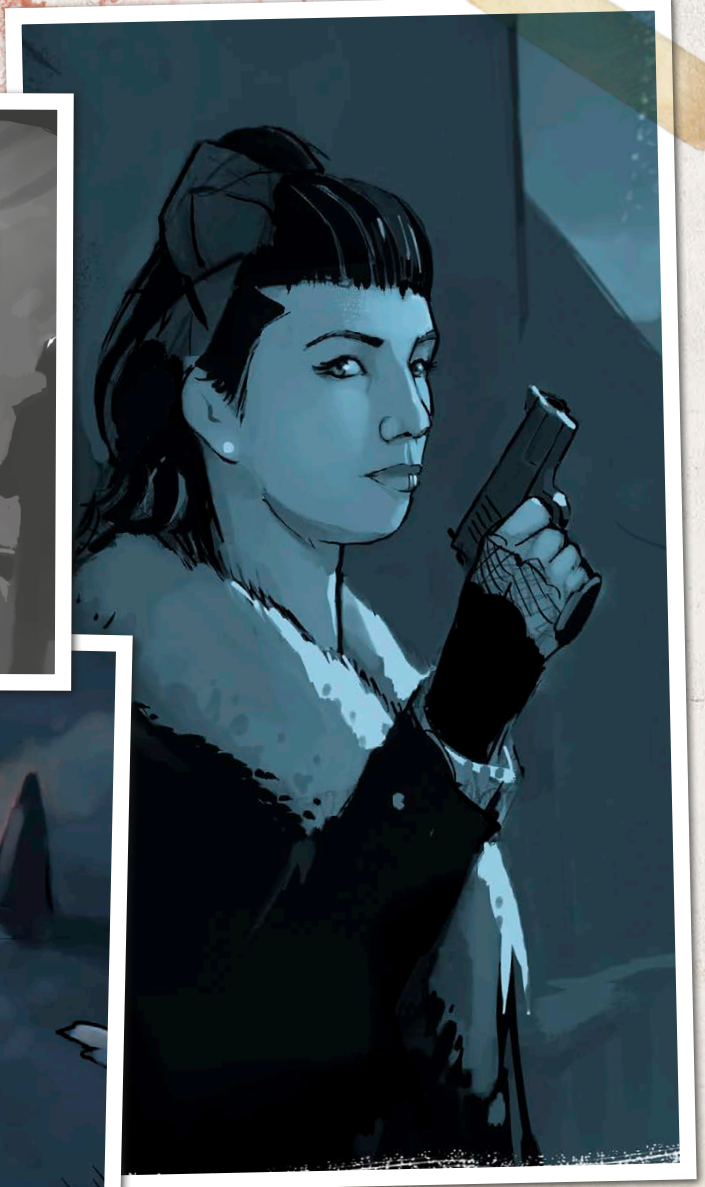
- ***Maschinenpistole* 40 (MP40):** (Close Quarters), Close range, 4 (Salvo: Stun), Inaccurate

Escalation Options

- ***Stielhandgranate* 24:** (Throwing), Close range, 5 Area, Stun, Munition







Animals

As well as its millions of human participants, the second world war also sees many animals drafted and pressed into service. Some plough and till the fields on the home front, others serve as beasts of burden carrying vital supplies and ammunition to the front line. Others still are utilised in transport and cavalry roles serving directly in the firing line. This section covers the common creatures players can expect to meet during the course of the war, as well as a selection of wild animals they may meet while out in the field.

DOG

Trooper NPC

Man's best friend is determined and loyal as well as deadly when pushed to extremes or trained to them. Dogs are used in numerous roles by all sides in both the Secret War and indeed the wider conflict, serving as guards and trackers but always as faithful companions.

