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Chris would like to thank: Rita for her love and support in pursuit of new worlds, and encouraging my creativity, without her help you would not be holding this first *Achtung! Cthulhu* release. Dedicated to the memory of my mum Daphne, who always gave me time to explore my dreams.

Sarah would like to thank: Chris McWilliam, for his constant encouragement and support, and for listening to all my mad ideas; Chris Birch, for giving me the chance to make the *Zero Point* campaign a reality; Michal and Dim, for making such a gorgeous book; to all the gamers and Keepers at GenCon who gave such valuable feedback on the convention version of this scenario; and my grandfather, George Clifford Newton, for serving in North Africa, the Atlantic Run, and Normandy, and helping make this world a place where a game like this can be played without fear.

Thank you!

LEGAL

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ACHTUNG! Cthulhu

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They're the only hope my
people have left.*

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CHECKMATE TO LIONHEART -
SOME KIND OF ANIMAL! REQUEST AERIAL PICKUP IMMEDIATELY, OVER!

Foreword from Chris Birch

As a child I roamed the fields behind our house in uniform with my friend Jonny, clutching our plastic weapons, imagining our constant battles with the enemy. Visions of stirring British war films with brave heroes fighting incredible odds drove me to recreate these battles with my long suffering plastic soldiers and my brother's collection of miniature tanks. We didn't study World War Two at school before the age of 16, something I think every kid should since it's the most defining event in the last 100 years, but this lack of information only drove me to learn more about this fascinating period and the soldiers and civilians that risked everything for their countries.

Now, developing my last game **Starblazer Adventures** helped satisfy the space opera urge, but there was something missing, so producing this new setting **Achtung! Cthulhu** is a return to my childhood imagination where every soldier is a hero, where anything is possible in the war torn landscape of Europe. Of course there has to be a darker side to this tale, so working with writers like Sarah Newton we are going to take you on a terrifying journey through the heart of a World War Two twisted by the machinations of the crazed monsters, gods and followers of the Cthulhu mythos and a war machine bent on using any and all weapons at its disposal.

War can be a tricky subject, especially the darker deeds during those terrible years, but we attempt throughout to treat the memory of those who fought and suffered with respect. During our research we repeatedly discover tales of such astonishing bravery and sacrifice that from time to time you will encounter very real heroes in the background of the setting. This is an opportunity for your players to encounter real heroes and learn how they contributed to the final downfall of the Nazi regime.

We have several **Achtung! Cthulhu** campaigns planned, of which the *Zero Point* campaign by Sarah Newton is the first. It's fantastic being able to work together with Sarah again, who has done a lot of work on creating this historical yet tentacle-filled wartime adventure. It's amazing to be able to publish **Achtung! Cthulhu** for some truly big guns in the world of role playing; **Call of Cthulhu**, **Trail of Cthulhu**, **Savage Worlds** and our own new introductory role playing game system, **Expeditions**. So no matter what type of gamer you are you, there are plenty of ways to experience our chilling vision of how World War Two could have been if Cthulhu had not been halted at every point by the heroes of Section D!

As the first major release for my new games imprint MODIPHIUS I hope you will join our journey through this and many other fantastic worlds. We have visions of apocalyptic science romance, fantasy and much more to unveil, so please stay in touch at www.facebook.com/modiphius or write to achtung@modiphius.com and let us know what you think!

Chris

Publisher, **Achtung! Cthulhu**

Introduction - What is Achtung! Cthulhu?

Three Kings is the first scenario in the *Zero Point* campaign, an epic and episodic series of adventures for the *Achtung! Cthulhu* setting. *Achtung! Cthulhu* is a setting for Lovecraftian roleplaying in World War Two, allowing you to play investigators uncovering the terrible secrets of the Lovecraftian Mythos which threaten the world when humankind is already poised to tear itself apart.

