

ACHTUNG! Cthulhu™



• GUIDE TO THE EASTERN FRONT •

Horror Stalks the Steppes!

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Alec Torvton

Section M

THE GUIDE TO THE EASTERN FRONT ADDS A NEW
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- DETAILS ON THE INNER WORKINGS OF INSTITUTE 21, *OTDEL MI*, AND THE CULT OF RED HORUS, AS WELL AS A VARIETY OF INDEPENDENT OCCULT ORGANISATIONS AND THEIR NEFARIOUS PLANS FOR THE SOVIET UNION
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ACHTUNG! Cthulhu™

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*Alec — can you get Agent Petrova to check these notes over
before we add them to the file, please?*

-R.D.

Foreword from Ilya Sadchikov

We've been keeping our eye on *Achtung! Cthulhu* since its earliest days. Its world attracted us with a wonderful combination of military adventure and history, Lovecraftian horrors, and the occult mythology of the Third Reich. When Modiphius contacted us to help with the development of the Eastern Front Guide, we couldn't refuse this brilliant opportunity.

The Eastern Front is an important part of World War Two because of the ferocity of the battles, the huge number of casualties, and the vast area it took place over (western Russia and Eastern Germany, the northern regions of the USSR, and even in the Polar Urals). The scope of this conflict remains unsurpassed in world history. Unfortunately, while its heroes are well-known in Russia, they have largely been forgotten in the West through years of ideological confrontation.

The history of Soviet occultism has also been largely forgotten in the West, in spite of its early influence through groups like the Theosophists. Throughout the 20th Century, Russia's occult movement developed in isolation from external agencies. After the revolution, many secret orders were closely watched, and their members thrown into *Gulags* or expelled from the country. However, at the beginning of the 1940s the situation changed. The surviving occultists began to work with Stalin, and the NKVD's institutes began to support their programmes. Many of the strange research projects of this era were later applied to covert actions during the Cold War.

Like their western colleagues, Russian and Soviet occultists looked to the east for their inspiration, to places like Tibet and Afghanistan. However, they did not entirely forget about their native lands, which contain ancient Aryan (in the academic sense of the word) cities, strange underground tunnels and mysterious craters, and the remains of numerous meteorites. The Tunguska meteorite, for example, became a real holy grail for many generations of Soviet occultists and scientists.

The Guide to the Eastern Front will allow you to look at the world of ***Achtung! Cthulhu*** from a different perspective thanks to Russia and the Great Patriotic War having previously been left relatively untouched by the Lovecraftian Mythos. We hope that learning about World War Two Russia is as fascinating for you as it has been for us, and that this theatre becomes the base for many horror campaigns and military adventures.

Itak, tovarish, dobro pojalovat na vostochniy front!
(Welcome to the Eastern Front, Comrade!)



Ilya Sadchikov
Summer 2014



CHAPTER 1

Welcome to the Eastern Front

*"There is no history in the world more terrible, more mad, than the history of Russia."
- Maximilian Voloshin*

Amata "Zeb" Doyle hugged the package close to her chest and slowly poked her head around the ruined wall. Long before her eyes adjusted to the pitch-blackness of the street, the hair on the back of her neck stood to attention. She yanked her head back into cover seconds before a red light arced towards her and struck a nearby pile of rubble. To her amazement, the debris didn't explode—it just disappeared.

She sucked air between her teeth. Her mission was almost done. "Don't lose your nerve now, Maus," she whispered to no-one in particular. "All that stands between you and freedom is one NKVD agent armed with something that can make rocks disappear—and presumably your head, if you'd been one second slower."

The Mouse's eyes drifted to the oilcloth covering the bulky package. What was in there that made Black Sun want it so badly? Footsteps echoed down the street; one, and then another as the NKVD agent advanced on her location. By Amata's reckoning, her foe was maybe ten feet away, at most; ten feet from sending her to God alone knew where.

Her ears straining for every tell-tale sound, Amata deftly untied the string around the package. The oilcloth fell away to reveal a rifle, one unlike any she'd ever seen before. A strange, crystalline rock took the place of the action and the metal was warm to the touch; warm like human flesh. Her skin crawled as she took a firm grip on the stock. She spun quickly to her right, thrusting the gun around the wall and pulling the trigger without bothering to aim.

Red light filled the street. The NKVD agent, his face hidden behind a black-tinted gas mask, crumpled to the floor, a gaping hole in his chest. As he fell, his finger twitched on the trigger of his rifle, blindly discharging another lightning bolt in Amata's direction. Shakily, Amata looked to her left. The wall she hid behind now contained a gaping hole, only inches from where she crouched.

She swallowed hard, allowing herself only a moment to calm her nerves. After all, this would not be a good place to get caught—again. Never one to turn down a golden opportunity, Amata grabbed the agent's rifle, identical to the one she had fired not a few moments before, and vanished into the shadows.

A strange crystalline
rock took the place of the action
and the metal was warm to the touch.

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 necessary detail to ground your game in as much (or as little) historical reality as you want. You will also find guidance on creating new types of player characters, as well as new creatures, secret societies, artefacts, and tomes.

The **Achtung! Cthulhu: Guide to the Eastern Front** is split into two main sections: one designed for both the Keeper and investigators (Chapters 1-5), 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 6-11).

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.

CHRONOLOGY OF THE WAR ON THE EASTERN FRONT

Russia, still recovering from the catastrophe that is World War One, is keen to avoid any new confrontations with Germany. In the 1930s, the leaders of the Soviet Union attempt to manoeuvre between the major players in world politics, buying time for a rearmament of the Red Army before the inevitable clashes with Nazi Germany and Imperial Japan. However, the German attack on June 22, 1941 shocks not only the Soviet leaders, but the populace as well. Unprepared, the Red Army finds itself flatfooted and facing the strongest army in the world.

The chronology of World War Two on the Eastern Front begins in the 19th Century. The seeds of many of the major conflicts Russia and the Soviet Union face in the 20th Century are planted then. This timeline not only contains major historical facts for the first half of the 20th Century, but also a few strange and mystical events. These have been left deliberately vague so as to provide inspiration for the Keeper, thus enabling them to fit into your own individual campaigns.

Events within each year are arranged chronologically and, where possible, on a month-by-month basis. The dates on which events occur are presented as noted by the Russians and Soviets at the time. In 1918, the USSR began the switch from the Julian to the Gregorian calendar, so in this timeline, events prior to 1918 are dated according to the Julian calendar, while those that occur in 1918 and later are dated according to the Gregorian calendar.

1831

JULY

Helena Petrovna Blavatsky, the future occultist, medium, and founder of the Theosophical Society is born in Yekaterinoslav, Russian Empire.

1855

DECEMBER

Blavatsky journeys to Tibet, where she is the first European to enter the forbidden temples of the East.

Blavatsky's Occult Heritage

Heavily influenced by the works of others, Blavatsky's writings expound the doctrine of evolutionary cycles. She believes that the whole of human evolution is comprised of seven root races, each divided into seven subspecies. The first cycle began in prehistoric times with an aetheric progenitor race and, as each cycle progresses, one race follows another, with each successor root race appearing at the midpoint of the previous cycle. Amongst her root races are the Hyperboreans and the Atlanteans.

Blavatsky's occult ideas form the basis for the Theosophist doctrines and occult teachings of German authors such as Guido von List and Lanz von Liebenfels (see *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.64).

1888

WINTER

Blavatsky writes *The Secret Doctrine*, her life's work.

1898

MARCH

The Russian Social Democratic Labour Party (RSDRP) is founded.

1903

JULY

The RSDRP holds its second congress, in London. The party splits into three factions: the Mensheviks, the Bolsheviks, and the Bund. Vladimir Ilyich Ulyanov (Lenin) is named leader of the Bolsheviks, and advocates for the violent overthrow of the Tsarist regime. Josef Stalin is in attendance and supports Lenin's stance.

1905

JANUARY

The First Russian Revolution: The events of Bloody Sunday (the shooting of demonstrators outside the Winter Palace in Saint Petersburg) trigger a series of strikes and civil unrest across the Russian Empire. These eventually bring about the October Manifesto, with its promises of basic civil rights, advancements towards universal suffrage and limitations on the power of the Tsars.



Red Leader

Yakhov Mikhailovich Sverdlov (1885-1919). The son of a part-time forger and arms dealer, Sverdlov joins the RSDRP in 1902, and is imprisoned and exiled in 1906, languishing in Siberia with Stalin for at least part of his internment. After gaining his freedom following the events of the 1917 February Revolution, he is elected to the party's Central Committee and is involved in the October Revolution.

As well as a fervent Bolshevik, Sverdlov is also an occultist and founder of Yekaterinburg's Theosophical Society, and there are rumours that it is he who authorises the execution of the Russian Royal Family there in 1918. He dies from a mysterious illness in 1919, although official sources are keen to identify him as a victim of the Spanish Influenza outbreak of 1918.

Ra Ra Rasputin

Grigori Yefimovich Rasputin (1869-1916). Little is known for certain about the Russian mystic, faith healer, and advisor to the Russian Imperial Family, although there is a great deal of myth and legend associated with his name.

Regarded as an elder (a title usually reserved for monk-confessors), Rasputin is obsessed with religion and impresses people with his ability to explain the Bible in an uncomplicated fashion. In 1907, in his role as a healer, Rasputin is invited to treat Tsarevich Alexei, who suffers from haemophilia. He quickly becomes an influential member of the Imperial circle, where his actions help to discredit the Tsar and his family, resulting in the fall of the Romanov Dynasty in February 1917.

SEPTEMBER

In Yekaterinburg, a young Bolshevik, Yakov Sverdlov, creates a private Theosophical circle whose members hold séances and attempt to communicate with the elder races written about by Blavatsky.

NOVEMBER

Tsar Nicholas II meets with the holy man Grigori Rasputin for the first time. The mad monk leaves a positive impression on the Tsar and Tsaritsa.

1906

SEPTEMBER

Alexander Barchenko enters Saint Petersburg's esoteric society.

1907

AUGUST

The first Russian Theosophical order, *Spirit is Life*, is created in Smolensk. However, due to the Russian Church's

Seeker of the Silver Age

Alexander Vasilyevich Barchenko (1881-1938). A prominent occultist, scholar, novelist, and researcher of ancient civilisations, the Ukrainian Barchenko also pursues an interest in telepathy and spirituality. A drop-out from medical school, Barchenko nevertheless likes to be referred to as "Doctor", and first comes to the attention of the State's secret police (the *Cheka*) in 1919 after a series of lectures on, amongst other things, the legendary city of Shambala (a place he seeks, but never finds). Barchenko has many allies in the early People's Commissariat of Internal Affairs (NKVD), and his work inspires *Otdel MI*, the top-secret NKVD division (see p.77). Unfortunately, Barchenko is arrested and executed in 1938, a victim of the Great Purge.

objections, there is no such thing as an official Russian Theosophical Society until September, 1908. The Smolensk branch disappears in 1911.

1908

JUNE

An enormous explosion occurs near Podkamennaya Tunguska River. Estimates of the resultant energy of the blast cite it as the equivalent of 50 megatons of TNT. The explosion knocks down 80 million trees over an area of 770 square miles (2000 km²). The blast wave breaks windows hundreds of miles from the point of impact and an intense glow is seen in the sky by observers all the way from the Atlantic to central Siberia. Mediums and spiritualists around the world are driven mad or lapse into comas; many latent psychics have visions of an ancient city, or see terrible images from time immemorial.

OCTOBER

The first issue of *Pravda* (The Truth) is published by the Ukrainian Social Democratic Labour Party. It is replaced in 1912 by a Bolshevik-controlled newspaper of the same name, and becomes the main Soviet mouthpiece.

1914

AUGUST

Germany declares war on the Russian Empire, beginning the Eastern Front of World War One. Russia responds by invading Eastern Prussia.

The Red Baron

Robert Ludvigovich Bartini (1897-1974). Born in Fiume, Austria-Hungary, and also known as Robert Oros di Bartini, this Italian aristocrat, scholar, and mystic, becomes an outstanding Soviet aircraft designer. He becomes intrigued by Communism whilst in Russian captivity between 1916-1920. In 1923, after the Fascist coup in Italy, he moves to the Soviet Union and develops experimental aircraft, flying boats, and long-range bombers.

1916

JUNE

Brusilov's Breakthrough: part of the June Offensive, this action by Russian forces against those of the Central Powers (Germany, Austria-Hungary, Bulgaria, and the Ottoman Empire) is one of the bloodiest of the entire war. Austrian officer Robert Oros di Bartini is captured by Russian soldiers.

DECEMBER

The Death of Rasputin: After inviting Rasputin to his palace, Prince Yusupov feeds the elder poisoned cake, then shoots him, before a gang of assembled murderers ties up the body and tosses it into the Neva River. According to police reports, Rasputin continues to fight for his life for at least 30 minutes after being submerged.

1917

MARCH

The Russian Royal Family is arrested. Barchenko's work is noticed by Commissar of Public Safety Gleb Boki; later, Boki recruits him to work in his "special" department (p.7).

OCTOBER

The Great October Socialist Revolution begins; the Bolsheviks come to power and Lenin becomes leader of the Soviet State.

NOVEMBER

The Russian Civil War begins; the once great empire collapses.

1918

FEBRUARY

Leon Trotsky creates the first fully organised units of the Red Army.

MARCH

The Treaty of Brest-Litovsk, a peace treaty between the new Bolshevik government of Russia and the Central Powers, is signed. Soviet Russia exits the Great War, although White Armies continue to fight for the Allies.

JULY

Tsar Nicholas II and his family are executed in the basement of Ipatiev House, Yekaterinburg.

Cannibals and other horrors begin to appear in remote towns and villages.

SEPTEMBER

In retribution for the killing of the Petrograd *Cheka* leader and the attempted assassination of Lenin, the Bolshevik secret police unleash a reign of terror in Petrograd (formerly Saint Petersburg) and Moscow, officially lasting from the beginning of September until mid-October, 1918 (although the murder, torture, and oppression continue elsewhere for much longer). According to the execution lists published in the *Cheka Weekly*, between 10,000 and 15,000 people are killed in less than two months. The Red Terror, as the purge becomes known (named after the last six weeks of the Reign of Terror during the French Revolution), is the first of many such Communist terror campaigns.

1920

AUGUST

Japanese-backed commander Baron Roman von Ungern-Sternberg invades Mongolia to free it from Chinese

occupation. During his expedition, von Ungern-Sternberg collects numerous occult books. After his death, all of these books fall into the hands of the NKVD of the RSFSR and, later, Institute 21 (p.73).

1921

MAY

The crypto-analytical service of the secret police, also known as the Special Department, is founded and Gleb Bokyi is appointed as head of operations. Special Department members begin work on the archives of the crypto-analytical services of pre-revolutionary Russia, including the codes of Bulgaria, Germany, China, the US, and Japan. Unbeknownst to the other departments of the secret police, the Special Department also collects information about the activities of foreign occult groups. Barchenko is recruited to an even more hush-hush unit within the Special Department and tasked with finding evidence of higher mental functions and telepathy.

JUNE

Barchenko undertakes an expedition to the Kola Peninsula to explore the phenomenon of "Arctic Hysteria". During the expedition, he finds ancient stones covered with strange runes and evidence of a city at the bottom of the Barents Sea.

