



p.243 [Cth]/p.119 [Sav]), enchanted weapons, and actual fire can score a hit. Concentrated cleaning products can also be poured or sprayed onto Abthoth to score a hit.

MILITARY ACTIONS

Scoring Hits: unless armed with magical, fire-based, or enchanted weapons, military units cannot score a hit on Abthoth.

TERROR ACTIONS

Abthoth, like some of the other Terrors described in this book, can (and is willing to) interact with the investigators outside of battle. Under such circumstances, the Keeper can choose to use the following Non-combat Action:

Unclean Gifts: if an investigator uses the relevant Contact spell to communicate with Abthoth (p.117), it is keen to bargain. Abthoth may give the investigator a sentient spawn for use as a bodyguard, assassin, or servant. The spawn will arrive twenty-four hours later (having travelled to the investigator from their point of generation), and will remain until its task is complete or it is destroyed. If bargaining for something other than spawn, investigators should be very specific—like the genie in the bottle, the god takes delight in granting gifts that do not turn out as the recipient expects. Abthoth may grant investigators any spell or a small amount of Mythos knowledge. Regardless of what is given, Abthoth will want something in return, whether it is a blood sacrifice or a dirty deed done in its name (which could form the basis of a scenario).

Once it has entered the fray, Abthoth can choose from the following Combat Actions:

Poisonous Spores: Abthoth calls forth tiny spawn that enter the body through the mouth and nose which then begin digesting the victim from the inside. Investigators may make a Command roll [Cth]/a Spirit test [Sav] to have any military units they control attempt to don gas masks in time; otherwise the men will fall to the ground and die from internal haemorrhaging. Investigators must make a successful Dodge roll [Cth]/a successful Agility test [Sav] to don their gas masks in time, or suffer the same fate after four rounds.

Putrefying Goo: Abthoth can transform the ground beneath a military unit or group of investigators into a noxious ooze that eats through clothing and dissolves flesh. Any military unit so attacked is automatically destroyed in a horrific spectacle of pain and suffering. Each investigator targeted must make a successful Dodge roll [Cth]/Agility test [Sav] or suffer 2D6 points of damage every round until they succeed at the roll.

Stench of Decay: anyone within 100yds (90m) of Abthoth is subject to a -10% penalty to all skill rolls [Cth]/a -1 penalty to all actions [Sav]. Any investigator who successfully rolls CON×3 [Cth]/Vigor (-1) [Sav] is immune from this effect for the duration of the encounter. Gas masks provide no protection against this effect due to the overwhelming and otherworldly nature of the smell.

Summon Spawn: Abthoth summons 1D4 spawn, either sentient or non-sentient, to defend it (p.18).

VICTORY CONDITIONS

Score the necessary number of hits (usually three, but can be adjusted depending on the prevailing conditions and investigator experience; p.5) or successfully cast Dismiss Abthoth (see p.113 for further details on this option). Once vanquished, Abthoth allows itself to be absorbed by the surrounding terrain, where it will rest until its spawn bring it sufficient sacrifices to strengthen it.

Some appear as over-sized, disembodied limbs, whilst others are little more than blobs of sucking goo.

Spawn of Abthoth (Lesser Servitor Race)

Spawn may appear alongside Abthoth as a military unit using the mass combat rules. Ignore the statistics below *unless* the spawn engage the investigators on a one-on-one basis.

Appearance: begat by the suppurating muck that is the Source of Uncleanliness, each spawn is likewise grey and oozing, although each individual entity takes on its own shape. Some appear as over-sized, disembodied limbs, whilst others are little more than blobs of sucking goo; yet others manage to approximate the shapes of bizarre creatures that might once have existed in a dim and distant past, best forgotten. But all have mouths (or something closely resembling such an aperture) with which to feed, and natural weaponry with which to attack...

SENTIENT SPAWN

Cth STR 4D6 DEX 4D6 INT 3D6 CON 4D6
 SIZ 4D6 APP n/a POW 3D6+6 EDU n/a
 SAN n/a Hit Points: variable (4-24)

Damage Bonus: varies; **Move:** 2+DEX.

Weapons: Bite 40%, damage 1D6, atts 1, base range touch.

Natural Weapon (Claw or Horn) 30%, damage 1D8, atts 1, base range touch.

If the spawn has opposable digits it may use any weapon at base skill level.

Armour: 2. Magic and fire bypass armour. Fire does double damage; concentrated liquid cleaning products do 2D6×2 per pint (600mls) delivered.

Spells: Awake Abthoth (COC6, p.218).

Sanity Loss: 1/1D6.

Special Rules: sentient spawn of Abthoth can develop skills like a human (Keeper's choice).

Once a spawn is no longer within 20yds (18m) of Abthoth it begins to decay, losing 1 Hit Point per day. It can regain lost Hit Points by killing and devouring a creature, gaining 1 Hit Point for every 2 POW possessed by the victim it is feeding upon (or a fraction thereof if interrupted). A spawn can live up to its Hit Points in years before dissolving providing it manages to keep itself fed. Spawn with an INT of 8 or greater can communicate psychically or verbally.

The sludge of a dead spawn is poisonous and its POT is equal to the spawn's POW (for rules on poisons, see *Call of Cthulhu, Sixth Edition*, pp.57-58). The sludge kills small plants on contact, and causes nausea and fever for up to 1 day in animals (including humans). If it is ingested or injected, 1oz (28g) of sludge would be enough to kill any living thing under 550lbs (250kg) in 2D6 hours, if it fails its poison resistance roll and receives no form of medical treatment.

Sav **Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8.

Skills: Fighting d6, Notice d6.

Pace: 6; **Parry:** 5; **Toughness:** 9 (1).

Special Abilities

- **Armor +1:** spawn of Abthoth have thick, resilient skin.
- **Decays:** a spawn of Abthoth must make a Vigor roll every day it is further than 20m from Abthoth; each failure causes a level of Fatigue. Consuming a living creature bigger than a rabbit or squirrel will remove a Fatigue level.
- **Horror (+0):** those who see a spawn of Abthoth must make a successful Spirit test or check on the Horror Effects Table.
- **Morphous form:** spawn of Abthoth are immune to Called Shots.
- **Natural Weapons (Bite, Claw or Gore):** Str+d4.
- **Poison Sludge:** the sludge left behind by a dead spawn is a lethal poison which kills within 2d6 hours.
- **Seep:** a spawn of Abthoth can move through any gap, no matter how small.
- **Size +2:** a spawn of Abthoth is significantly larger than a man.
- **Spells:** sentient spawn of Abthoth can cast *Wake Abthoth*.
- **Weakness (Fire):** fire attacks do +4 damage.
- **Weakness (Oxidising Fluids):** attacks with concentrated oxidising/cleaning fluids, such as bleach and ammonia, do double damage.
- **Weapon and Tool Use:** a spawn can create appendages and use weapons and tools designed for humans.