Truths

- Trained Dog
- Loyal Companion

Attributes

AGILITY	11	BRAWN	9
COORDINATION	5	INSIGHT	10
REASON	5	WILL	9

Skills

Athletics 2, **Fighting 2**, **Observation 3** (Smell and Taste), **Resilience 1**, **Survival 2** (Tracking)

STRESS	5	INJURIES	1
ARMOUR	1	COURAGE	2

Attacks

- **Bite:** (Hand-to-Hand Combat), 3

Special Rules

- **Grasping:** After a successful attack, spend 1 Threat to add the Snare effect to the attack. While it has a target ensnared, the dog cannot make melee attacks against other targets, but reduces the difficulty of attacks vs the ensnared target by 1.
- **Keen Senses (Scent):** The dog reduces the difficulty of all skill tests relating to smell by 2, to a minimum of 0. It can detect things by scent which humans cannot.
- **Good Boy:** Dogs are extremely loyal and devoted to their owners, trainers and handlers gaining +2 courage in their presence. If their handler is defeated, the dog will move as fast as possible to the character's side and will defend them from anyone unfamiliar who gets too close. Wild or stray dogs do not gain this benefit, unless befriended by a character.

EAGLE

Trooper NPC

A bird of incredible grace, power and nobility, the eagle courses through the air on enormous wings, searching for prey. It possesses fierce weapons with its cruel beak and savage claws. Some eagles are capable of being trained to attack prey.

Truths

- Bird of Prey
- Predatory Swooping

Attributes

AGILITY	12	BRAWN	6
COORDINATION	6	INSIGHT	12
REASON	5	WILL	9

Skills

Athletics 3 (Flight), **Fighting 1**, **Observation 3** (Sight), **Resilience 1**

STRESS	4	INJURIES	1
ARMOUR	0	COURAGE	1

Attacks

- **Tearing Beak and Talons:** (Hand-to-Hand Combat), 2 Piercing 1

Special Rules

- **Extraordinary Insight 1:** The creature adds 1 automatic success on all Insight tests.
- **Grasping:** After a successful attack, spend 1 Threat to add the Snare effect to the attack. While it has a target ensnared, an eagle cannot make melee attacks against other targets, but reduces the difficulty of attacks versus the ensnared target by 1.
- **Flight:** The creature can move freely through aerial zones above the battlefield. Attempting to carry objects or creatures while flying may require an Athletics + Brawn test.
- **Keen Senses (Sight):** The creature reduces the difficulty of all skill tests relating to sight by 2, to a minimum of 0. It can detect things by sight at distances far greater than humans can.
- **Scale -1:** The creature suffers an injury after suffering 4 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on its size.

HORSE

Trooper NPC

A strong, fast and resilient creature for riding or drawing carriages and wagons, the horse has been used as a mount by mankind for many thousands of years, creating a strong bond between man and beast. Different breeds are used in racing, riding, or serving as draft animals, and many varieties serve in World War II, transporting supplies and ammunition to the front line.

Truths

- Trustworthy Beast of Burden
- Sturdy Companion

Attributes

AGILITY	9	BRAWN	12
COORDINATION	4	INSIGHT	9
REASON	5	WILL	8

Skills

Athletics 2 (Running), **Observation 2** , **Resilience 3** (Fortitude), **Survival 1**

STRESS	8	INJURIES	1
ARMOUR	3	COURAGE	0

Attacks

- **Trampling Hooves:** (Hand-to-Hand Combat), 6 Stun

Special Rules

- **Brutal 1:** The creature makes and defends against melee attacks with Brawn instead of Agility. It also adds +1 to its melee attacks, included above.
- **Scale 1:** The creature suffers an injury after suffering 6 stress (after reductions) from a single attack, rather than 5. Other actions may be easier or harder based on its size.
- **Mount:** A horse can be ridden as a mount by a character. When ridden as a mount, the horse assists the rider's Athletics and Observation tests. Attacks against a mounted character target are randomised between mount and character (roll 1d20: 1-10 mount, 11-20 rider); if the mount is knocked prone or defeated, the rider falls from the mount and suffers a hit from the mount's normal melee attack.

