

# The Secret War Has Begun!

A TERRIFYING WORLD WAR TWO SETTING, FULLY COMPATIBLE WITH THE  
CALL OF CTHULHU, SIXTH EDITION AND SAVAGE WORLDS ROLEPLAYING GAMES.

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

*Alec Torvton*

Section M

THE KEEPER'S GUIDE TO THE SECRET WAR IS A  
FULL-BLOWN TOME OF DARK KNOWLEDGE, INCLUDING:

- ALLIED AND NAZI FORCES & INTELLIGENCE AGENCIES
- OCCULT ORGANISATIONS AND MYTHOS-BASED MISSIONS
- NEW TOMES, SECRET WEAPONS, ARTEFACTS & EQUIPMENT
- KEY CHARACTERS & VILE CREATURES
- NEW RULES AND STRATEGIES FOR WORLD WAR TWO COMBAT & SURVIVAL

IN FACT - THERE'S A WHOLE SHOGGOTH'S WORTH OF CTHULHU VILLAINY,  
ENOUGH FOR ANY KEEPER TO HAVE HIS INVESTIGATORS DEAD, INSANE  
OR RUNNING FOR THEIR LIVES IN NO TIME!

THE KEEPER'S GUIDE TO THE SECRET WAR IS THE ESSENTIAL ACHTUNG! CTHULHU  
WARTIME REFERENCE FOR ANY KEEPER OR FAN OF THE CTHULHU MYTHOS.

CALL of  
CTHULHU



MÖDIPHIUS  
ENTERTAINMENT



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# ACHTUNG! Cthulhu™

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Hopefully that little lot will keep  
them out of mischief, Sir.

- Peggy



## Foreword from Chris Birch

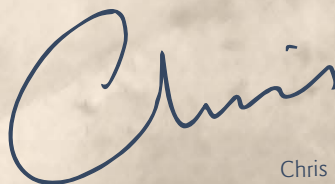
When I was poring over issues of Sgt. Rock and dreaming up battles with my plastic soldiers as a kid, I never imagined that I'd be able to bring to life the world of H.P. Lovecraft in World War Two.

A project like this isn't just a great idea you have one day, and the road to creating a game can be a long one. It often starts with sparks of imagination fed by many sources: movies, comics, books, toys, video games, and much, much more. My interest in the Second World War began with my Grandfather relating stories of his time serving in the Royal Navy, and grew through visiting war museums with my Dad. Sgt. Rock first showed me the potential of a "weird war" setting, but it was just a few years ago, whilst playing war games with friends and reading Lovecraft's "At The Mountains of Madness", that I started to think how cool it would be to add that fantastic horror element to our wartime games.

Digging deeper into World War Two "weird war" mythology, you can't help but read more and more about real people's experiences; to wonder if that young soldier in the photo made it through the very real horrors around him. I have continually stressed to our team that as we're writing about such powerful events, you can't let the fiction completely overtake what actually happened. So our goal through this wartime "fantasy" is to set our world very much within the reality of World War Two. The player characters are fighting the "Secret War" to ensure the history books are written as they were but, of course, you as a GM can decide to let world events play out differently!

Either way, our hope is to ignite a passion in you and your players for this incredible period of our collective history; about the real people who lived through events that you or I could simply not comprehend, or wish to. By helping to keep alive the interest in this period, we can honour the memory of those who lived and fought so valiantly to allow us the freedom to even contemplate producing a game like this.

I hope you, too, are inspired to create awesome stories of derring-do and fantastic adventure—joining the heroes in the skies, on the ground, or across the seas, in all walks of life, as they fight the Nazi regime, Cthulhu, and his nefarious lackeys!



Chris Birch  
Autumn 2013





## CHAPTER 1

# From the Shadows

"That's the difficulty of these times: ideals, dreams, and cherished hopes rise within us, only to meet the horrible truth and be shattered."

- Anne Frank

Armstrong peered around the door, searching for his supervisor through the thick tobacco smoke that permanently seemed to pervade the office. Clutching the latest report in his hand, he slipped into the room as Department Supervisor Maitland glanced up and gestured to him, a look of bemusement and resignation already sweeping over his face.

"I'm very busy, Armstrong. What is it now, man? Another of your mysterious Nazi conundrums perhaps, or have you got Hitler's shopping list this time?"

Crumpling into the overstuffed leather chair in front of Maitland's desk, Armstrong ran his hand over his face hoping to clear the fatigue from his mind, but to no avail. Already feeling defeated, he settled for dropping the papers onto the desk's clutter, blowing a wave of ash from the overfull ashtray into the steaming cup of tea that sat beside it.