1922

OCTOBER

The Russian Civil War ends, leading the government of Soviet Russia to form the Union of Soviet Socialistic Republic (USSR) in December, 1922.

Red Versus White

The civil war (1917-1922) is a turning point in Russian history that erupts from the Bolshevik seizure of power. Forces hostile to the Bolsheviks form the White Army and try to recapture Russia from the Communists. A bloody and protracted struggle develops, one which kills more than 10 million Russian people. Disease and hunger spread throughout the land; the roads are blocked by thugs, looters, and deserters. Thousands of people go missing, and hundreds of thousands of Russian citizens fall victim to either the Whites' or Reds' campaigns of terror. Cannibals and other horrors begin to appear in remote villages. By the end of decade, the Bolsheviks break the Whites and unite the country under the fist of brutal tyranny.

The Mad Baron

Roman Nikolai Maximilian von Ungern-Sternberg (1885-1921). Although born in Austria to an aristocratic family, von Ungern-Sternberg is raised in Estonia, remaining there with his mother after his parents divorce. He joins the Marine Officers Cadet School in Saint Petersburg before (allegedly) seeing service in the Russo-Japanese War of 1905. Later he takes up his commission as an officer with a Cossack regiment in eastern Siberia, where he becomes interested in esoteric Buddhism and occult lore. A conservative pan-monarchist who aspires to reinstate the Russian monarchy after the October Revolution, the "Mad Baron" (as he is known) also dreams of restoring Genghis Khan's Mongolian Empire, and sees himself as the reincarnation of the great warlord.

Von Ungern-Sternberg is captured by the Red Army and executed on 15th September, 1921, having ruled Mongolia as dictator for only six months.

A Tangled Web

There are many secret police organisations following the October Revolution. The first is the *Cheka*, created in December, 1917 by Lenin and separate from the NKVD (the People's Commissariat for Internal Affairs; see below). It is followed in February, 1922 by the State Political Directorate (GPU), which acts as the intelligence service and secret police for the Russian Soviet Federative Socialist Republic (RSFSR), and of the USSR from December, 1922 until November, 1923, when it becomes the *Obedinnoye Gosudarstvennoye Politicheskoye Upravlenie* or Joint State Political Directorate (OGPU). OGPU itself ceases to exist in July, 1934 when it is absorbed into the All-Union NKVD and becomes the Main Directorate of State Security (GUGB) before morphing yet again into the People's Commissariat for State Security (NKGB), briefly leaving the NKVD once more in its new guise before being reunited with it in July, 1941 after the German invasion.

To add to the confusion, the NKVD itself exists in many forms. From 1917 there is the NKVD of the RSFSR, which the GPU joins upon its creation in 1922 (only to leave again when OGPU is formed). The NKVD of the RSFSR does not become the All-Union NKVD (or NKVD of the Soviet Union) until 1934. It sees multiple reorganisations over the next nine years, with various branches coming and going, including the military counter-intelligence arm which eventually forms SMERSH (Special Methods of Spy Detection) in April, 1943.

1923

MAY

Stalin begins an open struggle with Trotsky for ultimate control of the country after Lenin suffers a stroke and enters the physical decline that leads to his death in January, 1924.

Make Art, Not War

Nikolai Konstantinovich Rerikh (1874-1947; also known as Nicholas Roerich). A great artist, Rerikh graduates from both the Imperial Academy of Arts and Saint Petersburg University at the same time. Although art is his abiding passion, he also has other interests, including architecture, literature, philosophy, archaeology, and the occult. Forced to retire to Karelia after the October Revolution through illness, he becomes deeply concerned by political events in Russia and emigrates first to Finland, and then to London, England, before travelling to the United States. A student of the esoteric, Rerikh travels widely in the Far East; in Asia, he works for the NKVD in return for their financial support of his expeditions and collects numerous ancient relics. Many of the artefacts found by Rerikh eventually find a home in the collections of the *Otdel MI*. Rerikh is nominated three times for the Nobel Peace Prize and is instrumental in setting up the "Roerich Pact" to protect nations' cultural heritages.



Photo: Unknown-Goskau, Lenin-Mausoleum, March 1925-Bundesarchiv, Bild 102-01169 / CC-BY-SA

OCTOBER

Yekaterinburg is renamed Sverdlovsk. The city becomes the main Theosophical centre of the country.

DECEMBER

Barchenko founds the esoteric order "The United Work Brotherhood" (p.77) and starts preparations for an expedition to find Shambhala; unfortunately, the expedition does not take place.

1924

Lenin dies in Gorky. Petrograd is renamed Leningrad in honour of the first Soviet leader.

1925

Nikolai Rerikh begins his five-year Asian Expedition. He collects information about the Bon religion, removes ancient books from their hiding places, and tries to enter the Forbidden City of Lhasa, Tibet, as well as several other closed Himalayan cities. The expedition goes missing between the summers of 1927 and 1928, and Rerikh and his party are less than forthcoming about where they have been during the elapsed time...

JULY

The Telegraphic Agency of the Soviet Union (TASS) comes into being. It is tasked with collecting and distributing international and internal news to newspapers and radio stations within the Soviet Union.

1927

JUNE

Leonid Kulik's first expedition to the Tunguska impact site. He returns to Moscow with a wide variety of strange

artefacts. Kulik makes six subsequent expeditions to Tunguska; the findings of all of the expeditions are classified.

1928

Although research has been unofficially carried out on Lenin's brain since 1924, the Brain Institute of the VKP(b) (the Russian Communist Party) officially opens in Moscow, headed by the famous German neurologist Oskar Vogt (p.70).

1929

SUMMER

Trotsky is expelled from the Soviet Union. Stalin becomes the uncontested ruler of the USSR.

1930

APRIL

The Council of People's Commissars officially forms ULAG, the government agency under OGPU charged with administering the Soviet "corrective labour camp" system (even though labour camps have been in use across the country since 1918); it changes its name to GULag in November, 1930. The term *Gulag* also becomes applied to the camps themselves, as well as the department which runs them.

1931

JULY

The German airship LZ-127 flies through Soviet Arctic airspace to rendezvous with a Soviet ship to conduct experiments on magnetism and meteorology.

1932

A man-made famine of epic proportions strikes the USSR, lasting well into 1933. Caused in large part by the enforced collectivisation of farming, starvation spreads across 600,000 square miles (1.5 million square kilometres) affecting 65 million people, 7 million of which die as a result. The famine hits hardest in rural regions where the government takes away grain and other foodstuffs for urban distribution. Known as extermination by hunger, or *Holodomor*, this famine leaves a terrible mark on Russian society.

1933

SEPTEMBER

The first flight of Bartini's Stal-6 experimental fighter. The promising fighter achieves a Soviet speed record, but suffers from several engineering problems.

The Meteorite Man

Leonid Alekseyevich Kulik (1881-1942). Born in Estonia and educated in Saint Petersburg, Kulik serves in the Russian military during the Russo-Japanese War and World War One before taking up a post at the Mineralogical Museum in Petrograd (the name given to Saint Petersburg in 1914). Whilst there, he becomes an expert on meteorites. In 1927, Kulik leads the first Soviet investigation of the Tunguska event having found out about it whilst researching potential meteorite impact sites. During World War Two, Kulik fights for his country as part of the militia, but is captured by German forces and dies in a POW camp in April, 1942.

1934

Nikolai Rerikh's Manchurian Expedition begins; during this one-year research trip, Rerikh travels through China, Mongolia, and Manchuria in search of unusual plants and ancient manuscripts.

JULY

The NKVD of the Soviet Union is created to be the central Soviet authority to combat crime and maintain public order (see p.29); Genrich Yagoda is its first leader. The OGPU Special Department is assimilated into the NKVD, becoming the Special Investigation Department.

1936

AUTUMN

Gleb Bokyi learns of Black Sun's Bohuslan Expedition (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.82) and begins gathering intelligence about Germany's occult groups.

1937

JANUARY

The Great Purge begins. Between 1 and 3 million people are the victims of political repression and worse; the NKVD arrest and execute occultists, former members of the opposition, political emigrants, and military officers sympathetic to Trotsky.

MAY

Barchenko is arrested for anti-Soviet activity. His apartment is raided by NKVD agents who remove all of his ancient texts and books. Surviving members of The United Work Brotherhood flee to Sverdlovsk.

AUGUST

The long-range Soviet plane H-209 disappears over the Arctic; American and Soviet rescue teams find no evidence of the plane.

R&D

Also known as *sharaga*, *sharashka* is the nickname for experimental design departments set up in the Soviet *Gulags*. Scientists, engineers, and technicians are arrested, sentenced to a labour camp, and work in a *sharashka* during their internment. Many famous Soviet scientists and designers spend time in a *sharashka* where they work to develop new weapons and military equipment.

NOVEMBER

Gleb Bokyi is arrested and executed by the NKVD; the occult wing of his Special Department is disbanded.

1938

FEBRUARY

Robert Bartini is arrested by the NKVD and accused of having ties to enemies of the Soviet Union; he is sentenced to 10 years in prison and sent to work in the *sharashka*'s Bureau CKB-29.

MARCH

A commander in the GUGB Special Department, Colonel Sevastyan Solokov, forms Institute 21 from former occultists imprisoned in the *Gulags*. Many members of the Institute were once part of Sverdlov's spiritualist circle in Yekaterinberg. General Abakumov, the chief of the GUGB Special Department, provides financing to the Institute (see p.74).

Many famous Soviet scientists and designers spend time in a *sharashka* developing new weapons and military equipment.

APRIL

Barchenko and other leaders of The United Work Brotherhood are executed as part of the Great Purge.

SUMMER

Various leaders of the NKVD die in a series of bizarre suicides; some shoot themselves, while others throw themselves out of windows. Regardless of their means of death, all of the victims' faces are frozen in grimaces of unspeakable horror.

OCTOBER

The Great Purge ends. Less than one percent of the remaining NKVD agents lack long-standing membership of the Communist Party.

1939

MAY

10th: trials of A20 and A32 tanks (the T34 prototype) take place. **11th:** Japan attacks Mongolia and the Soviet Union near the Khalkhyn Gol River. (see *Achtung! Cthulhu: the Guide to the Pacific Front*, pp.4 & 6 for further details).

AUGUST

The German-Soviet (Molotov-Ribbentrop) Pact is signed two days after talks regarding an Anglo-French-Soviet Alliance break down; a secret codicil to the document discusses

how eastern Europe will be divided between the two powers. Stalin hopes that the pact will buy him sufficient time to rebuild his armies before what he believes to be an inevitable German invasion can take place.

SEPTEMBER

World War Two begins. **1st:** Germany invades Poland. **3rd:** Britain and France declare war on Nazi Germany. **16th:** decisive Soviet and Mongolian victory over Japan at the Khalkhyn Gol River. **17th:** the USSR reclaims Russian territory occupied by Poland following the Paris Peace Conference of 1919. **21st:** German-Soviet military parade in Brest-Litovsk. **27th:** Warsaw surrenders.

NOVEMBER

Finland refuses to exchange territory near Leningrad with the Soviet Union. The Winter War (1939-1940) begins as a result.

DECEMBER

The USSR is expelled from the League of Nations for invading Finland.

1940

MARCH

The Finnish-Soviet peace agreement is signed. NKVD and *Gestapo* agents meet in Zakopane, southern Poland to coordinate their actions in the country. Institute 21 begins construction of the largest meteorological centre in the USSR at Sverdlovsk.

JUNE

The Soviet Union annexes the Baltic States (Estonia, Latvia, and Lithuania) and invade parts of Romania.

JULY

Nazi commanders begin the development of Operation Barbarossa.

SEPTEMBER

10th: the German raider *Komet*, disguised as the Soviet cargo ship *Dezhnyov*, sails from the Atlantic to the Pacific using the Arctic waters north of the Soviet Union. According to the eyewitness accounts of Soviet sailors, the *Komet* is covered with a strange, colourful sheen.

OCTOBER

German forces enter Romania in an attempt to secure the country's oil wells. Stalin writes to Joachim von Ribbentrop regarding the Soviet Union joining the Axis, but negotiations break down.

NOVEMBER

Hungary, Slovakia, and Romania join the Axis.

The Winter Soldiers

As the storm clouds gather over Europe, Stalin decides to move the Soviet border as far as possible from Leningrad and the Soviet government proposes to exchange territory on the Kola Peninsula with Finland in order to achieve this. The Finnish government refuses the offer, provoking a military response from the Soviets and, on 30th November, 1939, Soviet troops cross into Finland. The first phase of the war is a failure for the Soviet troops, but by February, 1940, they break the Mannerheim Line and destroy the Finnish forces. At the end of the war, Finland cedes territory to the Soviet Union, creating a buffer zone for Leningrad and Murmansk.

1941

MARCH

Yugoslavia signs the Tripartite Pact and joins the Axis.

APRIL

5th: the Soviet Union and Yugoslavia sign a treaty of friendship and non-aggression. **6th:** Germany attacks Yugoslavia. **13th:** a five-year Soviet-Japanese Non-aggression Pact is signed in Moscow by Yosuke Matsuoka and Vyacheslav Molotov. **17th:** Yugoslavia surrenders to the Third Reich.

MAY

A German *Junkers* Ju 52 flies into Soviet airspace and lands at Central Airport in Moscow; the purpose of this visit is unknown to the Soviet people.

JUNE

7th: Užice Uprising—Josip Broz Tito and Red partisans stage a large-scale uprising in Yugoslavia. **17th:** the German High Command orders that Operation Barbarossa commence on the morning of 22nd June. **21st:** members of Institute 21 warn the NKVD leaders about the imminent start of hostilities. **22nd:** German troops cross the Soviet border; the Great Patriotic War begins. The German people are largely shocked by the invasion, and many older soldiers are convinced that Hitler has made a terrible mistake. **23rd-29th:** Finland, Hungary, and Albania declare war on the Soviet Union and the Tyva Republic. **30th:** the State Defence Committee (GKO) is formed, headed by Stalin. It is an extraordinary entity with full power, able to make quick decisions on any issue; approved GKO documents have the full force of the law. GKO members include Stalin, Vyacheslav Molotov, and Lavrenty Beria (pp.101-103).



The PQ-17 Disaster

When the Soviet Union enters the war, America and Britain agree to lend any and all possible aid. It is decided that regular naval convoys transporting munitions around the North Cape to the ports of Murmansk and Archangelsk will be the most useful way of giving the USSR material support; the British Admiralty assumes organisation and protection duties.

PQ-17 is the first Arctic convoy to include American warships as part of the escort. Like other convoys, it is continually shadowed by U-boats, and the *Luftwaffe* engage in frequent sorties. On 4th July, 1942, Rear Admiral L. H. K. Hamilton, commander of the escort, receives a series of orders from First Sea Lord Dudley Pound, which culminate in the order "Convoy disperse!" because the Admiralty fears that the German battleship, *Tirpitz*, is about to go to sea. The Navy ships are forced to abandon their merchant ship charges (although not without a great deal of soul-searching as to whether or not they can disobey such a callous order), leaving them to fend for themselves in the dangerous Arctic waters.