WOLF

Trooper NPC

Haunting the Northern European forests and mountains, wolves are formidable pack hunters, using their numbers and intelligence to track and hound their prey to exhaustion. Some have even been tamed to fight alongside human companions, but even these semi-tame beasts still feel the call of the wild!

Truths

- Cunning Predator
- Hunts in Packs

Attributes

AGILITY	11	BRAWN	9
COORDINATION	6	INSIGHT	10
REASON	5	WILL	9

Skills

Athletics 2, **Fighting 2**, **Observation 3** (Smell and Taste), **Resilience 1**, **Stealth 2**, **Survival 2** (Tracking)

STRESS	5	INJURIES	1
ARMOUR	1	COURAGE	1

Attacks

- **Bite:** (Hand-to-Hand Combat), 3
- **Wolf's Howl:** (Mental Attack), 3 Area, Stun

Special Rules

- **Grasping:** After a successful attack, spend 1 Threat to add the Snare effect to the attack. While it has a target ensnared, the wolf cannot make melee attacks against other targets, but reduces the difficulty of attacks vs the ensnared target by 1.
- **Keen Senses (Scent):** The creature reduces the difficulty of all skill tests relating to smell by 2, to a minimum of 0. It can detect things by scent which humans cannot.
- **Pack Hunter:** Wolves gain Morale equal to the number of wolves present in the scene, to a maximum of 5 Morale. In addition, when attacking a creature that has already been attacked by one or more wolves that round, a wolf may re-roll a single d20.
- **Wolf's Howl:** Wolves can make a mental attack, listed above.

"When the long winter nights overtake the world, then you may hear them howl,
each calling each, across the steppes, though whether in greeting or in challenge, it is hard to say.
They are ruled by the law of claw and fang and woe betide you or your horse, if a grey pack catches you unawares."

- Ivan Kuznetsov,
1st Cossack Cavalry Division

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ACHTUNG! Cthulhu® CHARACTER RECORD SHEET 2d20™

Name

Nationality

Rank

Archetype

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Characteristic

Personal Truths & Scars

Stress

Courage

Injuries

Armour

Languages

Fortune

Attribute	AGILITY	BRAWN	COORDINATION	INSIGHT	REASON	WILL
RATING						
BONUS DAMAGE						

Skills	RANKS	FOCUSES
ACADEMIA		Art, Cryptography, Finance, History, Linguistics, Occultism, Science
ATHLETICS		Climbing, Lifting, Physical Training, Running, Swimming, Throwing
ENGINEERING		Architecture, Combat Engineering, Electronics, Explosives, Mechanical Engineering
FIGHTING		Close Quarters, Handguns, Hand-to-Hand, Heavy Weapons, Melee Weapons, Rifles, Threat Awareness, Exotic
MEDICINE		First Aid, Infectious Diseases, Pharmacology, Psychiatry, Surgery, Toxicology
OBSERVATION		Hearing, Instincts, Sight, Smell and Taste
PERSUASION		Charm, Innuendo, Intimidation, Negotiation, Rhetoric, Deceive, Invocation
RESILIENCE		Fortitude, Discipline, Immunity
STEALTH		Camouflage, Disguise, Rural Stealth, Urban Stealth
SURVIVAL		Animal Handling, Foraging, Hunting, Mysticism, Orienteering, Tracking
TACTICS		Air Force, Army, Covert Operations, Leadership, Navy, Technical Projects
VEHICLES		Cars, Motorcycles, Heavy Vehicles, Tanks, Aircraft, Watercraft

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Equipment of Note

Weapons

NAME	FOCUS	RANGE	DAMAGE	SALVO	SIZE	QUALITIES

Biography

Talents

NAME	KEYWORDS	EFFECT

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Spells

Power

NAME	SKILL	DIFFICULTY	COST	DURATION	EFFECT	MOMENTUM

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