NON-SENTIENT SPAWN

Cth

STR 3D6+6 DEX 4D6 INT 1D4 CON 3D6+6
SIZ 3D6+6 APP n/a POW 3D6 EDU n/a
SAN n/a Hit Points: variable (9-24)

Damage Bonus: varies; **Move:** 2+DEX.

Weapons: Bite 40%, damage 1D6, atts 1, base range touch.

Natural Weapon (Claw or Horn) 30%, damage 1D8, atts 1, base range touch.

Armour: 2. Magic and fire bypass armour. Fire does double damage; concentrated liquid cleaning products do 2D6x2 per pint (600mls) delivered.

Sanity Loss: 1/1D6.

Special Rules: as per the sentient spawn, except that non-sentient versions cannot learn skills.

Sav

Attributes: Agility d8, Smarts d4 (A), Spirit d8, Strength d8, Vigor d8.

Skills: Fighting d6, Notice d6.

Pace: 6; **Parry:** 5; **Toughness:** 9 (1).

Special Abilities

- **Armor +1:** spawn of Abboth have thick, resilient skin.
- **Decays:** a spawn of Abboth must make a Vigor roll every day it is further than 20m from Abboth; each failure causes a level of Fatigue. Consuming a living creature bigger than a rabbit or squirrel will remove a Fatigue level.
- **Horror (+0):** those who see a spawn of Abboth must make a successful Spirit test or check on the Horror Effects Table.
- **Morphous form:** spawn of Abboth are immune to Called Shots.
- **Natural Weapons (Bite, Claw or Gore):** Str+d4.
- **Poison Sludge:** the sludge left behind by a dead spawn is a lethal poison which kills within 2d6 hours.
- **Seep:** a spawn of Abboth can move through any gap, no matter how small.
- **Size +2:** a spawn of Abboth is significantly larger than a man.
- **Weakness (Fire):** fire attacks do +4 damage.
- **Weakness (Oxidising Fluids):** attacks with concentrated oxidising/cleaning fluids, such as bleach and ammonia, do double damage.

*Who needs elbow
grease when there's*



**GLIMMER
GLEAM**

Bring the sparkle back to your
household with GLIMMER-GLEAM
-- the only cleaner you'll ever need to
keep the dirt at bay!

*Make sure Arthur picks up plenty
of this stuff the next time he goes
down to see Mrs. Bainbridge in the
village. Just to be on the safe side...*

- Peggy

ARWASSA

The Silent Shouter on the Hill

The accompanying account is one of many describing this battle. Interestingly, there was a German kriegsbericht (war reporter) present with a full complement of recording gear. Whilst his captured recordings clearly convey the din of battle, the ominous groaning mentioned by Lt. Carstairs is nowhere to be heard, even though every witness to the battle reported it. So, this remains a mystery: the beast clearly has an attack that works on some level not detectable by instruments, but which clearly has an impact on humans.

What we know for certain is that this terror can lash out with tentacle-like appendages. More worryingly, it appears to be able to compel soldiers to abandon their posts, drop their weapons, and shuffle towards it, whereupon it will devour them in much the same manner as the common pitcher plant (*Nepenthes distillatoria*). Others have argued fervently that if we can learn how to control the beast we can use it against the enemy but, judging from the reports I've seen, such a monstrosity poses an equal danger to the side attempting to control it.

Given these abilities, I suggest aerial bombardment of the creature. The Germans are obviously capable of summoning this beast; thus, a second strategy would be to have psychologically prepared or magically warded commandos infiltrate the enemy position, neutralize the cultists who summoned it, and determine if they have any means of controlling the monster. Should control not be a viable option, fire should also prove effective against it, or a counter-ritual may dismiss it outside of time and space.

—Professor Richard Deadman

PLOT HOOKS

- The investigators are asked to look into the mysterious disappearance of a number of bombers which were last seen flying in an area where there have been reports of increased German activity. Have the aeroplanes fallen victim to Arwassa's psychic attacks, or is there a much more prosaic explanation for their loss?
- A report of an alarming nature has reached Section M/Majestic: Nazi scientists are attempting to use arcane technology to broadcast Arwassa's scream, with the aim of causing soldiers to defect to the enemy during battle. Can the investigators stop them before they manage to build a working prototype?
- A defecting German war reporter has found a way to record Arwassa's scream and has presented it to the relevant Allied authorities along with a request for aid in stopping the monster. But is his purpose in handing over the recording really what it seems to be, or is there something else going on?

SANITY LOSS

1D6/1D10 [Cth]/Terror (-1) [Sav].

INVESTIGATOR ACTIONS

Scoring Hits: conventional weapons have no effect.

Arwassa is vulnerable to aerial bombardment, electricity, fire, magic, and enchanted weapons.

Spells: Call/Dismiss Arwassa can dispel the creature (COC6, p.222 [Cth]/p.114 [Sav]). Mental Suggestion (COC6, p.239 [Cth]/p.119 [Sav]) and Mesmerize (COC6, p.239 [Cth]/KG, p.207 [Sav]) can be cast to control victims of Psychic Lure; once these spells wear off, the target can never be affected by Psychic Lure again.

MILITARY ACTIONS

Scoring Hits: unless the military units are equipped with magic, fire-based or enchanted weapons, or can call in aerial support, they will be unable to directly harm Arwassa.

TERROR ACTIONS

Engulf: Arwassa snares individuals with its tentacles, intending to drop them into its open mouth. A military unit is automatically devoured; investigators must make a DEX×3 roll [Cth]/Agility (-1) test [Sav] to free themselves, otherwise they, too, are eaten. Arwassa will



not target victims of Psychic Lure with this action, unless they are the only units left on the battlefield.

Psychic Lure: (Automatic). Anyone within 100yds (90m) of Arwassa is overcome with a desire to down weapons and stumble towards the monster. All military units roll 1D100 with a 50% chance to avoid the effect [Cth]/draw a card from the Action Deck; if the card is red or a joker, they have not succumbed to the desire [Sav]. If the roll fails [Cth]/if the card is black [Sav], the unit is effectively out of the battle, but it may be spared if Arwassa is defeated before the unit actually reaches the creature and is devoured. Investigators roll POW×3 [Cth]/Spirit (-1) [Sav]. If they fail, they will walk towards Arwassa to be devoured within three rounds, unless physically stopped by their comrades. Once a unit or investigator has resisted the Psychic Lure they are impervious to it forever.