In their desperate attempts to reach the designated Russian ports, the merchant ships are hounded by submarines and *Luftwaffe* aircraft flying from the airbase at Banak, Norway. Of the initial 35 ships, only 11 reach their destination. The disastrous outcome of PQ-17 demonstrates the difficulty of maintaining adequate supply lines through the long daylight of the Arctic summer (as well as the incompetence of some of the Allied commanders).

JULY

Stalin addresses the Soviet people for the first time since the invasion and announces a "scorched earth" policy to deny the advancing German Army food and supplies. The *Wehrmacht* captures more than 300,000 Soviet soldiers when it encircles Smolensk; the Red Army loses 2,000 tanks and 1,900 artillery pieces. **22nd:** the first bombing raid by the *Luftwaffe* on Moscow.

AUGUST

15th: Beria releases former colleagues of Barchenko from prison and orders the formation of the Bureau of Extrapolanar Research (*Otdel MI*) as part of the NKVD; employees of the new department compete against specialists from Institute 21 for resources and plaudits. The competition continues throughout the war. **17th:** retreating Soviet troops demolish the Dneproges dam, part of one of the largest Soviet hydroelectric plants. **21st:** the first Arctic convoy reaches the USSR. **25th:** British and Soviet troops launch a joint invasion of Iran.

SEPTEMBER

4th: the German Army starts shelling Leningrad. **8th:** the Siege of Leningrad begins; it lasts until January, 1944. **23rd:** the Soviet battleship *Marat* is badly damaged during an attack by *Luftwaffe* ace Hans-Ulrich Rudel. He drops a 2,200lb (approximately 1,000kg) bomb on the ship, striking the munitions store of the main deck gun; the battle bridge is destroyed and tumbles into the Baltic Sea, taking the ship's commander with it. As a result of the damage, *Marat* sinks at her moorings. The surviving rear end of the ship is later refloated and used as a gun battery. **26th:** the German Army encircles the Red Army near Kiev; Red Army losses include 100,000 dead and 600,000 captured.

OCTOBER

The US extends the Lend-Lease agreement to cover the Soviet Union. **2nd:** Operation Typhoon (the German advance on Moscow) begins. A few days later, General Georgy Zhukov (p.103) finds Stalin in a state of utter loss and confusion, and many believe Moscow will fall. **15th:** The Soviet government moves to Kuibyshev, but Stalin remains in the cold and snowy capital of Russia. There is widespread looting and rioting in response to the evacuation, and Stalin brings in the NKVD to restore order. **24th:** Kharkov is captured by the Germans.

NOVEMBER

Food rationing is introduced across much of the Soviet Union. **3rd:** German troops capture Kiev. In retaliation, the NKVD springs a trap, destroying the Assumption Cathedral at the Kiev-Pechersk Lavra as well as several other buildings; the resulting fire destroys many ancient manuscripts. Dozens of German soldiers and members of a Black Sun research group die in the tunnels under the cathedral. **7th:** Stalin makes a radio broadcast stating that the USSR has suffered 350,000 casualties while German losses are put at 4.5 million; he declares that victory is near. **11th:** Sverdlovsk's Meteorological Laboratory begins full operations. **12th:** temperatures in Moscow fall below -10°C (14°F); the Red Army uses skiers to attack freezing German troops.

DECEMBER

5th: a successful Soviet counter-strike lifts the Siege of Moscow.

1942

JANUARY

The Soviet Union, Great Britain, and Iran form an alliance in an agreement which secures protection for Iran and creates the Persian Corridor—a supply route for the Allies.

MAY

Gregory Bahchivandzhi conducts a test flight of the BI-1, the first Soviet rocket fighter plane, at the Bilimbai airport in Sverdlovsk.

JULY

The *Luftwaffe* and German submarines destroy Arctic convoy PQ-17. Stalin issues Order 227 ("Not One Step Back!"); p.31). **4th**: German troops occupy Sebastopol. The remains of the Maritime Army, abandoned by senior commanders, move to Cape Chersonese, where they resist for the next few days. The Nazis use gas against the Soviet soldiers, who are entrenched in the tunnels under the city. The Allies warn the Germans that if the gas attacks are repeated, poison gas will be dropped on German cities in reprisal; the gas attacks on the Eastern Front stop immediately. **9th**: Hitler changes tactics and orders troops previously tasked with the capture of Moscow to instead take the Russian oil fields of the Caucasus.

AUGUST

Stalin and Churchill meet in Moscow to discuss the possibility of a second front in Europe. Pocket-battleship *Admiral Scheer* attacks Russian cargo vessels in the waters of the Northern Sea Route and the Kara Sea (Operation *Wunderland*). German troops reach the Volga River north of Stalingrad. The Battle of Stalingrad begins.

NOVEMBER

The German Army is encircled by Soviet forces outside the ruins of Stalingrad.

DECEMBER

24th: the Soviet Army launches a tank raid on the German airbase near the village of Tatsitskaya. In the battle for the village, the Germans lose 3,500 soldiers, 50 artillery, 15 tanks, 73 vehicles, and 300 aircraft. The surviving Germans report that the Russians deploy some kind of strange energy weapon. **31st**: the Battle of the Barents Sea—the New Year's Eve engagement between the British escort of Arctic convoy JW 51B and German raiders. Weaker British forces (two cruisers, five destroyers, and a few lightly armed vessels) fight off a larger German attack squadron (one pocket battleship, one heavy cruiser, and six destroyers). As a result of the failure, Adolf Hitler dismisses Admiral Erich Raeder from his position as *Kriegsmarine* commander.

1943

JANUARY

The Symbol conference takes place in Casablanca, Morocco, although Stalin is not in attendance. **18th**: the Red Army launches Operation *Iskra* (Spark) to break the *Wehrmacht*'s siege of Leningrad; despite their success, the siege is not fully lifted for another twelve months. Georgy Zhukov is promoted to Marshal of the Soviet Union. **18th**: the Red Army captures a Tiger tank from Germany's 502nd Heavy Tank Battalion; the capture is overseen by specialists from *Odel MI*.

Under Siege

Stalingrad is the largest land battle of World War Two. Although by September, 1942, the Nazis control much of the city, the end result of the siege sees Germany finally losing the strategic initiative. The battle includes a *Wehrmacht* attempt to capture the right bank of the Volga and the city itself. After brutal confrontations between the Red Army and *Wehrmacht* forces in the ruins of the city, the German army is encircled by Soviet forces and totally destroyed. Losses on both sides in the battle total over two million people. The Soviet victory in the Battle of Stalingrad turns the tide of war and marks the beginning of a mass expulsion of the invaders from the Soviet Union.

FEBRUARY

The German Army finally surrenders in Stalingrad. This is the first major German defeat in the Great Patriotic War.

MARCH

13th: SS forces liquidate the Jews of the Kraków ghetto in Poland. **22nd**: the 118th German Security Police Battalion (*Schutzpolizei*) burns the population of the Byelorussian village, Khatyn, alive.

APRIL

Radio Berlin announces the discovery of mass graves in the Katyn Forest, filled with the bodies of Polish officers; Germany accuses the Soviet Union of the massacre and, in return, the Soviet Union accuses the Nazis of fabricating the story (according to the Soviets, the Germans are the ones responsible for the executions). SMERSH, the umbrella organisation for Red Army counterintelligence, is formed. An uprising begins in the Warsaw Ghetto (pp.23-24); it is brutally suppressed the following month.

JULY

5th: the *Wehrmacht* launches Operation Citadel; the Battle of Kursk begins.

AUGUST

Even though Operation Citadel is cancelled by the Germans on 16th July, the Battle of Kursk does not finally end until after a series of Soviet counteroffensives which result in a colossal strategic defeat for the *Wehrmacht*.

NOVEMBER

6th: the Red Army liberates Kiev. **28th**: Franklin D. Roosevelt, Winston Churchill, and Joseph Stalin meet in Tehran as part of the Eureka conference to discuss war strategy and rebuilding the world after the war.

The Battle For Prokhorovka

On 12th July, 1943, on the southern face of the Kursk Bulge, near Prokhorovka village, Lieutenant General Pavel Rotmistrov of the RKKA (the Soviet Army) and *Gruppenführer*-SS Paul Hausser engage in the largest tank battle in history, with over 1500 tanks taking part. The 2nd SS *Panzer* Corps approach from the west; the SS division *Adolf Hitler* holds the land between the river and the railway; and the 3rd Armoured Corps (RKKA) approaches from the south.

When the clash begins, the battle lines quickly become mixed. Turrets and tracks explode, sending shrapnel everywhere as enemy shells strike home. A continuous, deafening roar fills the air; heavy smoke blocks out the skies and commanders can only distinguish enemy tanks by their silhouettes. The ground is littered with wounded crews who have jumped from burning tanks.

The radio channels turn into a cacophony of raw human emotion; dozens of desperate commands and counter orders fill every headset. The air is so full of vigorous Russian obscenities that it feels almost as if the wave of hatred against the Germans has taken palpable form on the battlefield.

After the battle, Rotmistrov claims that 700 tanks have been destroyed between both sides. Incredibly, neither the *Wehrmacht* nor the RKKA achieve their objectives; the Germans fail to take the town and the Russians fail to destroy the German forces.

The Battle of the North Cap

On 26th December, 1943, the German battleship *Scharnhorst* and five destroyers enter Arctic waters to hunt for the Allied convoy JW-55B. Heavy snow forces the five destroyers to turn around, leaving *Scharnhorst* on its own. Lacking reliable information about JW-55B's position, *Scharnhorst* sails right up to the British cruiser group led by the battleship HMS *Duke of York* and supported by four cruisers. The German ship is shelled and torpedoed eleven times during the ensuing battle; wracked with hits and unable to flee, *Scharnhorst* capsizes and sinks.

English Admiral Bruce Fraser and Vice Admiral Robert Burnett are awarded the Order of Survorov (1st Degree). Many English seamen are also awarded Soviet medals in honour of their service. The battle marks the last major confrontation between English and German capital ships.

JUNE

9th: the Soviets launch the Vyborg-Petrozavodsk offensive against Finnish forces on the Karelian Isthmus, close to Lake Ladoga (on the outskirts of Leningrad). Timed to roughly coincide with the Normandy Landings, the aim of the attack (part of the ongoing series of conflicts known as the Continuation War, which runs from June, 1941 to September, 1944) is to force Finland out of the conflict. **23rd:** Operation Bagration, the Soviet drive to recapture Minsk, commences.

The radio channels become a cacophony of raw human emotion; desperate commands and counter orders fill every headset.

DECEMBER

24th: the Russian Winter Offensive begins on Christmas Eve.

1944

MARCH

The *Wehrmacht* occupies Hungary.

APRIL

The Red Army liberates Odessa.

MAY

9th: Soviet troops destroy German forces in Sebastopol, who are under orders from Hitler to "fight to the last man". **25th:** the 500th Parachute Battalion-SS and SS Division *Prinz Eugen* land in the Bosnian city of Drvar and try to destroy Tito's HQ. Tito escapes and the German paratroopers suffer heavy losses.

JULY

3rd: the Red Army liberates Minsk.

AUGUST

1st: the Warsaw Uprising begins. **13th:** the first battle takes place between Soviet tanks and the modern Tiger II heavy battle tanks.

SEPTEMBER

5th: the USSR declares war on Bulgaria and invades; by the **9th** the Red Army has liberated the country and installed a Communist regime. **19th:** an armistice is signed between Finland and the Soviet Union.



OCTOBER

2nd: SS troops crush the Warsaw Uprising; between 150,000 and 200,000 Polish civilians are killed. **20th:** Belgrade is liberated by Yugoslav Partisans and Red Army forces. The Red Army begin to drive German forces out of Hungary.

1945

JANUARY

12th: Soviet troops launch a major operation along the Vistula-Oder rivers. **17th:** the Red Army and Polish *Armia Ludowa* forces liberate Warsaw. **21st:** Hungary declares war on Germany after an armistice is signed with Russian forces. **27th:** the Red Army liberates Auschwitz and Birkenu concentration camps. **30th:** Soviet submarine S13 destroys MV *Wilhelm Gustloff* as it is evacuating German officers, soldiers, and civilians from Gdynia, Poland; it remains the single largest loss of life from the sinking of a ship in history.

FEBRUARY

3rd: the Soviet Union agrees to enter the Pacific War against Japan once the war against Germany is concluded. **4th:** the Yalta Conference—Churchill, Roosevelt, and Stalin meet at Yalta to discuss the post-war reorganization of Europe.

Is it Over Yet?

In our reality, the war on the Eastern Front ends on 9th May, 1945. A few German fighters battle against the Soviet Army until the end of the summer, but the resistance is sporadic. Japan surrenders to the Allies in September of the same year.

In *Achtung! Cthulhu*, though, the followers of the Black Sun still hope to win the war even though all seems lost. Their nefarious plans will be detailed in the upcoming *Achtung! Cthulhu: Assault on the Mountains of Madness* campaign, and its potential aftermath in *Achtung! Cthulhu: Bye Bye Baby*.

MARCH

3rd: Finland declares war on Germany. **8th:** Josip Broz Tito forms a new Yugoslav government.

APRIL

Soviet forces capture Königsberg and Vienna. **5th:** the Soviets denounce their non-aggression pact with Japan. **16th:** the Battle for Berlin begins. **26th:** Soviet and American troops meet at the River Elbe, near Torgau.



CHAPTER 2

Tundra, Taiga, and Steppe

"Russia is a riddle wrapped in a mystery inside an enigma."
- Winston Churchill

The war on the Eastern Front is radically different from the battles on the Western Front, primarily because the Nazis transgress the accepted laws of war and commit terrible crimes against both the military and civilian populations on a scale unseen elsewhere. As a result, the war in Russia quickly slips into an unimaginably bloody nightmare, a monstrous struggle for the survival of the Russian people and the Soviet nation.

The first part of this chapter looks at the Soviet Union in the lead up to the German invasion of June, 1941, and the effect of the war on the civilian population. The remaining parts of the chapter form a gazetteer, which details several of the regions and cities that comprise the Eastern Front, broken down by rough geographical location. The Keeper can find more details on several of these locations in Chapter 7.

tone

As mentioned by Kenneth Hite in his article "Sympathy for the Devil" (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, pp.16-17), the war on the Eastern Front is a very dark time in human history. The slaughter in occupied Soviet territory is almost beyond comprehension, and is perpetrated by both sides; by the *Einsatzgruppen* death squads and Stalin's secret police, amongst others. And yet, the people committing these atrocities were human and it is important to remember that when using the Eastern Front as a backdrop for your adventures. For, while the Mythos is drawn to darkness and horror, it is brought to the Eastern Front by the actions of those fighting it and not the other way around...

Suggested Scenario Styles

War on the Eastern Front is furious and ruthless, and death comes in many forms: an enemy bullet, the freezing cold, starvation, or punishment for crimes both major and minor. It is suggested that a Soviet-based campaign involve either frontline excitement or subterfuge behind the lines, or even amongst the partisans in Yugoslavia. Groups inclined more towards investigation and exploration can take part in adventures in Siberia, Mongolia, Afghanistan, and even Tibet. These remote wildernesses are treasure troves of ancient secrets and are, on the whole, far safer than the battlefield.

THE SOVIET STATE

Subjugated by the Tsars, then "freed" by the Bolsheviks, the Soviet people are a mixed bunch, ranging from Slavs in the west to the descendants of the Mongols and Tatars in the east. As a result, Soviet Russia is a large, multinational state,

What's In a Name?