"This was intercepted by the Istanbul office last night, Sir. Hut 6 deciphered it, but it doesn't make any sense. We've had good intelligence for a few months on that region, but this is first we've heard of a 'Black Sun'."

Maitland's look of boredom disappeared in an instant, and he lunged for the report, knocking the tin mug of tea from the desk and into the wastepaper bin, sending a hollow clang reverberating through the office.

"What else did it say?" he demanded, startling Armstrong with the force of his words.

"It goes on to talk about a key—well, a key and a gate to be precise. Then we couldn't translate the next bit; static in the line I suppose. Sothoth? That's not German is it, Sir?"

Rising from his chair, face ashen, Maitland dismissed the cryptographer; then, once certain the door was firmly closed, reached for the Bakelite telephone on his desk, wiping the splashes of his forgotten cup of tea from it, and onto his trousers.

"Section M, please, and tell them it's urgent!"





## WHAT IS ACHTUNG! CTHULHU?

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

This book has been created to be used with Chaosium's **Call of Cthulhu** roleplaying game and Pinnacle Entertainment Group's **Savage Worlds** system. It contains a timeline pinpointing the key historical events of the war, Mythos-related or otherwise, as well as details of military and secret service structure. You will also find creatures, tomes, artefacts, and equipment to use in your campaigns, and a few sample scenario seeds to set you on your way.

**Cth**

If you are playing **Call of Cthulhu**, look for this symbol, which highlights the rules and game stats relevant to your system. Specific new combat rules and strategies can be found in **Chapter 7: Into the Fray** (p.159).

**Sav**

If, on the other hand, you are playing **Savage Worlds**, you need to look for this symbol instead. New rules covering combat and Sanity, amongst other things, can be found in **Chapter 8: The Rules of Savage Engagement** (p.171).

### A Quick Guide to Achtung! Cthulhu

As an RPG of Lovecraftian investigative horror, **Achtung! Cthulhu** draws heavily from the creations and writings of author H.P. Lovecraft et al, as developed by Chaosium, Inc. in its seminal roleplaying game, **Call of Cthulhu**.

In order to run **Achtung! Cthulhu**, the Keeper should have a copy of **Call of Cthulhu, Sixth Edition** as a basic RPG reference to the entities of the Mythos. Both *The Keeper's Companion* (Vol. 1) and *The Malleus Monstrorum*, also published by Chaosium, Inc., provide further information, but are not essential for running this game. Dan Harms' *Cthulhu Mythos Encyclopedia*, published by Arc Dream Publishing, is also an invaluable literary resource.

If, however, you are using Pinnacle's **Savage Worlds** as the basis of your games, you will need a copy of **Savage Worlds Deluxe** or the **Deluxe Explorer's Edition**. Both Pinnacle's *Weird Wars: Weird War Two* and *Reality Blurs' Realms of Cthulhu* are also recommended, but not essential.

## THE SECRET CHRONOLOGY OF A WORLD AT WAR

Many events conspire to plunge the world into a state of war in 1939. Although traditional histories plant the seeds for the war in Europe firmly in the humiliation suffered by the German nation at the end of World War One, a variety of forces were conspiring long before that to bring about a change in the established world order.

Below is a timeline containing not only key details of what the world in general perceives during those dark years, but also information on the various other powers involved in shaping the conflict in some way. Some, based on real occurrences, have been twisted to bring them into the Secret War and provide ideas for your campaigns. Events within each year are arranged chronologically and, where possible, on a month-by-month basis, with specific dates included where appropriate.

1907

DECEMBER

25th: Lanz von Liebenfels establishes the Ordo Novi Templi (ONT) (see p.64).

1909

The Secret Intelligence Service (SIS), also known as Military Intelligence 6 (MI6), is established in Great Britain for intelligence gathering operations outside of the Empire. MI5, the within-Empire security service, is also established.

1918

JULY

Rudolf von Sebottendorf founds the Thule Society in Munich (see p.79).

NOVEMBER

Germany signs the armistice which ends World War One. The meeting takes place in Marshal Foch's private rail car in a clearing in the Forest of Compiègne, northern France.

1919

JUNE

28th: The Treaty of Versailles is signed by Germany.

NOVEMBER

1st: The Government Code and Cypher School (GC&CS; waggishly referred to as the Golf, Cheese, and Chess Society) is formed by the British Government to handle signals intelligence (sigint).