Silent Shout: (Automatic). The constant cry of Arwassa is heard only in its victims' minds. The uncanny scream causes 1/1D4 Sanity loss [Cth]/Nausea (-1) [Sav] to all investigators within 400yds (360m) in the first round of exposure. Animals in the area will stampede away from the maddening

screaming. For mass combat, any unit immune to or protected from Silent Shout gains a Combat Advantage (+1 virtual unit for each immune unit; immunity/protection is granted in the same way as for Psychic Lure).

Sickening Pain: (Automatic). Arwassa's Silent Shout intensifies as victims come closer, causing pain and nausea to all within 50yds (46m), unless protected or immune. This manifests as a -15% penalty to all skill and weapon rolls [Cth]/-1 penalty to all tests [Sav] by military units or investigators.

VICTORY CONDITIONS

Score the necessary number of hits (usually three, but can be adjusted depending on the prevailing conditions and investigator experience; p.5) or successfully cast the Dismiss Arwassa spell. As it is destroyed/dismissed, Arwassa unleashes one final scream; all investigators within 200yds (180m) must make a CON×3 roll [Cth]/Vigor (-1) test [Sav] or be knocked unconscious from the mental backlash. All that remains to signal the Terror's former presence is a deep pit, surrounded by blackened and smoking, twisted tree stumps.

My unit was on a sabotage mission to interrupt German telecommunication lines after they'd invaded Poland, which was part of a larger operation to rescue senior Polish military officers from a Nazi concentration camp. As we headed through thick forest, we got our first hint that something wasn't right. All manner of woodland creatures--everything from owls and nightingales to rabbits and small deer--came bounding heedlessly towards us. We imagined they were trying to escape some as-yet-unseen battle, although we couldn't hear any fighting and saw no fires on the horizon.

An hour later we discovered the reason for the local fauna's flight. Actually, we heard it long before we saw anything. It was a low moaning sound, something between a freight train and the groaning, rending sound a ship's hull makes when it's being slowly bent out of shape in a collision. We pressed on, eager to know what was creating this terrible cacophony.

Eventually we did hear sounds of a battle; machine gun fire and small explosions, which we took for grenades. The woods came to an end. The mournful groaning noise was louder now, almost

unbearable. We stopped, surveying the scene through binoculars. About three hundred yards distant, a German infantry company was firing intensely with machine guns and anti-tank weapons at something on a hillock another hundred or so yards further on.

The hilltop was obscured by smoke, but every so often something the size and rough shape of a tree trunk would lash out from the haze and grab a German soldier. In one case, we even saw it smash into a halftrack, which immediately exploded.

Then, slowly, we began to notice what I can only describe as an itching in our heads. It was as if my father's voice was commanding me to walk towards the hilltop, heedless of the enemy soldiers. I shook my head, trying to clear it, but it was only with a great deal of concentration that I managed to break free of the compulsion. Around the same time I noticed that some of the Jerries had downed weapons and were stumbling towards whatever was lurking up there on the hill.

After-action report of
Lieutenant Iain Carstairs,
"I" Detachment, Special Air Service

ATLACH-NACHA

The Spider God

In my library, you will find my collection of notes pertaining to spider deities, which are common to many primitive cultures. Plunder these for ideas on how to find or fight this terror. It was not called forth by our enemy—my sources tell me that they have very little documentation on it. Rather, it seems to reside in cave systems, preferring those in mountainous areas.

We have launched expeditions in numerous remote and craggy ranges around the world, and word from these explorations continues to trickle in. They have not found the beast itself, only remnants of its hoary web in locations far distant from one another. Should a new unit go in search of this creature, I cannot overly stress the importance of maintaining contact with the surface world; although wireless communications will not work underground, it should be possible to use cable transmissions instead. Establishing and maintaining a network of outposts may also prevent any personnel from disappearing.

As for further tactics, I suggest that fire or electricity may be effective in warding the creature off. One spell (Shrivelling) appears to be particularly effective in hurting it. Another suggestion is Command Spider, which may prevent it from attacking you. Given its arachnid behaviour, laying a trap with staked quarry may be useful in drawing it to a location where it can be destroyed (although this option is really not for the squeamish).

—Professor Richard Deadman

PLOT HOOKS

- Strange, thick web strands are found in a Welsh coal mine crucial to the UK war effort, and the miners (or Bevin Boys if your campaign is set after December 1943; the *Keeper's Guide*, p.13) have downed tools. What can the investigators do to get the coal moving again, and what is the significance of a similar discovery in a coalmine in Pennsylvania?
- The investigators uncover signs that the doom of Atlach-Nacha is beginning to unfold, due to a cult that is helping the creature complete its web. What can they do to bring the cult in check and is it too late to stop the spider god?
- As if they did not have enough to deal with at the hands of the Axis, evil is afoot in Malta as civilians succumb to strange spider bites. Can the investigators discover what is behind the apparent spider epidemic and, more importantly, keep local spirits high as they sit out the Siege of Malta?
- The recent capture of several Gebirgsjäger (the *Keeper's Guide*, p.36) has identified a new and extremely strong-fibred rope which allows the German alpine units to drag heavy materiel into commanding positions. How and where is this rope being produced and what can be done to prevent any further supplies of it getting through to the frontlines?

SANITY LOSS

1D6/2D10 [Cth]/Terror (-2) [Sav].

INVESTIGATOR ACTIONS

Destroy Hatchery: a successful Spot Hidden roll [Cth]/Notice test [Sav] is required to locate the source of the children of Atlach-Nacha (p.24). Then, two successful fire, magic, or enchanted weapon attacks are required to destroy the hatchery and eggs. Once this is done, the Terror may not take the Children of Atlach-Nacha or Spider Assassins actions (p.24) again.

Scoring Hits: explosives, magic, and enchanted weapons are all effective against Atlach-Nacha, but the spider god moves too quickly to be targeted by most other weapons.

Spells: Shrivelling (COC6, p.242 [Cth]/KG, p.209 [Sav]) damages Atlach-Nacha for two hits rather than one. Command Animal (Spider) (COC6, p.225 [Cth]/p.116 [Sav]) prevents children of Atlach-Nacha from acting for 1D4 rounds.

Stun Atlach-Nacha: an attack with electricity-based weapons will prevent Atlach-Nacha from taking its next action.

They have not found the beast, only remnants of its hoary web.