Although from 1922 the correct name for the country as a whole is the Soviet Union or the Union of Soviet Socialist Republics (USSR), many contemporary documents (and Western powers) still refer to it by the name of its largest constituent part: Russia.

to which the population owes no single national, political, religious, or ethnic allegiance (at least officially).

With the deposition of the Tsar and the October Revolution of 1917, Russia comes under the control of the Bolsheviks and forms the Russian Socialist Federalist Soviet Republic (RSFSR). Other parts of the Russian Empire form their own federal states which, in December, 1922 (at the end of the Russian Civil War), come together with the RSFSR to form the Soviet Union. These states are the Byelorussian Soviet Socialist Republic (SSR), the Transcaucasian SFSR (Armenia, Azerbaijan, and Georgia), and the Ukrainian SSR.

The new, unified country is under the control of one political party: the Communist Party of the Soviet Union (CPSU), also referred to as the Bolsheviks. It is organised as a democratic centralised state, meaning that all decisions affecting the nation are discussed by the leading hierarchy but, once the party line has been agreed, there can be no dissent.

When Lenin dies in 1924, Josef Stalin takes control of the country as well as the party (of which he has been the General Secretary since 1922), having seen off competition from the likes of Leon Trotsky. He introduces state socialism and a centrally planned economy, nationalising private industry and agriculture and bringing in the Five Year Plan system. The process is not a smooth one, and causes much hardship amongst the population, particularly in rural areas where collective farms (*kolkhoz*) are forcibly introduced. The country's problems are made worse by Stalin's insecurities, which lead to a series of purges to remove any and all political opponents (both real and imaginary).

To Stalin, the citizens of the USSR are but cogs (*vinetik*) in the vastness of the Soviet state machine, a view which undervalues human life and leads to huge numbers of casualties as the war progresses. The Soviet peoples, used to hardships, sacrifice, and economic crises, merely soldier on, doing what they can to defend and support the Motherland.

The lot of the average civilian during the war depends very much on not only where they are, but also what they do. Those in Soviet-held territories generally fair better than their compatriots under Nazi rule, who suffer terrible deprivation and cruelty at German hands and as a result of Stalin's scorched earth policy (p.12). Employment also has a role to play, particularly in terms of access to goods (p.18), with rural peasants facing far greater hardships than government officials.

Economy

By the start of the war, Russia can proudly boast that its industrial workforce is fully employed. During the late 1930s, Soviet factories are producing large numbers of decent quality weapons and military equipment. Output increases yet further during the conflict, but war production becomes dangerously out of balance with civilian production, largely because attention is focussed on manufacturing

In Tooth & Claw

The Russian Social Democratic Labour Party (RSDLP), forerunner of the CPSU, is founded in 1898. In 1903, splits begin to appear in the party, dividing it into the Bolsheviks (derived from the Russian word for "majority") led by Vladimir Lenin, and the Mensheviks ("minority"). The Bolsheviks decide to go it alone in 1912, forming the CPSU, and it is they who seize control of Russia in the aftermath of the 1917 revolution and lead the country into unification.

The party is headed by a Congress (largely symbolic after Josef Stalin rises to power). Beneath that there is the Central Committee (the party's governing body), the Secretariat (central party administration), the *Politburo* (development of party policy), and the *Orgburo* (personnel matters and allocation, and the co-ordination of state organisations). The leader of the party is known as the General Secretary.

armaments and not on ensuring the supply of raw materials they require. These problems are largely fixed by 1943, enabling the civilian economy to recover from its state of near-collapse.

In terms of working conditions, emergency labour laws drafted in 1938 and 1940 have already increased the working hours per week and restricted a person's ability to switch jobs. The defence industry is subject to military discipline from December, 1941, and from June, 1942, civilian workers see their hours increased even further and their leisure time and holiday entitlement cut. There are harsh penalties across all industries for lateness and absence. Many factory workers are housewives, students and pensioners; all eager to do their bit when the men go off to fight.

Education

Approximately eighty percent of the Russian Empire is believed to be illiterate thanks to a lack of free education for the lower classes. When the CPSU takes charge of the country, they are determined to combat illiteracy and make great strides towards that goal during the 1920s and 1930s, so much so that by 1940, Stalin declares that everyone in the Soviet Union can now read and write (although there are still some older citizens who cannot).

Food & Rationing

Food rationing is in place for almost half the country by November, 1941. Included on the ration list are bread, cereals, meat, fish, fats, sugar, and confectionary (but not potatoes). In urban areas, bread forms the major part of the

war diet and provides 80-90% of the calorie and protein content. It is issued to citizens on a daily basis, unlike other foodstuffs which are only handed out three times per month; it also cannot be substituted for anything else (limited swaps are permissible between other food items).

As in other countries, rations are apportioned on the basis of age and occupation although, apart from a very few exceptions (those in the most dangerous war work), none of the allocations are enough to survive on. This forces people to look elsewhere, both to the black market and unregulated food markets, where peasants sell on any surplus they might have. Other tactics involve planting vegetable gardens and resorting to "food crime", including the theft and forgery of ration cards (*talony*). All food crime is treated very seriously, and perpetrators can (and will) be shot.

In rural areas, collective farmers do not have a guaranteed food ration and rely to a very large extent on the potato to survive (as government quotas mean that most meat and grains are taken into central stores). Milk is essential to provide the required dietary fat, protein, and vitamins. Those who do manage to produce a surplus sell it in the towns, often at highly inflated prices (not that it gains them much benefit, as there is nothing to spend the money on).

Much of the best farmland is lost when Germany invades, as is a large amount of farming machinery. The agricultural workforce is also hit very hard, all of which lead to shortages. As a result, prices skyrocket. A dairy cow cost 2,000-2,500 *rubles* in July, 1941. By 1942, the same cow costs 40,000-50,000 *rubles*—the same as a T-34 tank. As is often the case, salaries do not keep up with the rising cost of goods.

Health

On the whole, survival rates in Russia improve after the October Revolution due to the availability of free health care, a revolutionary concept in and of itself at the time. It is managed initially by the People's Commissariat for Health of the RFSFR but, with the coming of the Soviet Union, responsibility for taking care of the nation's physical

wellbeing passes to the Ministry of Health. However, there is little they can do in the face of famine and war.

Patriotic Revival

The Soviet Union effectively begins the war as a country without a history as the Bolshevik regime tries to sever any associations with the nation's Tsarist past. After the catastrophic early campaigns, the Soviet government gambles on fostering the patriotic ideals of the state. Stalin reaches a compromise with the Russian Orthodox Church (p.19) and returns once-forgotten patriotic traditions and privileges to the army. The army's role in Russian history also undergoes a transformation, from one of Imperial repressors to liberators of the nation.

Population Shifts

As a result of troop mobilisation, the average village loses around one third of its population, but cities and work camps expand dramatically; neither the villages, cities, nor camps are able to adequately handle the shift in population. The emergency evacuation of industrial complexes from at risk territories to the relative safety of the east also causes yet another huge migration (1,500 factories are successfully moved in this way) and, in 1941/42, there are over 2.5 million homeless refugees who also add to the tremendous exodus taking place across the country.

Religion

Described as the opiate of the masses by Karl Marx, religion is frowned upon by the Bolsheviks, in part because of its

Starvation

The problem of stolen ration cards becomes so bad in Leningrad during the winter of 1941/42 that the authorities refuse to issue new ones before the beginning of the next month in an attempt to cut down on false reporting of thefts as a method of acquiring more food. Unfortunately, for anyone who genuinely has their card stolen early in the month, this is tantamount to a death sentence as Leningrad (unlike other cities) has no surrounding farmland to cover the shortfall.

Table 1: Typical
Market Costs

Food	Quantity	Cost in rubles (May, 1943)
Sunflower Oil	1.8 pints (1 litre)	500
Pork	2.2lbs (1 kg)	400
Beef	2.2lbs (1 kg)	320
Flour	2.2lbs (1 kg)	230
Eggs	10	180
Potatoes	2.2lbs (1 kg)	76
Milk	1.8 pints (1 litre)	70
Cabbage	2.2lbs (1 kg)	70

close ties to the former imperial state. The RFSFR is declared to be a secular, atheist nation in 1919, and public religious displays and education are suppressed (although they can still be observed privately). Throughout the 1920s and '30s, the religious establishments of all faiths are shut down, until in 1940 only approximately ten percent of those in existence at the outset of the 1917 revolution are still open. However, by 1943, repression of the Russian Orthodox Church has been relaxed and there is a greater degree of freedom when it comes to religious expression, motivated by Stalin's need to boost civilian morale.

The Environment

BAD ROADS

It is said that in the Soviet Union there are no roads, only directions. This vast country lacks a comprehensive road network; in the more industrialised western USSR, vehicles can move more easily, but in the east, there are many places where driving is impossible. This problem is aggravated by the *rasputitsa*; the semi-annual mud seasons that plague the country. In the early spring and late autumn, unpaved Soviet roads become quagmires. In most cases, only tracked vehicles can make any progress whatsoever. Due to the poor quality of the roads, the Red Army primarily rely on half-tracked and tracked vehicles.

THE RUSSIAN WINTER

Russia is a vast and cold country with a harsh climate. Russian summers are hot and dry; the Russian autumn is short and rainy; winter is long, deadly, and merciless against invaders. The infamous Russian cold easily kills people, seizes engines, and grounds airplanes. Germans who survive the Russian winter in the trenches of Stalingrad remember the horror of the icy steppes and the terrible fate of their comrades, those who did not wake up from a grim, frozen sleep.

You cannot prepare for the Russian winter—it can only be endured.

FOR THE MOTHERLAND!

When Germany sweeps into the Soviet Union in June, 1941, it does so from several directions: Army Group North through the Baltic Republics, heading for Leningrad; Army Group Centre through Byelorussia, heading for Smolensk; and Army Group South through Ukraine, heading for Kiev. The vast frontline covers over 1,000 miles (1,600km) by the winter of 1942, running from the Caucasus to the Arctic Ocean; forty percent of the country's population is in German-occupied territory. In many instances, communities initially welcome the Third Reich with open arms, thinking that they will fair better under German rule or because of long-held grudges against the Soviet state; most are rapidly disabused of this outlook.



Photo: Etzhold - Russland, Soldaten mit Motorrad im Schlamm,
March 1944 - Bundesarchiv, Bild 101I-090-3914-13 /
Etzhold / CC-BY-SA

Generalplan Ost

Generalplan Ost is the Nazi plan that details the mass ethnic cleanings of segments of the USSR's population as part of the global *Lebensraum* (living space) programme. According to the plan, the Slavic population is either to be killed or deported beyond the Ural Mountains, with only a small percentage of the local population left behind as free labour for the German colonists.

Officially the plan is supposed to go into effect after the war is over. However, approximately 3 million Soviet prisoners of war are killed as part of *Generalplan Ost*. The populations of Byelorussia, Ukraine, and Poland are systematically annihilated. The Soviet Extraordinary State Commission estimates that 8.2 million Soviets are killed in all, although the numbers may well be higher.

The USSR (Western, Central & Southern)

KHARKOV

The main industrial centre of the Ukrainian Soviet Socialist Republic (SSR) is occupied by German armed forces on 20th October, 1941. Hitler hopes to capture the largest Ukrainian plants in Kharkov, but instead his troops find a city in rubble. Prior to the Germans taking the city, Kharkov's industrial facilities are dismantled and transferred to eastern Russia, and most of the civilian population flees the area with the retreating Red Army.

The Red Army makes three attempts to recapture Kharkov, two of which end in failure (for more details, the Keeper should also see p.85). The city is eventually liberated in August, 1943.

KIEV

The largest city of the Ukrainian SSR and the mystical capital of ancient Russia, Kiev first sees military action on 22nd June, 1941, when the *Luftwaffe* begin bombing raids against the city.

On 1st July, 1941, the Soviets begin removing Kiev's industrial facilities, war plants, experts, officers, party members, and NKVD leaders. The Transsignal plant (also known as the Kiev Electrotechnical Factory) is dismantled and removed from the city in four days while Kiyevvolokno's factory is dismantled in eight. Over 500 cars full of equipment are removed from the Lenin Smith plants over the course of eleven days for transport to the east. By September, 1941, 197 industrial plants and thirty-two research institutions are transferred from the city. The effective evacuation of material is possible because plant directors already have plans in place, based on the predictions of Institute 21 staff regarding the inevitable war against the Third Reich.

On 11th July, the advance divisions of the German 6th Army arrive at the Irpen River, where they first encounter Kiev's defenders. A heroic 73-day defence of Kiev thus begins. Over the course of the battle, the Germans press forward, break through the defences and encircle the Soviet Army. Stalin never orders a retreat, so over 665,000 soldiers and officers are killed or captured.

On 19th September, 1941, the first *Wehrmacht* squads enter Kiev and hold the city for 778 days. The occupation is a dark time in Kiev's history as citizens suffer under the thumb of a cruel government and resistance fighters struggle to take back the city regardless of the cost. On 24th September, 1941, the NKVD detonates most of the buildings along Khreshchatyk, the city's main thoroughfare, killing many German officers and collaborators, but also leaving 25,000 Kiev citizens homeless as winter approaches. Between 29th-30th September, the Germans execute 337,771 Jews, Ukrainians, and Russians in the Babi Yar ravine in retaliation for the bombings.

On 6th November, 1943, advanced divisions of the Red Army overcome the German defences and enter the devastated city. Kiev is freed from occupation, but sporadic fighting continues.

LENINGRAD

Lenin's city, previously known as Saint Petersburg and Petrograd, is the former Imperial capital of Russia. This gloomy and misty city was founded on the coast of Neva in 1721 by Peter the Great. According to legend, Peter's first wife, Eudokia Lopuhina, cursed the city, damning it to inevitable destruction. The Tsar allegedly only grinned in reply, but this depressing legend haunts the populace to this day.

The legend is revived during the war. On 8th September, 1941, the city is blockaded by the German and Finnish armies; the only escape route is a snow road across Lake Ladoga. This road, known as "the Way of Life", suffers daily bombardment from enemy artillery and the *Luftwaffe*. By late autumn 1941, the amount of goods transported across the Way of Life cannot keep up with demand and famine sets in; at the same time, winter commences, causing problems with heating and transportation. Many houses, and inhabitants, freeze solid in the bitter cold. It is also around this time that a new order is given to the militia and NKVD: any Leningrad resident caught with a camera is to be executed for espionage.

More than 600,000 civilians die of hunger. Amidst the hunger and cold, cannibalism and death cults begin to appear. Despite punitive action by the NKVD and local militia, the number of cannibals grow. Starving people eat dead relatives and neighbours, and well-preserved frozen remains are easy to come by.

During the siege of Leningrad, the Germans establish an artillery observation post near Strelna, on the site of an ancient circle of standing stones. From here, the Nazis

correct the trajectories of their siege guns, which are fired in the morning when local citizens go to work and again in the evening when they go home. Night attacks are a common occurrence. Red Army soldiers launch several attacks against the post, but all attempts end in failure.

The Red Army liberates Leningrad in 1944. Life slowly returns to normal and numerous military plants, research institutes, and factories resume operations.

