

Horror Takes to a Whole New Stage...

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 the war beyond Europe: tales of heroic struggles in the Far East and the Pacific Islands; the re-emergence of archaic evils deep within an ancient land; the terrors of jungle warfare, where humans are not the only things stalking you, and the term "wildlife" potentially has a whole new meaning...

Sally Armitage

Majestic

THE GUIDE TO THE PACIFIC FRONT ADDS A NEW
DIMENSION TO THE SECRET WAR, INCLUDING:

- A VARIETY OF NEW CIVILIAN AND MILITARY CHARACTER TEMPLATES
- NEW TOMES, WEAPONS, ARTEFACTS & EQUIPMENT
- EVEN MORE VILE CREATURES & OCCULT THREATS
- RULES FOR SURVIVING NOT ONLY JUNGLE WARFARE, BUT THE JUNGLE ITSELF!

IN FACT, A WHOLE DOSSIER'S WORTH OF USEFUL HISTORICAL AND
FANTASTICAL INFORMATION TO HELP YOU EXPAND YOUR CAMPAIGN OUT
INTO THE WIDER WORLD OF THE SECRET WAR.

CALL of
CTHULHU



MÖDIPHIUS
ENTERTAINMENT

Credits

Written by

DAVE BLEWER, BILL BODDEN, ALEX BUND, & LYNNE HARDY

Additional Material by

ADAM CROSSINGHAM

Edited by

LYNNE HARDY

Cover Artwork & Interior Artwork by

DIM MARTIN

Graphic Design, Layout & Cartography by

MICHAEL E. CROSS

Produced & Art Directed by

CHRIS BIRCH & LYNNE HARDY

Proofreading by

RICHARD HARDY, T. R. KNIGHT & TOM MCGRENNERY

Community Managers

DAVE McALISTER & DAN WHORL

Published by

MODIPHUS ENTERTAINMENT LTD.

35 Turneville Road, London, W14 9PS

info@modiphius.com

Legal

Artwork © Modiphius Entertainment Ltd 2013, except the **Savage Worlds**, Chaosium and **Call of Cthulhu** logos which are used under licence. Photographs are used under the terms of the Creative Commons Attribution-ShareAlike 3.0 License or Public Domain use.

Photographs are used to illustrate period uniform, people, places and equipment in a historical context only.

This game references the **Savage Worlds** game system, available from Pinnacle Entertainment Group at www.peginc.com. **Savage Worlds** and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

Call of Cthulhu is a Registered Trademark of Chaosium Inc., and is used with permission.

www.chaosium.com

The **Achtung! Cthulhu**, *Nachtwölfe*, Black Sun, Section M, Majestic & Modiphius Logos are © 2012, 2013 Modiphius Entertainment Ltd.

Any unauthorised use of copyrighted material is illegal.

Any trademarked names are used in a historical or fictional manner; no infringement is intended.

This is a work of fiction. Any similarity with actual people and events, past or present, is purely coincidental and unintentional except for those people and events described in an historical context.

Find out more about **Achtung! Cthulhu** and other Modiphius Entertainment games at www.modiphius.com & www.facebook.com/modiphius

Modiphius Entertainment product number: **MPS01051CS**

ACHTUNG! Cthulhu™

Table of Contents

FOREWORDS FROM BILL BODDEN & ALEX BUND	2
CHAPTER 1: Welcome to the Pacific	3
CHAPTER 2: The Land of the Rising Sun	17
CHAPTER 3: The Balance of Power	25
CHAPTER 4: In Captivity	34
CHAPTER 5: New Beginnings	39
CHAPTER 6: The Whole Kit and Caboodle	48
CHAPTER 7: The Best Laid Plans	64
CHAPTER 8: Exotic Beasts and Vile Beings	70
CHAPTER 9: Artefacts, Spells, and Tomes	91
CHAPTER 10: The Many Faces of War	95
CHAPTER 11: Adventure Seeds	113
CHAPTER 12: Suggested Resources	116
INDEX	119

Foreword from Bill Bodden

When I was recommended to the folks at Modiphuius by friend and co-conspirator Monica Valentinelli, I didn't exactly realise what a vast, twisty rabbit hole I'd been sent down. A year and several books later, my involvement with **Achtung! Cthulhu** continues to be a rewarding relationship: a great deal of work, but a lot of fun as well. While the terrible loss and suffering of millions during the span of World War Two are not to be made light of in any way, I hope that our concepts, and the many stories they generate in the minds of gamemasters and players everywhere as their adventures play out around the tabletop, will help us to remember the true horrors of war. I'd like to thank Chris Birch for the opportunity; editor Lynne Hardy for her patience and encouragement; my co-author Alex Bund for being clever, imaginative, and inspiring; Dana Lombardy and Don Perrin for a bottomless supply of sage advice on tanks and planes, and suggestions on researching them; and for her love and support, my wife Tracy.