MILITARY ACTIONS

Fix Bayonets: a military unit may focus on severing any new strands Atlach-Nacha is secreting in order to prevent it from completing its web. This unit may not make any other attacks while doing this and is, therefore, vulnerable to destruction by children of Atlach-Nacha. If there are no new strands, Fix Bayonets can also be used to destroy existing ones in an attempt to take out the web completely.

Scoring Hits: due to the rapidity of its movement, unless a military unit is equipped with magic, enchanted weapons, or explosives, they will be unable to directly harm the spider god.

Stun Atlach-Nacha: units armed with electricity-based weapons can stun Atlach-Nacha, preventing it from taking its next Terror Action.

TERROR ACTIONS

Bite: 40% [Cth]/Fighting d6 [Sav]. Does 1D4 damage [Cth]/2d4 damage [Sav] to an investigator, ignoring all armour. It also injects a poison of POT 30 [Cth]/Toughness (-4) to resist [Sav], which is paralytic and lasts for 2D3 days (see the *Call of Cthulhu, Sixth Edition* rulebook, p.57 [Cth]/*Savage Worlds* core rulebook, Chapter 4: Situational Rules—Hazards [Sav] for how to handle poisons).

I don't think Mum's carpet beater
will do much against that thing!
- Peggy





Children of Atlach-Nacha: the spider god summons a horde of spiders the size of dogs. These act as a military unit under mass combat rules. If any military unit is under the effect of Web or Fix Bayonets, the children may automatically destroy that unit. If individual children attack the investigators, use the stats provided.

Spider Assassins: Atlach-Nacha directs its children to attack one or more investigators (1D2 spiders per investigator; spider assassins have 4 Hit Points, Bite 60%, damage 1D4, ignores armour [Cth]/Toughness 4, Bite d8, damage 2d4, ignores armour [Sav]). Any investigator with a spider phobia must overcome this in order to act (see *Insanity, Call of Cthulhu, Sixth Edition*, p.75) [Cth]/suffers either a -2 or -4 on all rolls, depending on the severity of the phobia [Sav].

Web: 60% [Cth]/Shooting d8 [Sav]. If targeting a military unit, that unit cannot act for two rounds. If targeting an investigator, the victim must roll STR×2 [Cth]/Str (-1) [Sav] or achieve a Special or Critical Success against the strands [Cth]/destroy the webbing (Object Toughness: 8) [Sav] with an appropriate weapon to escape. The web is fireproof.

VICTORY CONDITIONS

Score the necessary number of hits (usually three, but can be adjusted depending on the prevailing conditions and investigator experience; p.5), destroy all of the strands of Atlach-Nacha's web (plunging the creature back into the abyss to begin its labours all over again), or successfully cast the correct spell, such as the relevant Dismiss spell (p.113).

Atlach-Nacha vanishes beneath the surface of the earth through any crack or crevice, followed by any surviving children and/or spider assassins. Its web dissolves.

Children of Atlach-Nacha (Lesser Servitor Race)

Appearance: the stuff of nightmares for anyone who suffers from arachnophobia, these hideous children of the spider god are the size of large dogs. They are fast, agile, and far more dangerous than their smaller brethren, the spider assassins.

Cth STR 2D6 DEX 3D6 INT 1D6 CON 3D6
SIZ 1D6+2 APP n/a POW 2D6 EDU n/a
SAN n/a Hit Points: variable (3-12)

Damage Bonus: varies; **Move:** 12.

Weapons: Bite 40%, damage 1D6+poison (see Special Rules), atts 1, base range touch.

Web Toss 40%, damage entangle, see Special Rules.

Skills: Hide 30%, Sneak 40%.

Armour: 1 point of chitin.

Sanity Loss: 1/1D6.

Special Rules: if a child of Atlach-Nacha successfully bites a victim, it injects a poison with a POT equal to its CON (see the poison rules in the *Call of Cthulhu, Sixth Edition*

Bremen 5,
den. 31 August 1942



Geheime Reichssache

I led our team across Sikkim on foot, hunting for Shangri-La, artefacts of power, ancient Himalayan mysteries - anything to aid the Reich. Somewhere, in sight of Yechen Kang's indomitable peak, we stumbled upon an abandoned lamasery situated at the entrance of a vast cave system--damp and phosphorescent--in which we quickly lost ourselves, despite my precautions against exactly that happenstance. We remained disoriented for what seemed like weeks, under strict rationing and carefully husbanding our fire and electrical battery lights to ward off the darkness and its unnerving noises for as long as we could. The all-encompassing blackness seemed to grow heavier the deeper we explored in search of any exit.

At one point we found ourselves at the edge of an unfathomable crevasse. Our only option was to skirt its edge, hoping to find our way back to the surface. As we trekked, we came across enormous strands of webbing, much to our apprehension and surprise, as this was far past the point at which all other evidence of life had stopped. Giant, milky cables, as thick as a wrestler's leg and pulled taut as far as our lights could show us, vanished into the inky deep. Our local guides told whispered, panicked stories of a spider-demon that extruded a fearsome web in which it imprisoned you in silk, preserved for a future meal. They said the demon

was building a web in which to catch the end of the world and when it did, it would bring death to us all.

We made camp by one of the larger threads (from which I unsuccessfully attempted to extract a sample) and stopped for sleep. We were roused when our campfire was snuffed out by a hulking, indistinct shadow with multiple legs. In between our own screams, we heard a terrible scuttling, muffled cries for help, and a guttural muttering in an ancient tongue. I felt myself brushed by something coarse and hairy--a monstrous leg, perhaps--from which I recoiled sharply. When I finally managed to get our fire rekindled, we had lost three of our guards and all of our guides--vanished into the gloom in a span of minutes. What blasphemy they had committed or brought upon themselves, I did not want to discover.

I rallied our remaining number and pressed on immediately, making for the surface as best we could. When we emerged from that horrible cave, we were alarmed to find ourselves in the Austrian Alps. This topological anomaly sent two of our number mad; I left them in a local sanatorium, but this is a story for another day. As missions go, this was far from one of our finest moments.

- From the field notes of
SS-Sturmabführer (Major) Rolf Schnädler,
reputed Black Sun operative

rulebook, p.57). The venom has similar effects to that of the child's monstrous parent, except that the paralysis only lasts for 1D12 hours.

If caught in a child's web, the target must roll against the STR of the web (which is the same as the child's STR) on the Resistance Table (*Call of Cthulhu, Sixth Edition*, p.55) using his own STR.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6.

Skills: Fighting d6, Notice d10, Shooting d6, Stealth d6.

Pace: 8; **Parry:** 5; **Toughness:** 4.