MINSK

The capital of the Byelorussian SSR is occupied by the Nazis on 28th June, 1941. Thousands of Byelorussian, Russian, and Jewish citizens are herded into ghettos and eventually executed. The General Commissioner of the General Secretariat Byelorussia, Wilhelm Kube, directs these crimes, including one where children are thrown into sand pits to drown while Kube tosses candy at them. On 22nd September, 1943 Soviet partisans kill Kube, leading to reprisals by the Germans.

During the Great Patriotic War, Minsk is a city of fear. Residents are under constant threat of physical violence; civilians fear the police and *Wehrmacht* personnel, and the Germans fear the guerrillas.

The Red Army retakes Minsk on 3rd July, 1944. When they reach the city centre, the Soviets find that only seventy buildings remain standing.

MOSCOW

In 1941, the German Army approaches so close to the capital of the Soviet Union that *Wehrmacht* generals can see the Kremlin's towers in their field-glasses. This is as close as the *Wehrmacht* gets, but the Soviets do not realise this. As the Nazis approach Moscow, the USSR's government is evacuated to Kuibyshev, but Stalin remains in the Kremlin. He does not want to abandon Lenin, and is ready to meet his end beside his former mentor amidst the flames of the dying city.

The Battle of Moscow (also referred to as the Siege of Moscow or Operation Typhoon) takes place between October, 1941 and January, 1942. A combination of stalwart defence and atrocious weather halt the German advance and ensure Moscow's freedom.

SEBASTOPOL

During the early stages of the Great Patriotic War, Sebastopol is home to the Soviet Black Sea Fleet and is a primary objective of the German Army and *Luftwaffe*. The siege of Sebastopol begins on 2nd June, 1942. The Germans not only deploy regular siege guns, but also *Schwerer Gustav* (Great Gustav), a massive rail-mounted gun. Gustav bombards city defenders with 7-ton shells, one of which punches through an almost 100ft (30m) thick rocky massif before exploding on the other side; it also destroys a munitions bunker located at the bottom of Sebastopol's Northern Bay.

On 30th June, 1942, German forces capture the Malakhov Kurgan, a tipping point in the battle. After it falls,

senior RKKA and NVKD officers are evacuated either by air-lift or submarine. Soviet soldiers retreat south of the city and hold out until 9th July, 1942.

Some soldiers and officers decide to defend Sebastopol until the bitter end. They enter the Sebastopol catacombs and wage a guerrilla war against the occupying Germans. They turn the catacombs into a veritable underground city equipped with quarters, armouries, and traps. Nazis who head down into the catacombs after the guerrillas find that dangers lurks around each and every corner. Rusty ladders, deadfalls, Soviet ambushers, and a seemingly bottomless chasm turn out to be the least of their worries. Gustav's bombardment of the city has apparently awakened something in the depths that would have best been left undisturbed...

STALINGRAD

Formerly Tsaritsyn, Stalingrad is where Stalin cuts his teeth during the Russian Civil War; it is also where the German military machine is broken during World War Two.

The Battle of Stalingrad starts on 17th July, 1942. On 23rd August, the city is razed by the *Luftwaffe*; half of its buildings are destroyed and 40,000 people are killed. This once large city is left as only a mere shadow of its former self.

The Germans march into the city while the Soviet Army tries desperately to stop them with snipers, combat engineers, and soldiers hastily deployed from the other bank of the Volga. Tanks assembled in Stalingrad's Red October plant roll off the assembly line and go directly into combat.

On 14th October, the German Army launches a wholesale assault on the city and close quarters combat becomes the norm. The distance between the two armies is so insignificant in places that the Germans are hesitant to use support artillery or aircraft for fear of striking their own frontlines. Both sides settle in to a long war of attrition where units fight to capture or hold as little as a single floor of an apartment building.

In November, 1942, the Soviets launch Operation Uranus, and cut through the Axis' Romanian and Hungarian regiments to surround the German 6th Army. Hitler orders the army to stand its ground and attempts to supply the trapped *Wehrmacht* soldiers via an air bridge. However, winter weather and Soviet fighter planes reduce the resupply effort's effectiveness. On 3rd February, 1943, the remains of the German 6th Army surrender.

The USSR (The Arctic, Urals & Siberia)

During the Great Patriotic War, the Germans advance deep into the Soviet Arctic, an action made possible by data collected during the Soviet-German friendship of the 1920s and '30s.

MURMANSK

The only northern port that does not completely freeze over in winter, Murmansk is the base of the Soviet Northern Fleet



and serves as the port for British submarines operating in the Arctic. Murmansk is home to a naval aviation airfield and numerous ocean terminals, cranes, and docks. The Soviet Navy (Soviet VMF) is headquartered in the city centre, as is the Russian headquarters of the British Royal Fleet. Along with Archangel, Murmansk receives the ships of the Arctic convoys, laden with goods from the Lend-lease programme.

SVERDLOVSK

Sverdlovsk, formerly Yekaterinburg, is an industrial city at the base of the Ural Mountains, the border between Europe and Asia. Uralmash and other heavy industry plants produce tanks, self-propelled artillery, automatic weapons, and shells. Unlike industrial cities in western Russia, Sverdlovsk is beyond the scope of even the longest range *Luftwaffe* bombers. Part of the Hermitage's collection of arts and treasures is evacuated here in July, 1941.

Close to Sverdlovsk is a secret airfield where Soviet jet fighters and captured German planes are tested. Chemical and biological plants are also located nearby.

VORKUTA

Vorkuta lies north of the Arctic Circle, where nights can feel as if they will last for an eternity. In the late 1930s, the *Vorkutlag* system of prisons is established in the area to mine, amongst other things, coal. The work is hard and the death toll high as the prisoners excavate uranium and cobalt for the Soviet nuclear programme. With the tundra stretching for hundreds of miles around the camps, escape is almost impossible.

EASTERN EUROPE

Eastern Europe is comprised of the Baltic States (Estonia, Latvia, and Lithuania) and the former nations of Poland and Yugoslavia (which the German war machine occupies in 1939 and 1941, respectively), as well as allies of the Third Reich, such as Romania, Croatia, and Hungary.

The Baltic States

In 1939, the Soviet Army enters the Baltic States ostensibly to protect them against possible German aggression. Then, on 14th June, 1940, the Soviet government delivers an ultimatum to Lithuania and on 16th June, hands another one to Latvia and Estonia. The Soviets accuse all three of violating a mutual aid agreement and demand to be allowed to place more troops in each state; not only that, but the three states must also align their government more closely with the USSR. The conditions are accepted; newly elected parliaments proclaim the creation of the Baltic Soviet Republics and, between 3rd-6th August, 1940, the former Russian imperial territories are incorporated into the USSR.

Germany occupies the Baltic Republics in summer, 1941. At first, some view the Germans as liberators, but their hopes are soon dashed as the Germans destroy what little remains of Baltic sovereignty. This does not, however, prevent many Estonians, Latvians, and Lithuanians from joining the Germans. Seventy thousand Estonian men enlist in the *Waffen-SS*, and two Latvian SS-divisions fight against the Red Army.

Latvian self-defence units, security police units, and auxiliary units are created under German supervision and institute a full-scale terror campaign in their own country; the independent police groups (*Schutzmannschaften*) alone murder 18,000 Latvians, 70,000 Jews, and 2,000 Gypsies. In Lithuania, the local populace resists the formation of territorial defence groups. The Lithuanian Territorial Defence Force (*Lietuvos vietinė rinktinė*) is eventually formed in 1944 under Lithuanian command, but soon liquidated by the Nazis for lack of discipline.

The majority of anti-Nazi resistance in Lithuania comes from Polish and Soviet partisans. In the autumn of 1943, the *Armia Krajowa* commences reprisal operations against Lithuanian units and kills hundreds of Lithuanian police and other collaborators.

Poland

Poland is the first victim of German aggression and serves as a test bed for Germany's *Blitzkrieg* tactics. The final battle of the Polish Army takes place on 6th October, 1939. After that, the Germans establish a brutal occupational regime. Eastern Polish territories which once belonged to Russia are returned, saving the inhabitants from the horrors of German occupation.

In those Polish lands controlled by Germany, Hitler's resettlement and racial policies are swiftly implemented. The local populace is divided based on ethnicity and different groups are afforded different rights. Jews and Gypsies are subject to elimination and the Poles are treated as a source of cheap labour. Polish intellectuals are, as a rule, eliminated.

WARSAW

Warsaw, the capital of the Second Polish Republic, is occupied by German forces on 28th September, 1939.

In October, 1939, the occupation government in Warsaw demands that Jews turn over all monies held in local financial institutions. A Jewish person can have no more than 2,000 *złoty*s. On 16th October, 1940, Governor General Hans Frank begins the creation of a ghetto that will hold 440,000 people. At first, any Jew who escapes from the ghetto is imprisoned; after November, 1941, escapees are executed instead. On 16th November, Warsaw's ghetto is walled in.

The ghetto is governed by a council, the *Judenrat*, which is under German control. The Germans institute a ration system to slowly starve the inhabitants while at the same time forcing the Jews to work twelve hour days without weekends or holidays.

In the summer of 1942, about 300,000 Jews are deported from Warsaw to the Treblinka death camp. A group of Jewish youths learn about the massacres in the death camps and create the *Zydowska Organizacja Bojowa* (ZOB), or Jewish Combat Organisation. In January, 1943, ZOB fighters open fire on the Nazis as they prepare the

next round of ghetto inhabitants for deportation, driving the Nazis off. This local victory inspires open rebellion against the occupation forces.

On 19th April, 1943 a full-scale revolt erupts in the Warsaw ghetto when 750 Jewish fighters begin a month long campaign against a numerically superior enemy. How-

Poland is the first victim of German aggression and serves as a test bed for Germany's *Blitzkrieg* tactics.

ever, on 16th May, 1943 the revolt is fatally suppressed by German forces. More than 56,000 Jews are detained and approximately 7,000 are killed in battle or executed in the aftermath.

In 1944, as the Soviet Army approaches Poland, leaders of *Armia Krajowa* (the Home Army) decide to take back Warsaw. The plan is for a short battle against already retreating German forces, culminating in the restoration of

Poles & Russians

Poland and Russia represent two different offshoots of the Slavic people. They have a similar language and can understand each other fairly easily. Culturally they are also very alike; the main difference between the two nations is religion.

Catholic Poland has long enjoyed a republican government, whereas Orthodox Russia is ruled by a monarchy for much of its history. In the 17th Century, Poland has a chance to create a united Slavic power but is blocked by the Russians, who create their own strong state instead.

Later, Poland is divided between its neighbours and some of its lands become part of the Russian Empire; the Poles unsuccessfully revolt several times in protest but to no avail, and it is not until the end of World War One that Poland becomes an independent country once again. An aggressive foreign policy, however, places Poland at odds with its neighbours.

As a result, Poland finds itself standing almost alone against Germany. After the Polish Army is defeated, the USSR reclaims territory it had lost to Poland over the previous twenty years. In 1944, Stalin tries to smooth over the Russian-Polish rivalry and supports the creation of a Communist Poland.

Due to the sometimes fractious relationship between their two countries, mixed Russian-Polish units try to avoid religious and historical disputes, preferring instead to focus on their main goal: a final victory over Germany.

the Polish nation to its pre-war state. The German garrison, however, puts up a fierce resistance and is soon reinforced by SS- *Sonderkommando* troops.

On 1st August, 1944, the Poles take the city centre but cannot launch a full scale offensive because the Germans still control the railroad stations, bridges, and airfields. Tadeusz Bór-Komorowski (p.103), leader of the Polish rebels, demands immediate assistance from the Soviets, but the Red Army is hampered by heavy losses and informs the rebels they will be unable to reach Warsaw until September.

On 5th August, the Germans begin a large-scale counter-attack against the insurgents with tanks, *Sturmtigers*, remote-controlled tankettes, heavy artillery, and ground-attack aircraft. SS groups massacre between 150,000 and 200,000 civilians in the Wola District; in the Old Town, they kill 30,000 people, either by shooting them, or immolation.

German columns divide Warsaw into "insurgent islands", communication between which is carried out through underground tunnels. As the Nazis and collaboration forces retake a region, they commit mass executions and raze buildings to deny them to Home Army fighters.

By 21st August, the Polish rebels control less than half a square mile (less than 1km²) of the city. By this time, Soviet attacks against the 4th SS *Panzer* Corps are underway and the Red Army arrives on the east bank of the Vistula by mid-September; but they do not cross it, leaving the Polish rebels effectively unsupported.



On 8th September, Bór-Komorowski requests permission to surrender from the Polish government in exile in London and talks begin between the German forces and the local insurgents. The first NKVD scouts arrive in Warsaw on 9th September; *Otdel MI* personnel also infiltrate the city to recover any Polish occult items not so far destroyed. The negotiations fail a few days after they begin and on 30th September, Nazi forces capture Żoliborz, the suburb of Warsaw just north of city centre. On 1st October, 1944, a truce is declared between the Polish fighters and German forces.

The Warsaw Uprising lasts sixty-three days and sees a loss of more than 150,000 civilians and over 15,000 *Armia Krajowa* soldiers. After the capitulation on 2nd October, 1944, Hitler violates the terms of the settlement and orders museum collections looted and Warsaw put to the torch, completely destroying 85% of the city. Captured Polish insurgents receive POW status and are sent to concentration camps.

KRAKÓW

German troops take Kraków in the first week of September, 1939, and immediately begin the repression of the local population. On 12th September, 1939, the occupation government confiscates all Jewish-owned businesses. On 18th May, 1940, Karl Schmidt, the German Mayor of Kraków, orders the reduction of the number of Jews in the city to 15,000. All "non-productive" Jews are transferred from the city on 15th August, 1940.

Then, on 3rd March, 1941, Otto Vekhter, head of *Distrikt Krakau*, a German administrative unit comprised of Kraków and its environs, orders the creation of the Kraków ghetto. The ghetto is formed in Podgórze, Kraków's slums on the southeast bank of the Vistula. The ghetto is surrounded with a wall and barbed wire; it is guarded by German guards and Polish collaborators on the outside and from within by Jewish police.

The ghetto is liquidated on 13th-14th March, 1943 on the direct orders of the Commandant of the Kraków-*Płaszów* concentration camp, SS-*Hauptsturmführer* Amon Goeth. On 13th March, most ghetto inhabitants are sent to *Płaszów*, while some are sent to other death camps.

Kraków is liberated by the Red Army on 19th January, 1945.

Yugoslavia

The *Wehrmacht* invades the Kingdom of Yugoslavia on 6th April, 1941. The Yugoslavian army is quickly crushed and the kingdom surrenders on 17th April, 1941. Croatian nationalists Ante Pavelić and Slavko Kvaternik proclaim the independence of Croatia while the remaining territories become the puppet state of Serbia, ruled by Milan Nedich.

Josip Broz Tito (p.103) leads Yugoslavian communists in guerrilla operations against the Nazi regime. Supported by the Allies, they find themselves fighting not only against the German invaders, but also against Croatian fascists. The actions of the Yugoslavian guerrillas and their allies

A Mountain Front

Partisans and guerrillas find Yugoslavia's mountainous landscape favourable to their operations. Weaker opponents can easily avoid direct battle by hiding in the terrain, and that same terrain prevents the Germans from fielding large armoured units. As a result, throughout World War Two, the Nazis never truly hold all of Yugoslavia.