Bill Bodden
Spring 2014

Foreword from Alex Bund

I've always had a keen interest in World War Two thanks to a diet of Commando stories and war movies as a child, but the Pacific Theatre was something I was relatively new to. So when Modiphuius asked me to work with Bill to develop this new sourcebook I jumped at the chance, especially when we were told we could breathe some new life into some old Lovecraftian foes, specific to the region. I hope our take on the ferocious battles of the Pacific islands and Southern Asia give both players and Keepers a taste of the horrors that lurk in these mysterious lands, and that we have opened up a new theatre for man's eternal battle against the cosmic terror that is the Cthulhu Mythos. Thanks to Chris Birch for getting me involved once again; to Lynne Hardy for her considerable editorial juggling ability with so much material; Bill for his knowledge of the theatre and his creative inspiration during the course of the project; and, of course, to my wife Jo for her unquestioning love and support... Well, apart from her one question—"What is roleplaying anyway?"



Alex Bund
Spring 2014



CHAPTER 1

Welcome to the Pacific

*"Always we will remember the character of the onslaught against us."
- Franklin Delano Roosevelt*

Captain Richard Whitaker banked the Dakota to go round for a second look. Yep, definitely another one of those strange "buildings" that really shouldn't be there, nestled snugly into the crevices of the Himalayas. No, not nestled, so much as spreading organically across the mountainside.

"Chalk it up as another one for the books, Ash," he called to his radio operator. "And Eugene, make sure he sends the right co-ordinates this time! I've got a date tonight and I'm not missing it 'cos he can't get his numbers the right way round."

Ignoring his crewmates' laughter and wolf whistles, he glanced again at the face of the mountain. He'd almost lost count of them

He squinted, hard - he could have sworn he saw movement down there, but now there was nothing.

now, those misshapen structures, although each fresh sighting sent a shiver up his spine. Although it wasn't the weirdest thing he'd had to do since the war broke out, mapping these babies was dangerous and time-consuming and, as far as he could tell, fairly pointless when there were supplies in urgent need of delivery to the Chinese forces somewhere far below.

Still, right now he wasn't employed to think, just find these things and let the powers that be know where they were. Stifling his frustration, he turned the bird's nose towards home when something caught his eye. He squinted, hard—he could have sworn he saw movement down there, but now there was nothing. Nothing human could survive this high up for any length of time; but then, he reminded himself, it wasn't just humans you had to worry about these days...

WHAT IS ACHTUNG! CTHULHU?

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

This book has been created for use with Chaosium's **Call of Cthulhu, Sixth Edition** roleplaying game and Pinnacle Entertainment Group's **Savage Worlds** system. Within these pages you will find the historical detail to ground your game in as much, or as little, reality as you want; guidance on creating new types of player characters; new creatures, artefacts, and tomes; and a selection of new rules for dealing with the hazards of jungle warfare.

The **Achtung! Cthulhu: Guide to the Pacific Front** is split into two main sections: one designed for both the Keeper and investigators (Chapters 1-6), and one primarily designed for the Keeper that gives more information on the various Mythos-related threats likely to be encountered in this theatre of the war (Chapters 7-11).

Cth

If you are playing **Call of Cthulhu**, look for this symbol, which highlights the rules relevant to your game.

Sav

If, on the other hand, you are playing **Savage Worlds**, you need to look for this symbol instead.

All ready for your
approval, Miss Armitage.

- O. Petersen



CHRONOLOGY OF A DISTANT WAR

The timeline provided here is intended to compliment those found in both the *Investigator's* and *Keeper's Guides for Achtung! Cthulhu*. It concentrates on events in the Far East and America during the early years of the war (predominantly 1941-42), as well as introducing important events that lead up to the conflict. Due to the vast area over which the Pacific war takes place, it is impossible to mention every event from every battlefield, but details on key actions have been included wherever possible. Some entries have been left deliberately vague so as to provide inspiration for the Keeper, thus enabling them to fit into your own individual campaigns.

1854

MARCH

The Return of the Black Ships—The American Commodore Matthew C. Perry forces the Empire of Japan to open its borders to foreign trade with the signing of the Convention of Kanagawa; although this treaty only applies to the United States, the 1858 Treaty of Amity and Commerce (better known in the West as the Harris Treaty) widens such access to other nations.

1867

FEBRUARY

Emperor Meiji ascends the Japanese Imperial throne, heralding the beginning of the Meiji Restoration and the end of the feudal Tokugawa Shogunate.

1920

The Thule Society mounts an expedition to Sumatra, during which strange blue crystals are discovered (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.98).

1929

OCTOBER

The Wall Street Crash leads to the Great Depression.

1931

Japan's Kwantung Army invades Manchuria in China, renaming it Manchukuo. Kendo is made a compulsory subject in Japanese boys' schools.

1932

The last of the Manchu emperors (Puyi, the Xuantong Emperor) is installed as Manchukuo's puppet leader. The Kwantung Army openly begin agitating for the conquest of the rest of China. The forerunner of the notorious Unit 731 is established by General Shiro Ishii in Manchukuo.

A series of scuffles break out along the USSR-Manchukuo border between Soviet, Mongolian, and Japanese troops of the Kwantung Army. These intensify in nature over the next seven years, culminating in the Battles of Khalkyn Gol in May-September 1939.