Special Abilities

- **Bite:** Str+d4.
- **Horror (+0):** those who see a child of Atlach-Nacha must succeed at a Spirit roll or check the Horror Effects Table.
- **Poison (-1):** those who are Shaken or worse by a child of Atlach-Nacha must succeed at a Vigor (-1) roll or be rendered paralysed for a number of hours equal to 13 minus their Vigor die.
- **Wall Walker:** can walk on vertical surfaces at Pace 8.
- **Webbing:** the spiders can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.

BAOHT Z'UQQA-MOGG

The Bringer of Pestilence

Opposite is one of the most poignant accounts I have compiled about this being of filth and pestilence made animate. Through my research, I have discovered a Persian report of it as a festering scorpion creature which disgorges pestilential vermin onto its victims, leaving them to be stripped of their flesh in a matter of seconds, and yet others of it being worshipped in Serbia in another form entirely during the hell of the Black Death many centuries ago. But I think it's safe to say that no half-sane armed force would voluntarily call such an indiscriminate destroyer into being. Instead, you will find this creature (whatever shape it takes) where dead bodies accumulate, where disease spreads, and where hope has been lost.

The only thing that seems to hurt it is fire—soldiers who attempt physical attacks are invariably sucked into the thing, which only makes it more powerful.

The first thing a unit encountering it will want to do is prevent it from growing any larger. It is imperative to isolate it from the dying and the dead, and large groups of combatants or civilians; then—strike at it with flame. Keep in mind that gases prevalent in the sewers—one place you are likely to encounter this creature—may cause an explosion that takes out your force as well as the monster itself!

— Professor Richard Deadman

PLOT HOOKS

- Locked in a desperate struggle for survival, a surrounded German battalion summons the god (not necessarily on purpose) from the growing squalor of their kessel (zone of encirclement). Can the investigators stop them from using the creature to break out? Or will the investigators accidentally be the means of its release?
- A frightened Greek Orthodox priest has managed to smuggle word out of the neglected leper colony on the Greek island of Spinalonga that the inmates are preparing a blasphemous ritual to raise Baoht Z'uqqa-Mogg in the hope that they can use the Terror to throw off the German occupation of Crete. What can the investigators do to convince them that this is not a good idea?
- The creature spontaneously appears in Sebastopol due to the poor sanitary conditions inside the besieged city, leaving the investigators with a choice: do they attempt to dispel it, or see if they can turn it on the besieging German forces instead?

SANITY LOSS

1D4/1D10 [Cth]/Terror (-1) [Sav].

INVESTIGATOR ACTIONS

Scoring Hits: only fire-based attacks will score a successful hit. For every such attack, there is a possibility that the foul gases surrounding the creature will ignite, causing an

explosion which will destroy one military unit (20% chance [Cth]/draw a card from the Action Deck; if it is a black ace, king or queen card, the gases explode [Sav]). Investigators failing a Dodge roll [Cth]/an Agility test [Sav] suffer 1D2 damage [Cth]/a level of Fatigue [Sav] from fire and concussion.

Spells: casting the Death Spell (COC6, p.232 [Cth]/KG, p.204 [Sav]) causes the creature to burst into flames, explode, and vanish. Investigators failing a Dodge roll [Cth]/an Agility test [Sav] suffer 2D6 fire and concussion damage [Cth]/a level of Fatigue and have a 1 in 6 chance of being set alight [Sav].

MILITARY ACTIONS

Scoring Hits: as for Investigator Actions, only fire-based attacks will score a hit. However, unlike an Investigator Action, for every such attack there is now a much greater chance that there will be a sewer gas explosion, leading to the loss of one military unit (40% chance [Cth]/draw a card from the Action Deck; if it is a black face card, the gases explode [Sav]). Investigators failing a Dodge roll [Cth]/an Agility test [Sav] suffer 1D2 damage [Cth]/a level of Fatigue [Sav] from fire and concussion.

TERROR ACTIONS

Engulf: if targeting military support, one unit is destroyed and the beast gains back one hit as it absorbs their life essence. Those engulfed can be seen writhing in pain and terror, but they cannot be saved.

Cth If targeting an investigator—45%, ignores all armour, base range touch [Cth]/. This inflicts 1D6 and Grapples the victim. A successfully Grappled victim suffers 1D6 damage on every subsequent round unless they escape the hold with a STR×2 roll.

Sav If targeting an investigator—Fighting d6, 2d4 damage, ignores all armour, +2 on Fighting roll (Touch Attack); on a raise, the target is engulfed and takes 2d4 damage, ignoring armour, every round until they escape with a Str (-2) roll.

Immunity to Weapons: (Automatic). Each attack by magic, or conventional, steam, or electricity-based weapons heals Baoht Z'uqqa-Mogg one hit.

Streams of Acid: if targeting an investigator—45%, damage 1D6 for 1D4 rounds, ignores all armour, base range 20 yds [Cth]/Shooting d6, Range 5/10/20, ignores all armour, damage 2d4 for 1d4 rounds [Sav]. If targeting the military, the acid belched forth by the god automatically destroys one military unit.

VICTORY CONDITIONS

Score the necessary number of hits or successfully cast the correct spell, such as the Death Spell or the relevant Dismiss spell (p.113). If destroyed by hits rather than magic, Baoht Z'uqqa-Mogg bubbles back below the surface and vanishes, leaving nothing behind but a stinking miasma.



I was serving as British Liaison to a Polish infantry brigade when the Germans took Warsaw. For weeks, we lived in the sewers as they steadily won control of the surface. It was hell--pestilence, disease, Jerries dropping "potato masher" grenades down manholes whenever they heard a sound... Though I managed to slip out and get past the front lines with the help of the Poles, the rest of the souls in that unit died to a man.

One day (or was it night? In the dark of the "kanal" it was impossible to tell) we were searching for an outlet to forage for fresh water when we were hit by an unimaginable stench, sickening even after weeks knee-deep in those foetid sewers with the dead piling up around us. Then came a profusion of flies, but no ordinary midges; these attacked us tenaciously, trying to wriggle their way under our uniforms and into our mouths and ears. Only fire drove them away.

We were wholly unprepared for what came next: a confusion of darkness and thick, bubbling sewage that crept inexorably towards us down a long passage. We saw men engulfed by it, trying to claw their way out. Almost in the blink of an eye the flesh fell from their hands until they reached out to us with just sinew and bone, before even that dissolved into the putrescence.

Every few seconds, a jet of inky, malodorous ichor shot from the depths of it, instantly turning any flesh it touched into a necrotic, reeking ooze. We slowed it somewhat with Molotov cocktails and flaming brands; then the lucky cowards among us, myself included, abandoned our braver torch-bearing companions and ran helter-skelter through the kanal until we finally found the surface. By this point we were half-mad and the threat of death at the hands of German soldiers held no horror for us.