Guerrilla operations are frequently launched from small towns and villages before fading away into the wilderness. When the Germans or Croatians capture a suspected Partisan village they kill all of the inhabitants, which only serves to turn more people against the occupiers. The German occupation forces classify the guerrillas as bandits, so captured Partisans can be killed on the spot; the guerrillas respond in kind.

Guerrilla military operations demand maximum mobility. Partisan forces can cover around 20 miles (roughly 30km) in a day, preferring to attack at dusk or night to make escape easier. Lightly armed, guerrillas try their best to avoid standing battles with tanks or aircraft as the odds are most definitely not on their side. When Partisans have to storm a structure or engage with enemy fortifications, they use grenades and homemade bombs. A few light planes and armoured vehicles are at the Partisans' disposal, but these are rarely fielded.

in the Balkans tie down German forces, preventing those units from fighting on the Western or Eastern Fronts.

DRVAR

Drvar is a Bosnian city that serves as the headquarters of the Yugoslavian Partisans' army and the Yugoslavian HQ of *Otdel MI*. Not far from Drvar are the local headquarters of Soviet Intelligence, Section M, and American Intelligence.

On 25th May, 1944, as part of Operation *Rösselsprung*, the 500th SS Parachute Battalion lands near Drvar in an attempt to destroy the Partisan headquarters. The 500th is supported by the 16th and 5th SS Corps under the general command of *Generaloberst* Lothar Rendulic.

The SS paratroopers use parachutes and gliders to affect a silent approach and launch a surprise attack on *Otdel MI* HQ, which the paratroopers mistakenly identify as Tito's residence. The Soviets do not defeat the SS, but manage to buy time for the Partisans to raise the alarm. Tito escapes from Drvar and the German paratroopers end up in a full-scale fight with the 6th *Liksky* division of guerrillas. A second wave of German paratroopers suffer heavy losses in a battle against Yugoslavian tankettes.

Under the cover of night, the SS battalion takes up position in a cemetery and is repeatedly attacked by battalions of the 3rd Red Division, supported by the 9th

Enemies of the Red State

The *Ustashes* (or *Ustaše*), Croatian fascists, are members of the *Ustaša* Croatian Revolutionary Movement, and the sworn enemy of the communist guerrillas. The *Ustashes'* domestic policy is predicated on the genocide of Serbians, Jews, and Gypsies in German-controlled Yugoslavia. During World War Two, the *Ustashes* kill over 290,000 Serbians, nearly 40,000 Jews, and around 30,000 Gypsies. The Croatian genocide is so horrendous that Mussolini grants refuge to all those Serbians and Yugoslavian Jews who can escape to Italy.

Another danger to the guerrillas is the 7th SS Volunteer Mountain Division, "*Prinz Eugen*". This division fights in seven German offensives and defeats several guerrilla companies. The division is infamous for the excessive cruelty it unleashes on the civilian population. In spring 1943, *Prinz Eugen* soldiers participate in Operation *Schwarz*, a failed attempt to destroy the Yugoslav Partisans. On 30th August, 1944, the 7th SS Volunteer Mountain Division is dealt a severe blow by the 3rd Ukrainian Front of the Red Army and suffers many casualties.

A third foe of the Yugoslavian Partisans are the *Chetniks*, supporters of the old monarchy. At the outset, the *Chetniks* and guerrillas work together against the invaders. However, the *Chetniks* sometimes co-operate with the Nazis under the pretence of "using the enemy". Even though both sides view their immediate goal to be the expulsion of the Germans, the communist Partisans do not feel that they can trust the *Chetniks* and so the two sides occasionally come to blows.

Dalmatian Division. Although the Partisans break the Nazi defence line in the early hours of the morning, a German counter-attack destroys the Partisans. German troops continually battle the Partisans until 6th June, 1944, when the German High Command declares the end of operation *Rösselsprung*.

THE THIRD REICH

In January 1945, German forces on the Eastern Front consist of five Army Groups. Army Group North sits isolated in Kurland (after which it is renamed later that month). Army Group Centre defends Eastern Prussia and Northern Poland, before being renamed Army Group North. Army Group A fights in Carpathia, before becoming the new Army Group Centre and seeing action in Slovakia, Bohemia-Moravia, and Germany. Army Group South retreats

to Hungary; the remains of the Group form Army Group Ostmark in April, 1945, serving in Austria and Czechoslovakia. Army Group F battles the Partisans in Yugoslavia.

The Baltic Sea

The Baltic Sea is firmly in the grasp of the *Kriegsmarine*. The ineffective Soviet Navy is blockaded in its ports by the German Navy and minefields protect the Baltic from incursion via the Atlantic. There are occasional victories, however. Soviet submarines sometimes make their way through the minefields and attack German transports transferring iron ore from Sweden. It is also in Baltic waters that the Germans lose a U-boat armed with the latest G7es acoustic torpedoes. The torpedoes are raised from the depths by Soviet divers and carefully studied, allowing the Allies to develop countermeasures.

Eastern Prussia

The ancestral home of the German spirit, Eastern Prussia's defence is a primary objective of the *Wehrmacht*. A 124 mile- (200km-) deep defensive line is built in early 1945 in an attempt to stop the Red Army advance.

KÖNIGSBERG

From the 17th through to the 19th Centuries, Königsberg is the centre of the Prussian war machine. During the Second World War, the Nazis turn the city into a storage facility for the valuables and art treasures looted from across Europe.

In 1944, long-range allied bombers strike Königsberg, levelling the city centre and killing many inhabitants. In March, 1945, the Nazis begin evacuating NSDAP leaders and important artefacts. There are too many artefacts to transport, so SS squads bury them in medieval catacombs and secret underground tunnels. Some of the buried treasures include the Amber Room stolen from Tsarskoye Selo

(the Russian Royal Family's summer palace just outside Leningrad) and Mayan manuscripts taken from Inquisitorial holdings in Italy.

Königsberg is captured by the Red Army in April, 1945 after a siege lasting three months.

Germany

The Soviets enter German territory for the first time in January, 1945 during the Vistula-Oder offensive. The Germans desperately try to defend their homeland, terrified of the wave of retribution they know is coming for the many horrors they have committed in the east. The Germans decide to fight right to the bitter end, and Hitler throws his reserve forces, the *Hitlerjugend*, and the *Volkssturm* against a Red Army forged in the ruthless smithy of five years of brutal conflict.

See also *Achtung! Cthulhu: the Keeper's Guide to the Secret War* for further details.

BERLIN

At the beginning of the war, Berlin is the most impressive city in Germany. Hitler, his architect Albert Speer, and others set about reconstructing it in 1933 in a manner befitting the Third Reich; notable projects include the Olympic Stadium (built for the 1936 Olympic Games), the new Reich Chancellery, and the renovated Tempelhof airport.

From November, 1943 to March, 1944, Berlin suffers from a series of RAF air attacks, intended to break German morale; they fail to do so, but do result in serious damage to the city and a considerable loss of life. Further raids by the USAAF and the RAF continue until April, 1945.

Although Soviet troops begin their advance on Berlin in January, 1945, German commanders wait until March to organise the city's defences. The Red Army fights its way into the city from 20th April. The Battle in Berlin sees running street battles and vicious hand-to-hand fighting; in the midst of it all, Hitler commits suicide.

*The Olympic Games—it seems like such a long time ago.
Another lifetime, almost. Who knows when the next one will be...*

A. T.



CHAPTER 3

The Soviet War Machine

"You may not be interested in war, but war is interested in you."
- Leon Trotsky

The *Rabochekrest'yanskaya Krasnaya armiya* (RKKA), or Workers' and Peasants' Red Army, is all that stands between Hitler and the conquest of Russia and Central Asia. Many Red Army soldiers are neither Bolsheviks nor Communists; they are simple non-party citizens who go to war to save their country from German aggression.

Life in the Red Army is hard and dangerous. On the front lines, troops are driven by a soldierly brotherhood and a common goal. In the rear, though, other, much more cruel laws are at play. The ever-present bureaucracy drowns anyone with initiative and the NKVD continually hunts for saboteurs and partisans.

On the front lines, troops are driven by a soldierly brotherhood and a common goal.

THE STRUCTURE OF THE RED ARMY

This section uses the same simplified structure introduced in *Achtung! Cthulhu: the Keeper's Guide to the Secret War* to describe the make up of the Red Army, using riflemen (infantrymen) as an example. Bear in mind that specialist units classed as companies, battalions, and regiments vary in size and consist of smaller numbers of men than the infantry version (approximate boundaries are provided in brackets where appropriate). If you wish to include a greater degree of historical accuracy, please feel free to do so.

SQUAD/SECTION (RUSSIAN: OTDELENYIE)

Number of men: 11.

This basic army unit consists of ten privates commanded by a sergeant. The sergeant carries a rifle; the squad's machine gunner carries both a pistol and a machine gun, while his assistant has a Mosin-Nagant rifle (p.45). There are also two submachine gunners. The remaining six squad mates are armed with Mosin-Nagant rifles.

In battle, the Soviet rifle squad focuses on destroying German machine gunners.

PLATOON (RUSSIAN: VZVOD)

Number of men: 51.

A platoon consists of fifty infantrymen commanded by a lieutenant. The lieutenant wields a TT pistol and his assistant, a sergeant, has a PPD submachine gun (p.45). A platoon also has a messenger armed with a Mosin-Nagant rifle.

Breaking it down further, the Soviet infantry platoon contains four infantry squads (forty-four men) and a mortar squad armed with a 50mm mortar, which is very effective at long distance. The mortar and ammunition are carried on a mortar cart, usually pulled by a horse. Some lucky platoons have a Gaz-MM (the Red Army's favoured truck at the beginning of the conflict) to pull the cart.

The firepower of a Soviet rifle platoon is approximately identical to its German counterpart. However, the German mortar is more effective at short distances.

COMPANY (RUSSIAN: ROTA)

Number of men: 178 (50-200).

A rifle company is commanded by both a captain and a political officer, who holds the rank of lieutenant. In the captain's direct command structure are a sergeant and five



privates: an adjutant with a horse, a scribe, two snipers, and a messenger. All privates are armed with Mosin-Nagant rifles.

In greater detail, a Soviet infantry company consists of three infantry platoons (total 153 men), a machine gun unit, and a medical unit. Because more of its soldiers are equipped with automatic weapons and with the inclusion of two mounted machine guns, the firepower of the Soviet rifle company surpasses the firepower of their German equivalent.

BATTALION (RUSSIAN: BATTALION)

Number of men: 778 (250-1,000).

A Soviet rifle battalion consists of HQ staff, three infantry companies, a communications unit, a medical unit, and a maintenance unit.

The battalion is commanded by a major armed with a TT pistol. The HQ consists of a chief of a staff who holds the rank of captain, two assistants each with the rank of lieutenant, and one scribe. At the disposal of HQ staff are one pistol, one sub-machine gun, two rifles, two saddled horses, and three carts.

The communications unit (thirty-three men) consists of a unit commander, three messengers, three telephone stations (with personnel), a radio group (five sergeants, two privates), and two telephone-cable groups (one sergeant, eight privates). All communications unit personnel are armed with either the SVT-38 rifle or the Mosin-Nagant rifle.

The medical unit consists of a unit commander, two *feldshers* (general health care providers) and four medical instructors. The rear support unit (thirty-three men) consists

of a unit commander, three sergeants and twenty-nine privates, a cart, and four field kitchens.

A battalion also contains a mortar company (fifty-two men armed with nine 82mm mortars), a machine-gun company (ninety-five men armed with twelve Maxim sub-machine guns), and an anti-tank unit (eighteen men armed with two anti-tank cannons).

REGIMENT (RUSSIAN: POLK)

Number of men: 3,182 (1,000-4,000).

The commander of a Soviet Regiment is a colonel in the RKKA; he carries a TT pistol. His assistant, a lieutenant colonel and political commissar (*zampolit*), is supported by three political officers. Typical Soviet regiments consist of an HQ, three infantry battalions, three artillery batteries (45mm and 76mm guns, and 120mm mortars), a sapper company, a chemical company, a first-aid unit, a veterinary unit, and a large maintenance group (transport company and associated workshops).

Regiments have their own regimental colour, fighting banner, and motto. A Soviet regiment can be awarded medals or honorary titles.

Most Soviet rifle regiments are part of a rifle division. However, there are a small number of separate rifle regiments. About 100 separate rifle regiments are attached to the RKKA, Marines, or NKVD.

The regiment's colonel bears full responsibility for the condition of the regiment and its operations. However, the

colonel's powers are curtailed somewhat by the regimental commissar who oversees the regiment's morale. If necessary, the commissar can (and will) take control of the regiment.

DIVISION (RUSSIAN: DIVISIYA)

Number of men: 14,483.

A Soviet rifle division has six battalions of troops (a reconnaissance battalion with motor, rifle, light tank, and armoured car companies; a cavalry unit; a self-propelled artillery battery; anti-aircraft, anti-tank, engineering, signal corps, and medical units), four companies (supply, maintenance, first-aid unit, veterinary unit), one light and one medium artillery regiment (five three-battery battalions each), and three infantry regiments.

The infantry division bears the army number or name and the fighting banner. The infantry division of RKKA is the most consistent military structure in the Red Army. At the time of the Great Patriotic War there are 198 Infantry Divisions.

NKVD FORCES

NKVD forces are formed in 1918 to serve as an internal military and security apparatus to control Soviet citizens by coercion. The first NKVD commander is *Generalnyi Komissar* Nikolai Ezhov. He serves from 1936 to 1938 and is succeeded by *Generalnyi Komissar* Lavrentiy Beria (p.101). In 1939, the NKVD is divided into seventeen chief directorates, including: National Security, Fire Brigades, *Militsya*, Border Troops, Internal Troops, and three administration branches (Economics, Main Administration, and Archives).

The NKVD recruits only young "European" Russians for its Internal and National Security divisions; either young professionals or students who are all members of the *Komsomol* (the Youth Division of the Communist Party). People line up to serve in the People's Commissariat for Internal Affairs because becoming part of the organisation is a very effective career move—after service in the NKVD, a young man can find work in any institution, factory, or company.

Before the war, the NKVD's military force consists of fourteen divisions, eighteen brigades, and twenty-one separate regiments. The western border of the Soviet Union is guarded by ten boundary districts and forty-nine special frontier groups. Those NKVD brigades which protect rail yards and tracks have fifty armoured trains at their disposal. Transportation brigades (those responsible for the protection of Soviet commerce) can be found in all large cities.

The hierarchy of the NKVD mirrors that of the RKKA. It contains squads, platoons, companies, battalions, regiments, and divisions, and the separate mechanised infantry regiment of the NKVD is similar to the mechanised infantry of the RKKA (four separate mechanised infantry battalions, a tank company, and an artillery division).

NKVD forces are at their strongest on the eve of the German invasion.

National Security

The Main Directorate of National Security or GUGB (*Glavnoye Upravleniye Gosudarstvennoy Bezopasnosti*) battles against foreign spies, terrorists, and dissidents from its creation in 1934. It eliminates anti-Soviet movements and monitors the ideology being fed to the populace. GUGB staff also guard Soviet leaders and party officials. During World War Two, the GUGB commander is Commissar Vsevolod Merkulov (see also p.8 regarding the various reorganisations GUGB undergoes throughout the war).