This version of *Three Kings* is intended for use with the *Savage Worlds* roleplaying game, published by Pinnacle Entertainment Group, and the *Realms of Cthulhu* setting published by Reality Blurs. Everything else you need can be found there. Pre-generated characters, created using *Realms of Cthulhu*, are provided in Appendix One on page 29, below; you can also create your own investigator characters using the *Realms of Cthulhu* rules. Appendix Two contains our own unique setting rules.

Overview

It's summer, 1939, and a shadow is falling over Europe. Czechoslovakia has been invaded by the Third Reich, and the country dismembered. In its place, the Nazis have declared a "Protectorate of Bohemia and Moravia", centred on the former capital of Prague. And yet, amidst the restive populace in the surrounding countryside, resistance is growing—led by a triumvirate of patriots known only as the "Three Kings".

The British government, not yet at war with Nazi Germany, has received intelligence from the nascent Czechoslovak "government-in-exile" in London that a

"Section D has assembled a special operations group to parachute into occupied Czechoslovakia to contact the resistance."

Czech priest working for the resistance in the vicinity of Prague has information about atrocities committed by the Third Reich—information which will provide priceless propaganda if war does break out. According to British intelligence, the priest—codename ANGEL—is

The Real Heroes of World War Two

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

In *Three Kings*, four of the characters the investigators might meet are historical figures, and heroes of the war. They are: Frantisek Moravec, the head of Czechoslovakian military intelligence in London in 1939; and Josef Masin, Vaclav Moravek, and Josef Balaban, the "Three Kings" of the title, who gave their lives for their country's freedom during the war. You can find out lots more online about the heroic actions of these remarkable people.

The Tone of *Three Kings*

Obviously, how the game is run is a decision for the GM: he knows what does and doesn't suit his players' styles and tastes. However, we envision most games will use the "Slippery Slope" option from *Realms of Cthulhu*. This gives heroic investigators a chance to prevail against relatively large groups of Nazi soldiers and their commanders, but still be seriously on the back foot when facing the more insidious and lethal servitors of the Elder Gods.

hiding Czechoslovakian children and preventing them from being transported to Castle Karlstein, some 25 miles (approx. 40 kilometres) southwest of Prague, reportedly where the atrocities have been committed. British intelligence is also very interested in any possible military significance to these atrocities.

Under instruction from the mysterious "Section D", part of the British secret intelligence service, the British army has assembled a special operations group to parachute into occupied Czechoslovakia to contact the Czech resistance. The operations group is undercover, not in military uniform, and will likely be shot as spies if captured by the Nazis. They are each given poison capsules to take in the event of capture. Briefed at the Section D headquarters in central London by Czech resistance leader in exile, Frantisek Moravec (see box, and briefing summary in **Appendix Three**, page 34), and provided with a handwritten letter of introduction by

Frantisek Moravec

Born July 23, 1895. Czechoslovak military intelligence officer in London.

A veteran of the Great War (in which he fought in the Austro-Hungarian Army) and former POW, after the war Moravec fought against the Hungarian and Slovak Soviet Republic and eventually joined military intelligence. From 1937 to 1939 he was head of Czechoslovak military intelligence in Prague.

On the evening of the 14th of March, 1939, Moravec secretly flew out of Prague's Ruzyně Airport in a chartered KLM Douglas DC-3 with ten of his fellow intelligence officers. Tipped off by agents operating in Nazi Germany, they had received information that the German invasion and subsequent occupation of Czechoslovakia was to take place the following day. Stopping briefly at Rotterdam, their final destination was London Croydon Airport; in their possession—their most valuable files and archives, handed over to the British Secret Intelligence Service to be used against the Third Reich.

Almost from his arrival in London, Moravec has kept in secret radio contact with the Czech resistance group known as the Three Kings. Later, from 1940, he will also serve as the head of the intelligence service of the Czechoslovakian Government-in-Exile.

him (with no reference to the British government, who are determined to maintain deniability), their mission is to establish communications with the resistance on the ground (including, if possible, contacting a group of resistance leaders known as the "Three Kings"), contact Codename ANGEL, find out just what the Nazi atrocities at Castle Karlstein are, and return with the information. They should also take any measures to prevent these atrocities from continuing.