- War Journal of Reginald Esterhasy,
British Liaison Officer

BYATIS

The Tentacle-bearded

As you can imagine, Byatis has the War Department in a bit of a pickle. They have identified it and have some sense of its power, and are currently—secretly, of course—working on a way to bring this strength to bear in the war effort.

Worryingly, however, we have apprehended a German spy, conspiring with the traitorous Mrs. ██████████ (an occult personage of some repute) to unleash the monstrosity on England itself. With the stakes this high, it is clear the Germans will not stop their attempts to infiltrate the manor and release the creature.

At the same time, our research continues apace. Clearly, there's some question as to whether releasing such a horror on a civilian population, even that of our foes, is something we can morally stomach. You can understand then, that proper deployment—or disposal—of Byatis is a prime concern.

We do know how to hurt Byatis. There are certain primitive weapons that will do it harm (for instance, based on the Druidic records in our possession: ram's horns) for reasons we cannot fathom. Naturally, a supply of these weapons is kept at the Severn

Valley site. For certain, the Elder Sign carved into the stone door that leads to its chamber is puissant, and may be the only real barrier between it and us. It is possible that other weapons or implements that bear such a sign might harm, deter, or otherwise forbid Byatis, should it escape (or should some foolhardy souls seek it in its lair).

Additionally, while we know one side of the door opens into the caves under the manor house, we have no idea what is on the other side of that door. We do not know if the creature is being held entirely in our dimension, or half in our world and half in another. We do not know what other doors may be in this holding pen, or what worlds they open onto. Our researchers have noticed that Byatis is not always banging at the door of its cell. This leads me to surmise there are other exits, perhaps on Earth, or perhaps not.

There is even a chance if we opened this door we would find the creature gone... and we wouldn't know whether it was somewhere else on Earth or in a completely different dimension, until it was too late.

—Professor Richard Deadman

UNIDENTIFIED ROARING AND BANGING SOUNDS

██████ GREAT SCOTT! WHAT WAS THAT?!

AW: AH, THE REASON FOR YOUR VISIT, ██████████. IT IS AN ULTIMATE WEAPON, IF YOU WILL. ONE WHICH WILL TURN AWAY THE GERMAN THREAT FOREVER.

██████ BUT WHAT IS IT?

AW: AS FAR AS WE CAN TELL, IT IS CALLED "BYATIS". IT IS SOME KIND OF ANCIENT GOD, OR ALIEN FROM BEYOND THE UNIVERSE, OR BEAST FROM THE DEPTHS OF THE SEA--

██████ SO YOU DON'T KNOW WHAT IT IS.

AW: WELL, NO, NOT EXACTLY, SIR. BUT IT IS, AT THE MOMENT, TRAPPED IN THE LIMESTONE UNDER THE RIVER SEVERN. THIS MANOR HAS LONG BEEN A HAUNT FOR ASPIRING ALCHEMISTS AND SUPPOSED SORCERERS, AND... THEY SEEM TO HAVE LEFT IT... LOCKED IN THE BASEMENT, AS IT WERE.

PAUSE

AW: AH, THE DESCRIPTIONS WE FOUND IN THE LIBRARIES WHEN WE COMMANDEERED THIS HOUSE ARE QUITE TERRIFYING, ██████████. ONE EYE, CLAWS, WINGS, AND A... TENTACLED MOUTH. *SOUND OF RUSTLING PAPER* THE THING IS MONSTROUSLY HUGE, SIR, THE SIZE OF A CATHEDRAL, BY THIS REPORT, AND SURE TO BE ENRAGED AT ITS

CAPTIVITY. IF WE COULD SET IT ON BERLIN, OR ESSEN, IT WOULD SURELY DEVOUR THE NAZIS LIKE A CHILD DOES POP-CORN.

██████ AND HOW DO WE CONTROL IT?

AW: WELL, SIR, THERE IS A DOOR HERE WITH A SIGIL CARVED INTO IT THAT APPARENTLY HOLDS IT TRAPPED BELOW, SO WE THINK THAT IF THAT DOOR WERE DESTROYED, THE BEAST WOULD BE FREED TO DO--

██████ YOU MISUNDERSTAND, WHITSUN. I AM CONFIDENT THAT YOU COULD FIND A WAY TO UNLEASH THIS THING, BUT HOW WOULD YOU DIRECT IT TO ATTACK BERLIN? WHAT IS TO STOP IT FROM DEVOURING US BEFORE IT MOVED TO THE CONTINENT?

AW: SIR, WE DON'T YET KNOW--

██████ YOU WANT ME TO USE THIS TERRIBLE POWER WITHOUT BENEFIT OF HARNESS OR REINS? HAVE YOU CONFUSED ME FOR AN AMERICAN? NO, DOCTOR. NO MORE. STOP THIS INQUIRY IMMEDIATELY. BURN YOUR RECORDS AND WHATEVER ELSE YOU'VE FOUND. I'D ORDER YOU TO BURN YOURSELF, TOO, IF I THOUGHT IT WOULD DO ANY GOOD.

- SALVAGED TRANSCRIPT OF SECRET WIRE-RECORDED MEETING BETWEEN ██████████ AND DR. ANGUS WHITSUN (SECTION M OPERATIVE), LASTE HOUSE, OAKENHILL-ON-SEVERN



IS IT WRONG THAT LOOKING AT
THAT THING IS MAKING ME REAL
HUNGRY FOR CRAB LOUIE?

- SGT. CARTER

PLOT HOOKS

- Word has reached the newly-formed Section M of a deserted, reputedly haunted old manor house in Oaken-hill-on-Severn. There might be nothing to the rumours, but strange things have been known to happen in the Severn Valley. What will the investigators find when they reach Laste House, and why is the celebrity London medium Mrs. Antonia Vandevere staying close to such a backwater?
- Repair work needs to be carried out on the Severn Valley Railway, a vital wartime route for freight transport, but concerns have been raised by those in the know that the proposed excavation work is very close to where Byatis' prison is thought to be beneath the River Severn. The investigators have been sent to keep an eye on proceedings, but will they, or the workmen they're watching, succumb to Byatis' suggestions and attempt to set the god free?
- It is Britain's darkest hour, and all is not well. In a desperate bid to turn the tide of the war, the investigators have been set a difficult task: negotiate with Byatis to secure its services against the forces of Nazi Germany in return for its freedom. Will they manage to convince the god to do their bidding and accompany them to destroy a strategic target on the Baltic coast? Or will their consciences get the better of them?