Internal Troops

Glavnoye Upravleniye Vnutrennih Voisk (GUPVV) is formed in September, 1938. Internal troops defend and run prisons, the *Gulag* system of labour camps, highways and railways, and factory and military construction. In 1940, the GUPVV commander is Ivan Maslennikov. During the war, Internal Troops prove themselves to be strong and ruthless fighters, devoted to Stalin's ideals.

Border Troops

Border Troops (*Pogranichniye Voiska*) become a stand-alone directorate in March, 1939. The first commander of the Border Troops is *Komandarm* Grigoriy Sokolov. *Pogranichniye Voiska* are organised into ten border districts. Each district is administered by about 5,500 NKVD staff. The Border Troops are the first NKVD division to enter the Great Patriotic War and earn everlasting glory.

THE NATURE OF WAR

Close Quarters Combat

Soviet soldiers are ready for close combat and do not fear it. Their weapons and equipment are designed for this purpose. For example, the typical Mosin rifle is inaccurate at long range; however, it can be used quite effectively in close combat. The thick barrel of the Mosin stands up to a direct bayonet strike without bowing, and a tight trigger prevents accidental discharge.

Lack of Experience

The Great Purge of the late 1930s kills many mid-level and senior military officers, leaving an army lacking in experience and leadership. Some are shot, others are imprisoned in *Gulags*. Young soldiers, called on to replace the dead, do not have sufficient combat experience and are forced to learn the hard way, in direct combat. And, when the German forces invade during Operation Barbarossa, there is a high price to be paid for Stalin's paranoia and short-sightedness. Far too many young men born in the early 1920s

Table 2: Comparative Ranks for the Red Army

The following table provides a simplified overview of the ranks employed within the various arms of the Soviet military, along with their comparative ranks in Allied formations. Some ranks do not have direct equivalents in other services, or their direct equivalent could not be confirmed (—), but all are shown in order of seniority.

1941–42

CORPS OF PRIVATES

Soviet Land Forces & Air Force	British Army/USAAF (US) Equivalent
<i>Krasnoarmeets</i>	Private

CORPS OF JUNIOR COMMANDERS

Soviet Land Forces & Air Force	British Army (UK)/USAAF (US) Equivalent
<i>Komandir Otdeleniya</i>	Corporal
<i>Mladshyi Komuzvod</i>	Sergeant
<i>Starshina</i>	Warrant Officer

CORPS OF INTERMEDIATE COMMANDERS

Soviet Land Forces & Air Force	British Army (UK)/USAAF (US) Equivalent
<i>Mladshyi leytenant</i>	—
<i>Leytenant</i>	Second Lieutenant
<i>Starshyi leytenant</i>	Lieutenant/ First Lieutenant

CORPS OF SENIOR COMMANDERS

Soviet Land Forces & Air Force	British Army (UK)/USAAF (US) Equivalent
<i>Kapitan</i>	Captain
<i>Mayor</i>	Major
<i>Polkovnik</i>	Colonel

CORPS OF CHIEF COMMANDERS

Soviet Land Forces & Air Force	British Army (UK)/USAAF (US) Equivalent
<i>Kombrig</i>	Brigadier/ Brigadier General
<i>Komdiv</i>	Major General
<i>Komkor</i>	Lieutenant General
<i>Komandarm 2-go ranga</i>	General
<i>Komandarm 1-go ranga</i>	—
<i>Marshal USSR</i>	Field Marshal/ General of the Army

*SS—*Specialnoy Sluzhby* (Special Service)

**GB—*Gosudarstvennoy Bezopasnosty* (Country Defence)

1943–45

CORPS OF PRIVATES

Soviet Land Forces & Air Force	NKVD	British Army (UK)/USAAF (US) Equivalent
<i>Krasnoarmeets</i>	<i>Private</i>	Private
<i>Yefreytor</i>	<i>Yefreytor</i>	Lance Corporal

CORPS OF SERGEANTS

Soviet Land Forces & Air Force	NKVD	British Army (UK)/USAAF (US) Equivalent
<i>Mladshyi Serzhant</i>	<i>Mladshyi Serzhant</i>	Corporal
<i>Serzhant</i>	<i>Serzhant SS*</i>	Sergeant
<i>Starshyi Serzhant</i>	<i>Starshyi Serzhant SS</i>	Sergeant Major
<i>Starshina</i>	<i>Starshina SS</i>	Warrant Officer

CORPS OF OFFICERS

Soviet Land Forces & Air Force	NKVD	British Army (UK)/USAAF (US) Equivalent
<i>Mladshyi leytenant</i>	<i>Mladshyi leytenant</i>	—
<i>Leytenant</i>	<i>Leytenant GB**</i>	Second Lieutenant
<i>Starshyi leytenant</i>	<i>Starshyi leytenant GB</i>	Lieutenant/ First Lieutenant

CORPS OF SENIOR OFFICERS

Soviet Land Forces & Air Force	NKVD	British Army (UK)/USAAF (US) Equivalent
<i>Kapitan</i>	<i>Kapitan GB</i>	Captain
<i>Mayor</i>	<i>Mayor GB</i>	Major
<i>Podpolkovnik</i>	<i>Podpolkovnik GB</i>	Lieutenant Colonel
<i>Polkovnik</i>	<i>Polkovnik GB</i>	Colonel

CORPS OF GENERAL OFFICERS

Soviet Land Forces & Air Force	NKVD	British Army (UK)/USAAF (US) Equivalent
—	<i>Komissar GB</i>	Brigadier/ Brigadier General
<i>General Mayor</i>	<i>Komissar GB 3-go ranga</i>	Major General
<i>General Leytenant</i>	<i>Komissar GB 2-go ranga</i>	Lieutenant General
<i>General Armii/ General Polkovnik</i>	<i>Komissar GB 1-go ranga</i>	General
<i>Marshal</i>	—	—
<i>Glavnyi Marshal</i>	—	—
<i>Marshal USSR</i>	<i>Generalnyi Komissar GB</i>	Field Marshal/ General of the Army
<i>Generalissimus USSR</i>	—	—

**Table 3:
Soviet Naval Ranks**

Soviet Naval Rank	Royal Navy/US Navy Equivalent
<i>Krasnoflotets</i>	Ordinary Seaman/ Seaman Recruit
<i>Starshiy Krasnoflotets</i>	Able Seaman/ Seaman Apprentice
<i>Starshina 2-oy Statyi</i>	Leading Seaman/—
<i>Starshina 1-oy Statyi</i>	Petty Officer
<i>Glan'yi Starshina</i>	Chief Petty Officer
<i>Michman</i>	Warrant Officer
<i>Mladshiy Leytenant</i>	Acting Sub-Lieutenant/—
<i>Leytenant</i>	Sub-Lieutenant/Ensign
<i>Starshiy Leytenant</i>	Senior Sub-Lieutenant/—
<i>Kapitan-Leytenant</i>	Lieutenant
<i>Kapitan 3-go Ranga</i>	Lieutenant Commander
<i>Kapitan 2-go Ranga</i>	Commander
<i>Kapitan 1-go Ranga</i>	Captain
<i>Kontr-Admiral</i>	Rear Admiral
<i>Vitse-Admiral</i>	Vice Admiral
<i>Admiral</i>	Admiral
<i>Admiral Flota</i>	Admiral of the Fleet

march into battle and are slaughtered wholesale as a result of the many tactical mistakes made by their inexperienced commanders.

The situation changes as the war progresses. New Red Army commanders have the confidence and the requisite experience to lead effectively, meaning that the Red Army is able to go on the offensive and win major victories over the Germans. Operation Bagration (p.14) shows that Soviet generals can plan difficult, complex operations and crush even the best German commanders.

Lend-Lease

The disastrous defeats suffered by the Soviet Union in 1941 leave the country teetering on the brink of collapse. Soldiers on the frontline need tanks, guns, aeroplanes, trucks, and locomotives, but Soviet industry has to evacuate to the east and has no time to produce the necessary materiel

before doing so. To get hold of much-needed supplies, Russia requests aid from Britain and the United States.

An Arctic convoy system is put in place to bring in the goods, and Allied planes fly to the front through Alaska, Siberia, and the Urals. As a result, the Soviet Union is soon in possession of widely available Allied equipment. Russian military personnel love Studebaker trucks, Jeeps, and M5 armoured personnel carriers, and the American fighter Bell P-39 Airacobra earns a special place in the heart of Russian aces.

Letter & Numbers

The lack of a compulsory education under the Tsars means that many of the surviving soldiers of the older generation are largely illiterate. However, there are also educated specialists, and even some Tsarist engineers who survive the purges by having indispensable practical skills and technical knowledge.

Thanks to the huge literacy programme instituted under the Soviet regime, young people arriving at the front know how to read and write; some of them even have basic engineering skills and understand a little German. All of this additional education has the added benefit of allowing young Soviet soldiers to operate sophisticated machines and advanced technology in combat that their older, unschooled compatriots can barely even begin to fathom.

Unfortunately, many young professionals never see the end of the war. They give their lives in the first stages of the confrontation, when the German army advances toward Moscow and must be stopped at all costs.

Not One Step Back!

Officially known as Order 227, this directive is known to the troops as "Not one step back!" because it demands the strongest measures against anyone who attempts to retreat. Companies, battalions, regiments, and divisions who leave battle without direct orders are classed as traitors to the Motherland; the powers that be decree that such panic-mongers and cowards must be exterminated on the spot. A soldier can also commit treason by falling into enemy hands, even if he is gravely wounded.

Stalin feels that this cruel order is justified by the loss of several of the USSR's major agricultural and industrial areas to the Reich in 1942. The country experiences severe privation as a result and the Red Army commissars recruit 16 and 17 year-old boys, train them in haste, and immediately throw them into battle.

Order 227 also creates another measure to strengthen discipline: the special NKVD squads (*Zagraditelnye Otryady*). Popular belief is that these defensive units execute retreating soldiers on the spot; in truth, they often just return anyone caught fleeing back to the front. *Zagraditelnye Otryady* also engage any enemy who breaks through the lines.

Without a Trace

The Soviet equivalent of the identity tag (or dog tag) is the identity capsule. Usually made from ebony, it holds a small paper form bearing the *frontnovik's* (soldier's) name, date of birth, next of kin details, and other assorted information, all completed in pencil. *Ad hoc* capsules are also made from spent bullet casings, sealed with a small wooden plug. Most soldiers do not wear the capsule (or if they do, they leave the form blank), convinced that to do so invites certain death. This sadly leads to many soldiers being buried in unmarked graves as they cannot be identified; many are even branded as traitors because there is simply no trace of what has become of them.

Penal Military Units

Order 227 also creates penal military units or *shtrafbat*. These squads are comprised of Red Army soldiers and officers who have committed a variety of offenses. Known as the *shtraniki*, they include amongst their number those convicted of cowardice on the rear lines (frontline deserters are just shot); Soviet soldiers liberated from POW camps (a Soviet soldier held by the enemy for any length of time automatically becomes ideologically suspect); and *Gulag* prisoners. Penal units are not a Russian invention, but one Stalin borrows from the Germans; Order 227 calls this German invention a "successful experiment" and it is adopted for use in the RKKA.

Almost 430,000 Red Army soldiers serve in penal units. There is little difference in the field between a traditional unit and a penal unit, as the penal units follow the same command structure as any other. Squad officers have all the same rights and privileges as their peers in non-penal units. A *shtranik* can (theoretically) be transferred to a regular army unit if he is wounded and survives, he completes ten missions, or if he commits an outstanding act of heroism.

Penal units suffer heavy losses during the war, with an average death toll three to six times higher than regular army squads. This might be partly due to the creation of "trampler" battalions—unarmed groups of men forced to "trample" through minefields ahead of the regular forces to clear a safe path for them...

Political Commissars

At the beginning of the war the role of political commissars in the Red Army is unclear. By the Battle of Kursk, however, political commissars are perceived by soldiers as a faithful companion in the fight against short-sighted officers, muddle-headed bureaucrats, and cowards. In fact, war commissars are politically active, skilled fighters, whose overall level of education is superior to that of the typical

Soviet officer. Political commissars are tough, ruthless men, devoted to the Party and the Soviet government and, in the first year of the war, these people are the main driving force of the Soviet resistance.

Problems With Radio Communication

Pre-war Soviet generals ignore the widespread introduction of radio communications as a necessary part of combat operations. As a result, encoding, encryption, and signal intelligence in the pre-war Red Army lags far behind that of other nations. At the beginning of the war, the equipment in tanks and aeroplanes is not sophisticated enough to meet their needs. As a result, during the early stages of the Great Patriotic War, many messages are transmitted unencrypted. Junior commanders often just give orders verbally or by flags to work around the limitations.

The state of communications quickly becomes critical. On 23rd July, 1941, Stalin issues a special decree "On the Improvement of Communication in the Red Army". The order requires the mandatory use of radio by high-ranking officers.

Between 1942 and 1943, the Allies provide enough modern communication devices to equip 150 Soviet divisions; another 329 divisions are provided with field phones. This equipment provides wireless communication on the fronts and between armies and airfields. The Allies provide 445 radar arrays at the same time, which are set up around Moscow to create a defensive ring.

Unfortunately, the issues regarding radios in the Red Army is not fully resolved until 1945. Problems with radio communications often mean that a unit is slow to respond on the battlefield, or an artillery strike comes too late.

Many soldiers do not wear their identity tag, convinced that to do so invites certain death.

Save The Last Bullet For Yourself

Soviet POWs are brutally mistreated by the Nazis, with almost six million Soviet soldiers suffering at the hands of the German military over the course of the war. Nearly half a million Soviet soldiers escape from German captivity or are liberated by the Red Army during the last stages of the conflict, but around three million POWs are killed in Nazi death camps. Thus, Soviet prisoners of war are the largest group of victims of the Nazi regime next to the Jews.

The high mortality rate of Soviet POWs in German captivity is the result of a targeted policy and Soviet soldiers are told in no uncertain terms about the treatment they can

expect if captured. As a consequence, many prefer to fight to the last bullet—a bullet which could save them from captivity and a painful death in a *stalag*.

Senior Commanders Are Always Right

Junior officers in the Red Army are expected to scrupulously follow orders from those above them in the chain of command. They cannot take the initiative, because doing so cannot be reconciled with the traditional military way of accomplishing things. As a result, an erroneous decision made by a senior officer usually results in casualties among the soldiers before the error comes to light and can be mitigated. Unfortunately, this situation remains relatively static throughout the war, despite the experience gained by senior officers.

Strength In Numbers?

At the beginning of World War Two, the Red Army exceeds the *Wehrmacht* in the number of personnel, tanks, and aircraft it possesses. That advantage is, however, short-lived. In the first few months of the war, the Germans destroy or capture a huge amount of Soviet materiel. On top of this, many of the industrial cities of western Russia are under the threat of capture. To prevent this, industrial operations are transferred to the Ural Mountains.

With a lack of equipment and ammunition, individual commanders fight against the Germans using the tactics of World War One, openly marching large formations of soldiers in against the enemy without the benefit of cover. This tactic is criticised by Stalin, but when times are desperate (such as at Rzhev and Leningrad) commanders fall back on it. Of course, the Germans easily repulse these attacks.