The players take the roles of this operations group—investigators with a military bent and a desperate, clandestine cause. Pre-generated characters can be found in Appendix One (see page 29).

THE REAL DEAL

The truth of what is happening in Castle Karlstein—unknown to the British—is far worse. Over the past few years, an evil Nazi scientist by the name of Herr Doktor Graf Ernst von Kammerstein has been conducting nightmarish experiments on prisoners and other victims. Since the invasion of Czechoslovakia, he has moved to Castle Karlstein for reasons unknown, and has

What is "Section D"?

"Section D" is a section of the British Secret Intelligence Service (also known as MI6) formed a little over a year ago in March 1938 to carry out paramilitary and covert political actions, including propaganda and sabotage, against an enemy during wartime. In 1939 and the early months of the war, Section D is based at the Metropole Hotel, on the corner of Northumberland Place and Whitehall in central London, close to the heart of the British government.

In the summer of 1939, Section D is under the command of Major Lawrence Grand, and is still very much finding its way, developing its operational structures, and learning to work with its allies, and in particular helping the USA develop its own intelligence efforts. As its role in aiding resistance forces under Nazi domination becomes more important, it will form a key component in the new Special Operations Executive (the famous "Baker Street Irregulars"), established in mid-1940.

begun using the cowed population as a ready source of experimental test subjects. Codename ANGEL is saving the children from a fate worse than death! However, the Nazis are gradually closing in on his underground railroad.

But there's a twist. Codename ANGEL is not what he first seems. The Czech priest, one Father Andrej, began as a well-meaning but desperate individual, willing to do just about anything to rescue those he considered under his care. In saving the children (and some adults) from the Nazi clutches, he has got too close to Doktor von Kammerstein's work, and has discovered what he's truly up to (see page 16). The revelation of the reality of the Cthulhu Mythos and the power of magic has broken his mind; he has tried to use its unholy power for good, rationalising that a little evil in the service of a greater good is justifiable. In doing so, Father Andrej has saved a lot of lives, but at the cost of his sanity. At the mercy of an overweening Messiah complex, he now truly believes he is an "angel", come to deliver mankind from the devil's clutches.

The investigators must decide what to do with Codename ANGEL. He's certifiable, but handled correctly his real heroism could make great propaganda for the British and the cause of the Three Kings—or cause a horrific scandal if the truth leaked out...

Plot Episodes

There are many ways the investigators can tackle the events of *Three Kings*. The following episodes deal with some of the most likely ones, presented in roughly the order they may occur in. Each episode comprises a number of scenes: depending on the investigators' actions, these may or may not happen. Use this section as you see fit: Keepers should be flexible with any reasonable and well thought-out plan of action the investigators come up with to achieve their goal.

EPISODE ONE: GETTING IN

This episode deals with the investigators' arrival in the heavily forested area around Castle Karlstein to the southwest of Prague, in the Nazi-occupied former Czechoslovakia. By the end of the episode, the investigators may have mounted a daring rescue to contact the resistance.

Scene One: Parachute!

The investigators are parachuted into occupied Czechoslovakia aboard an RAF Armstrong Whitworth Whitley. The drop zone is in the lightly populated

The Armstrong Whitworth Whitley

The Armstrong Whitworth AW38 Whitley is one of the three twin-engine medium bombers in service with the British Royal Air Force (the RAF). It's used for maritime reconnaissance, training, towing gliders, and also transporting troops.

Because of design constraints, the Whitley flies with a distinct "nose-down" attitude, and experiences considerable drag. It has a powered nose turret and also a retractable hydraulic ventral turret with two machine guns (which also adds to the drag when deployed). It has a full crew of five. It's specifically designed for use as a night bomber, although of course its mission to the former Czechoslovakia is to drop an entirely different payload!

In 1939, the British army is still experimenting with the idea of parachuting troops behind enemy lines. The Whitley used by the investigators is a specially converted model with the rear turret removed to allow parachutists to jump from the plane.