SANITY LOSS

1D6/2D10 [Cth]/Terror (-2) [Sav].

INVESTIGATOR ACTIONS

Bargaining With Byatis: Byatis will make deals with supplicants (both in and out of combat), as well as with people who resist its Promises of Power. Often a night of freedom is worth one spell or 1D4% Cthulhu Mythos [Cth]/or an increase in his Knowledge (Mythos) skill of one step [Sav]. However, Byatis is always looking for a way to destroy the hand that "feeds" it, so any bargain is likely to prove a double-edged sword...

Scoring Hits: Byatis is immune to conventional weapons, but investigators may score hits on Byatis with weapons fashioned from—or tipped with—a ram's horn.

MILITARY ACTIONS

Scoring Hits: Byatis can be hurt by explosives, magic, and electricity-based attacks.

TERROR ACTIONS

Byatis can begin to affect the investigators *before* they encounter it directly. Under such circumstances, the Keeper can choose to use the following Non-combat Action:

Promises of Power: while confined, Byatis can invade the dreams of anyone sleeping near its prison, bending them

to its will. The god can attack one investigator in this fashion per night. If the victim fails a POW×3 roll [Cth]/Spirit (-1) test [Sav], he will attempt to free Byatis by any means, subtle or overt (sabotage, persuasion, etc.). If the victim succeeds in the POW×3 roll [Cth]/Spirit (-1) test [Sav], he gains 1 spell and 1D4% Cthulhu Mythos knowledge [Cth]/and an increase in his Knowledge (Mythos) skill of one step [Sav] from Byatis, and cannot be tempted again by Promises of Power.

Byatis can invade the dreams of anyone sleeping near its prison, bending them to its monstrous will.

Once engaged in combat, Byatis can choose from the following Terror Actions:

Feeding Frenzy: when freed from its prison, Byatis makes a devouring attack that kills or destroys a military unit or large civilian target (a bank, train car, etc.). Keep track of these with tokens; for every such target devoured, it takes one additional hit to defeat Byatis.

Hypnosis: 30% [Cth]/Persuasion d6 [Sav]. On a successful roll, Byatis hypnotises his intended prey. If the target is an investigator, he becomes possessed. Every subsequent round, he may attempt to make a POW×3 roll [Cth]/a Spirit (-1) test [Sav] to break the domination. An investigator who breaks the hypnosis receives a 10% bonus [Cth]/a +1 bonus [Sav] to all rolls when attempting to bargain with Byatis or cast magic against it at any time in the future. Any military unit so affected loses its actions for the rest of the encounter.

Tentacle Strike: Byatis can target investigators with a tentacle, grabbing and attempting to devour them. Investigators must make a successful Dodge roll [Cth]/Agility test [Sav] to escape, suffering 1D4 [Cth]/2d4 [Sav] damage if successful, and a hideous death if they fail (unless they seize their one last chance to escape; see Desperate Measures, p.9).

VICTORY CONDITIONS

Score the necessary number of hits (usually three, but can be adjusted depending on the prevailing conditions and investigator experience; p.5) and, as a result of the powerful ancient magics by which he is bound, Byatis returns to his prison beneath the Severn. If he is not defeated, Byatis will escape the encounter to wreak havoc on the surrounding area.

ENGLAND: GREEN AND PLEASANT LAND,
MY LEFT FOOT. - SGT. CARTER

CHAUGNAR FAUGN

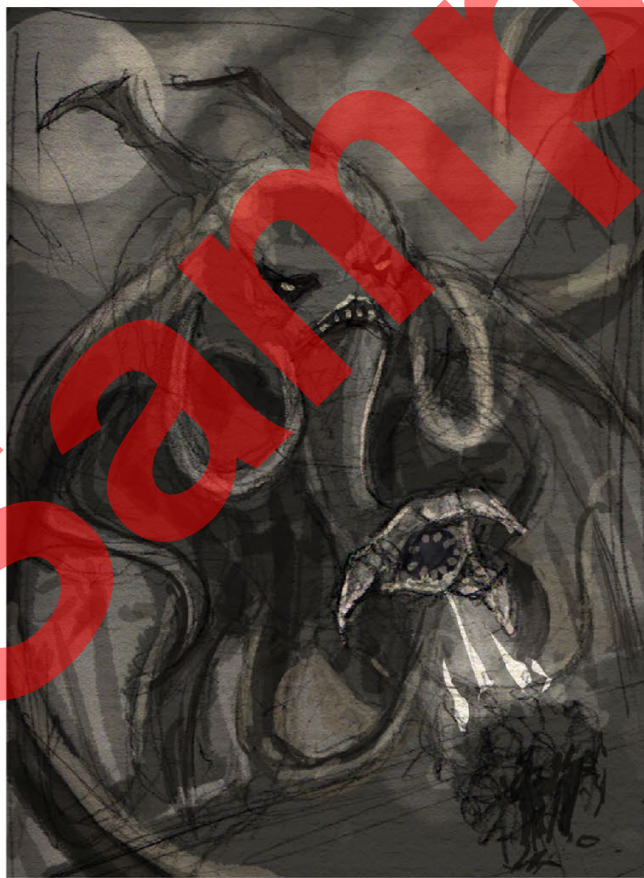
The Horror from the Hills

The origins of Chaugnar Faugn are so enwrapped in the fronds of antiquity that we know not whether it did in fact arrive from some profane dimension and took advantage of human beliefs to make its home on our planet and recruit a cult to do its bidding. In the end, it matters little for the purposes of this manual.

Chaugnar Faugn has shrines dotting the planet, appearing wherever the elephant is held in esteem—from the jungles of Southeast Asia to the African Serengeti, and even northern Italy, where Hannibal's force of leviathans crossed the Alps. These statues are the foci of its vast cult. At these sites, unholy ceremonies are held where it is called back into this world, and entreated to smash its worshippers' enemies. Therefore, you can best fight the god in three ways:

- Destroy its statues. Utterly. Seek them out and wipe them off the face of the earth
- Destroy its cults. Infiltrate them. Find the leaders and bring them to justice. But beware the god's influence!
- Attack its manifestations directly. You may not be lucky enough to stop its cult before the god is summoned, and then it's down to cold, hard steel

Know that once you have attracted Chaugnar Faugn's attention, it will come for you in dreams, seeking to turn you against your friends and allies, and them against you. The creature will



alert its cultists to your presence, and they will hound and hunt you. If you face Chaugnar Faugn incarnate, it will attempt to psychically compel you to commit suicide. Should all else fail, it will attack with fearsome vigor, rending you itself with tooth, trunk, and claw.

—Professor Richard Deadman

Deep inside Burma, the company of Gurkhas I was attached to had overrun a Japanese supply depot. In a jungle clearing, surrounded by fallen Japanese soldiers, stood a disturbing statue, lifted from the forest floor on some sort of crude dais. It had the vague form of an elephant, but with the noble aspects of that creature perturbed into a sacrilegious parody. The sculptor had fashioned grasping, dripping talons at the end of what could only loosely be described as its trunk, and where his noble ears should have been, there were only tattered wings, like those of a bat.

The dais was ringed with carved stone skulls; upon closer inspection we saw real human ones dotted throughout the macabre display. The blood on them had barely dried, and we wondered what dark rites the Japanese (and no doubt countless unknown others) had performed there. We chanted protective MANTRAS before the statue, burned incense in an attempt to ward off its malign influence, and made camp as far from it as we could.

That night we heard terrible sounds emanating from the direction of the idol: the beating of wings and a horrible, high keening. In the morning, we discovered that several of the men were missing; when we went to search for them, we found only pieces of them scattered in the trees around the hideous effigy. The statue still appeared to be nothing more than a statue, though a number of us remarked that the look in those dark, cavernous eyes was slightly more malevolent; one stout Gurkha, not given to flights of fancy, swore the tentacled arms had CHANGED POSITION! After placing wards around the area we left as quickly as we could. Had we not already used our explosive charges against the Japanese I would have set them around the profane statue and blasted it to rubble.

— Journal entry of
CPL. AKHEE 'THE EYE' SINGH



PLOT HOOKS

- In the middle of an assignment deep in southeastern France (which, depending on when this takes place, could be deep in enemy territory), the investigators stumble upon what appears to be an out-of-place, highly exotic shrine to some sort of warped, elephant-headed god. What is the significance of this place, and what plans do the locals have for contacting the blasphemous deity venerated here?
- Alarming reports have reached the powers that be that a new Italian Fascist military unit (the *Brigata Nera* "Anni-bale") has been established. While that in and of itself would not be too much of an issue, the fact that they are using an image of Chaugnar Faugn on their flag is. The unit has been assigned to the Balkans—can the investigators infiltrate it and find out just what its plans are for the Balkan Campaign?
- A friend or colleague of the investigators has been complaining lately of strange dreams of a dank, foetid jungle and dark rituals before a malign, winged statue. That person has now disappeared, leaving behind only a strange note, covered with alarming sketches, describing how they plan to bring enlightenment to the world. How far will the investigators go to track down their missing friend and what exactly does he mean by enlightenment?

SANITY LOSS

Statue form 0/1D4 [Cth]/Nausea (+0) [Sav]; living form 1D8/2D10 [Cth]/Terror (-2) [Sav].

INVESTIGATOR ACTIONS

Scoring Hits: Chaugnar Faugn is immune to fire and electricity; all other weapons are effective, though. Weapons tipped with elephant ivory that have been blessed in the name of Ganesh (the Remover of Obstacles) by a Hindu priest score two hits, as opposed to one.

Spells: dismissing Chaugnar Faugn with the relevant Dismiss spell (p.113) will trap the god inside the nearest of its statues, which may actually turn out to be thousands of miles away. Once dismissed, Chaugnar Faugn will seek vengeance against the person who banished it, employing any means necessary—sending cultists, or attacking the victim's mind in dreams, for example. If investigators cast Summon/Bind Brother of Chaugnar Faugn (COC6, p.244 [Cth]/p.120 [Sav]) they can confuse any brothers on the battlefield, causing them to lose their actions and mill about uselessly for 1D6 rounds. They cannot, however, control them or order them to do their bidding if Chaugnar Faugn is present.

MILITARY ACTIONS

Scoring Hits: military units equipped solely with fire- or electricity-based weapons will be unable to score hits on Chaugnar Faugn. All other weapons can cause damage to the god.

TERROR ACTIONS

Chaugnar Faugn can begin to interact with the investigators outside of a direct confrontation. Under such circumstances, the Keeper can choose to use the following Non-combat Action:

Dominate Mind: Chaugnar Faugn comes to an individual in his dreams and places its oily proboscis upon the victim's face. The victim rolls POW×3 [Cth]/Spirit (+0) [Sav]. If he succeeds, he loses 1/1D3 SAN [Cth]/suffers from Nausea for the rest of the day [Sav], wakes screaming, and forever harbours a fear of elephants. If he fails, he loses 1/1D3 SAN [Cth]/suffers from Nausea for the rest of the day [Sav] and is bent to the creature's will. The domination can be ended with two successful Psychoanalysis rolls [Cth]/a successful Knowledge (Psychoanalysis) (-2) test [Sav] made by a third party in the presence of a statue or idol of Chaugnar Faugn.

Once the investigators are face-to-face with the Terror, Chaugnar Faugn can choose any of the following Combat Actions:

Bleeding Heart: the heart of the victim (or victims, if targeted against a military unit) ruptures inside his chest. Investigators so attacked must succeed at a CON×5 roll [Cth]/a Vigor test [Sav] or die. Military units have no defence against this attack.

Brute Force: Chaugnar Faugn can attack with its trunk, feet, and claws. If targeting investigators, each attack is at 70% [Cth]/Fighting d8 [Sav] and deals 1D10 damage (in a glancing blow) or drains 1D8 POW (Keeper's choice) [Cth]/deals d12+4+d10 damage, or drains a die type of Spirit (through its trunk) [Sav]. If targeting military a unit affected by Self-Sacrifice, the god automatically destroys that unit. If targeting an unaffected military unit, it has a 60% chance to hit [Cth]/Fighting d8 [Sav]; success destroys that unit.

Self-Sacrifice: Chaugnar Faugn psychically dominates a victim (investigator or military unit) who then approaches the god and stands idly by, waiting to be devoured. If an investigator is targeted, in the next round he can spend 5 Magic Points to roll POW×5 [Cth]/attempt a Spirit (-2) test [Sav] to break out of the trance. Military units have no defence against this attack.

Spells: the God may cast spells to summon his followers, such as Summon/Bind Brother of Chaugnar Faugn, as well as harmful spells like Curse of Chaugnar Faugn (COC6, p.231 [Cth]/p.118 [Sav]).

Statues of Chaugnar Faugn: if these human-sized statues are close to the encounter area, this action animates them. If one or more statues attack investigators, use the statistics on pp.35-36. If they attack military units, treat the group of statues as a single unit under the mass combat rules (taking into account the number present).