By the end of the war the situation changes for the better. Armed with modern weapons, the Red Army learns to fight far more effectively across the steppes of Russia and in the ruins of its cities.

Surprise Attack

Stalin understands that the non-aggression pact with Nazi Germany (the Molotov-Ribbentrop Pact; p.10) is little more than a temporary stop-gap, so he uses the treaty to buy time to outfit the army with new weapons and equipment. Stalin hopes that in the in case of war, Germany will fall in a series of border skirmishes against the newly-equipped, numerically superior Red Army.

Unfortunately, Hitler invades Russia before Stalin's plans to create a modern army come to fruition. The border districts suffer terrible losses in the first days of the conflict and Red Army units are encircled and destroyed one by one. There is chaos on the roads and the cities are thrown into panic. Commanders do not know what to do,



Whatever the hell that thing was, Richard Whitaker knew they had to deal with it quickly before it took anyone else out.

or where their headquarters are located. Western District Commander General Dmitry Pavlov is blamed for the situation and executed in July, 1941.

As a result of the chaos and panic, the Red Army loses many soldiers, cars, planes, and large swathes of territory.

The Enemy Of My Enemy Is...

Germans on the Eastern Front during World War Two do not just fight against Communists and non-party Red Army soldiers, but also the opponents of Stalin's regime still resident in Russia. Some are die-hards from Imperial times, others are Trotskyites; yet others are those who were sent to a *Gulag* on false charges, only to be released on the front. In addition, many criminal elements take advantage of the chaos caused by the war and head to the front to plunder. While there, many decide that the Fascists are much worse than Communists and take up arms against the Germans.

But there are also those who side with the Germans against their countrymen. Although it does not officially exist until November, 1944, German propaganda openly speaks of the existence of the Russian Liberation Army (ROA), an anti-Communist force made up of White Russians and Soviet POWs; it even issues an official patch for the force (which, in reality, consists of Soviet soldiers under German command in predominantly non-combat duties due to reliability issues). The members of the "ROA" are known as *HiWis* (from *Hilfswilliger*—German for volunteer). Their Russian leader, Andrey Vaslov, finally convinces Hitler (with Himmler's aid) to permit the actual formation of the ROA in the autumn of 1944, but it never achieves the ten divisions originally hoped for.

Swings & Roundabouts

If your campaign is set pre-1942, women do not have quite the equal opportunities as described. When the Germans first invade the Soviet Union, women line up to enlist but are turned away for anything but support roles. After the Soviet Army is nearly destroyed by the Germans in 1941, women are admitted into second line roles, such as anti-aircraft gunners. As the war grinds on, women work their way to the frontlines and serve with distinction. By the end of the war, 200,000 female soldiers receive some form of decoration and eighty-nine are named Heroes of the Soviet Union for their bravery and valour.

Despite what Soviet propaganda might like you to believe, life in the military is not easy for women. Even though they are emancipated, Russia is a patriarchal society and women, especially in mixed-gender units, can face discrimination. Whether or not this comes into play should be a decision made by the Keeper and players.

War Without Rules

It is not only Soviet Jews who are under the threat of systematic destruction by the invading German forces, but also the Slavs who inhabit Soviet territory. To the Germans, the Slavic population of the USSR are just another "inferior race" to be dealt with.

Chief of the Supreme Command of the *Wehrmacht*, Field Marshal Wilhelm Keitel, issues the infamous Barbarossa Decree on 13th May, 1941. A state of unlimited terror is declared within the borders of the USSR and civilians are automatically suspected of being partisans. Any partisan caught acting against the Germans is not given a trial but is brought before a military commander who decides on the spot whether or not the civilian lives or dies. If a single perpetrator cannot be apprehended, a battalion commander can issue an order for collective punishment, whereby a neighbour, street, or entire town can be deemed guilty and executed in the felon's stead.

Under the decree, German soldiers who commit crimes against the Soviet civilian population are exempt from punishment. The murder of POWs and civilians by the Germans lead many to decide that it is better to die fighting and so engage in guerrilla warfare. In return, the Germans take revenge for soldiers and officers killed by the partisans; hostages are shot and entire villages set alight with their inhabitants barricaded inside.

Faced with the atrocities of the *Wehrmacht* and the SS, Russian soldiers swear to take revenge on the enemy and when the Red Army marches into Germany the Nazis, and the wider German population, are made to answer for their regime's crimes.

Women At War

Unlike other nations, the Soviet Army does not segregate women into a separate auxiliary force relegated to support roles. Instead, women serve on the frontlines alongside their male compatriots. There are 800,000 women serving in the Soviet armed forces as infantry, pilots, snipers, tankers, partisans, and machine gunners. In many areas, especially aviation, Soviet women serve in all-female units, including some where even the mechanics and ground crew are also all women.

Over the course of the war, six female snipers become Heroes of the Soviet Union. One, Lyudmila Pavlichenko, is awarded the Order of Glory for 309 confirmed kills, including thirty-six enemy snipers. Soviet women also take part in the air war on the Eastern Front. Lydia Litvyak, known as the "White Rose of Stalingrad", shoots down sixteen enemy planes and becomes the most accomplished female air ace in history!

The same holds true for civilian occupations: women work anywhere there is a need for skilled labour, in factories, offices, hospitals, and farms.



CHAPTER 4

Heroes of the Soviet Union

"The Red Army and Navy and the whole Soviet people must fight for every inch of Soviet soil, fight to the last drop of blood..."
- Joseph Stalin

The Eastern Front is a brutal place and it takes a special type of person to not only survive, but thrive there. This chapter provides Eastern Front specific character creation options, training packages, and occupations. Character creation rules for *Achtung! Cthulhu* can be found in *Achtung! Cthulhu: the Investigator's Guide to the Secret War*, Chapter 5 for those playing *Call of Cthulhu*, and in Chapter 7 for those playing *Savage Worlds*. Many of the occupations found in these chapters can also be adapted for use on the Eastern Front.

During the 1920s and 1930s, people from all over the world flock to the banner of International Communism.

NATIONALITY

The Soviets that take a stand against fascism are not all Russian. During the 1920s and 1930s, people from all over the world flock to the banner of International Communism and, when war comes, many of them take up arms to defend that which they love. Alternatively, some investigators might find themselves fighting for the Motherland not because they believe in a glorious Soviet State, but because they have been captured by the Soviets and pressed into service (or are merely in the Soviet Union when war breaks out and are enlisted before they can get out). A player can choose any nationality for his character's background, or roll percentile dice on Table 4: Eastern Front Nationalities to determine which country he originates from.

CREATING RUSSIAN NAMES

Creating a suitably Russian name for a character is simple. Before you begin, though, it is important to understand the three components that comprise a Russian name: first is the character's forename (*imya*); second is the character's middle name (*otchestvo*), which is derived from his father's *imya*. A

Table 4: Eastern Front Nationalities

Roll D100	Nationality	Roll D100	Nationality
1-50	White Russian*	86-90	British
51-70	Soviet Ethnic**	91-92	French
71-75	Polish	93-94	Spanish
76-78	Baltic§	95-96	American
79-80	Yugoslav	97-98	Chinese
81-83	German	99	Finnish
84-85	Italian	00	Norwegian

*Including Byelorussians and Ukrainians.

**Including Kazakhs, Georgians, Tatars, Turkmen, Evenks, and other native peoples from Northern Asia.

§ Including Estonians, Latvians, and Lithuanians.

Table 5:
Russian *Imya*

Roll D10	Male <i>Imya</i>	Female <i>Imya</i>
1	Ivan	Anna
2	Alexey	Ekaterina
3	Sergey	Elena
4	Oleg	Irina
5	Vasylyi	Ludmila
6	Mihail	Marina
7	Egor	Natalya
8	Dmitriy	Olga
9	Andrey	Tatyana
10	Ilya	Yulya

Table 6:
Russian *Otchestvo*

Roll D10	Male <i>Otchestvo</i>	Female <i>Otchestvo</i>
1	Ivanovich	Ivanovna
2	Alexeevich	Alexeevna
3	Sergeevich	Sergeevna
4	Olegovich	Olegovna
5	Vasylyevich	Vasylievna
6	Mihailovich	Mihaylovna
7	Egorovich	Egorovna
8	Dmitrievich	Dmitrievna
9	Andreevich	Andreevna
10	Ilyich	Ilyinishna

male character adds either -ovich or -vich to his father's *imya*, choosing which ever sounds better. A female character adds -evna or -ovna to her father's *imya* (see Table 6 for some examples).

The final component is the character's surname (*familiya*), which is related to the line of work the character's ancestor was employed in. The vast majority of Russian surnames end in -ov or -ev, with a female character adding an

Table 7:
Russian *Familiya*

Roll D10	Male <i>Familiya</i>	Female <i>Familiya</i>
1	Ivanov	Ivanova
2	Sergeev	Sergeeva
3	Petrov	Petrova
4	Kuznecov	Kuznecova
5	Miheev	Miheeva
6	Popov	Popova
7	Romanov	Romanova
8	Suhov	Suhova
9	Danilov	Danilova
10	Kozlov	Kozlova

-a to the end. For example, some male *familiya* are Ivanov, Petrov, Ulyanov, or Sidorov. The female *familiya* are Ivanova, Petrova, Ulyanova, or Sidorova.

Randomly Creating a Name

To randomly select an *imya*, roll one D10 and consult Table 5. Take the name from the appropriate column based on the gender of your character. To randomly select an *otchestvo*, roll one D10 and consult Table 6. Again, choose the name appropriate to your character's gender. To randomly select a *familiya*, roll one D10 and consult Table 7. As before, choose the name appropriate to your character's gender.

Now, combine the selected name, middle name and surname in *imya*, *otchestvo*, *familiya* order, for example: Ivan Egorovich Kozlov or Olga Sergeevna Suhova.

BACKGROUNDS

The Soviet Union is a tumultuous place during the 1920s, '30s, and '40s. To help flesh out an investigator's background, players are encouraged to either choose a background from Table 8: Background or to roll randomly.

*I wonder what
Natalya's otchestvo is?*

- Peggy

Table 8: Background

Roll D100	Background
01-50	No special background
51-60	The investigator or his family sided with the Reds during the Civil War
61-70	The investigator or his family sided with the Whites during the Civil War
71-80	The investigator's family is considered to be suspicious because of either its non-Soviet heritage, or because they have been deemed by the state to have acted in an anti-communist manner (rightly or wrongly)
81-85	The investigator's family has Imperial heritage
86-90	The investigator has served time in a <i>Gulag</i>
91-95	The investigator or his family has close ties to the church
96-00	The investigator is a Trotskyist

NEW CIVILIAN OCCUPATIONS

Vor

You are a member of a criminal organization. *Vor* is short for *vor v zakone*, or thief-in-law. A *vor* might work alone or in conjunction with other *vory*, but all *vory* have one thing in common: an elaborate code of honour. Certain rules include never assisting the police, forsaking all family, never showing emotion, never holding down a legitimate job, always helping other *vory*, and never denying what you are, even if asked directly. *Vory* recognise each other, and their relative standing in the underworld, by their tattoos.

During World War Two, some *vory* agree to fight for the Red Army in exchange for their freedom. These men are cast out from the brotherhood and become viable targets for revenge. However, other *vory* take up the fight against German occupiers not because of a belief in the Motherland, but because German officials are just as repressive as Soviet ones.



EARNINGS

Lower to Middle, Middle.

Now that he could finally see the strange symbols in the flesh, Niels-Viggo Schou had a horrible sinking feeling that he'd been right all along.



CONNECTIONS

Other *vory*, black marketeers, GULAG administrators, militia, NKVD.

SKILLS

Bargain, Climb, Conceal, Disguise, Dodge, Fast Talk, Fist/Punch, Forgery, Grapple, Jump, Listen, Locksmith, Persuade, Scrounge, Sneak, Survival, plus one weapon skill of player's choice.

BONUS

Strong Stomach: a *vor* is immune to the SAN loss caused by witnessing serious injury or violent death.



- **Attribute Requirements:** Agility d6+, Spirit d6+.
- **Recommended Skills:** Intimidation, Lock-picking, Persuasion, Stealth, Survival.
- **Useful Edges:** Alertness, Comfortably Numb, Connections, Thief.
- **Special:** none.
- **Gear:** thief's tools.

Table 9: Salary in USSR

Class	Salary per annum (rubles)	Example
Lower	1000-4500	Cleaner (lowest), typist, worker (highest)
Lower to Middle	4500-7500	Munitions factory worker
Middle	7500-11000	Doctor, engineer
Middle to Upper	11000-15000	Train operator
Upper	15000-25000	Senior engineer
Wealthy	25000+	Factory director

EXCHANGE RATES

Due to the economic situation within the Soviet Union, the *ruble* acts less like a standard currency and more like a food or trade stamp for the few goods that are actually available to buy. It is also never traded on the global money markets and its export is illegal, making it very difficult to determine a genuine exchange rate. However, for game purposes, assume that \$1 = 5 rubles (or 1 *ruble* = 20 cents).

Zek

Stalin's regime crushes any political resistance. Dissidents disappear and political opponents are publically discredited and thrown into work camps. Many prisoners are former scientists, politicians, or soldiers who have managed to upset the regime in some way. A *zek*'s skill set can be varied, depending on what he did before he ran afoul of the powers that be. As the regular army is slaughtered, the Soviets begin pulling dissidents from labour camps and sending them into battle with little or no preparation, and very few of them survive the war. Others manage to escape the *Gulag* and strike out on their own, or in small bands (although there are other horrors in the wastelands between *Gulags* that might well make them wish they were back in prison).

The word *zek* is a shortening of the phrase *zakluchennyi kanoaloarmeec*, which means "imprisoned Red Guard working on the Belomor canal construction site".



EARNINGS
Lower.

CONNECTIONS

Evenk tribesmen, *Gulag* administrators, militia, other *zeks*.

Soviet Salaries

The main currency of the Soviet Union is the *ruble*, which can be further divided into 100 *kopeks*. Although the *ruble* possessed an official symbol during most of the Russian Imperial period, by the end of the empire this had fallen out of favour and there remains no state-sanctioned emblem (although both P and pyб are used unofficially).

The wages shown in Table 9 are for civilians and are banded in the same way as those shown on p.59 of the *Achtung! Cthulhu: the Investigator's Guide to the Secret War*. Examples of the types of civilian in each band have also been included. Military pay is, as for Britain and the United States, very different, with a basic Red Army soldier starting on as little as 600 *rubles* per annum, which equates to approximately \$120; although, thanks to rampant inflation in the Soviet economy, amongst other things (see Exchange Rates, opposite), firm comparisons are hard to make.

SKILLS

Bargain, Conceal, Dodge, Listen, Scrounge, Survival, plus six skills to represent his former background.

BONUS

Tough as Old Boots: A *zek* gains +1 CON or +1 STR.



- **Attribute Requirements**: Smarts d6+.
- **Recommended Skills**: Knowledge (Various), Notice, Persuasion, Survival.
- **Useful Edges**: Alertness, Danger Sense, Hot Blooded, Improvisational Fighter, Luck, Scavenger, Scholar.
- **Special**: none.
- **Gear**: several blankets. If the *zek* is drafted, he will have the same gear as an infantryman.

NEW MILITARY OCCUPATIONS**Cavalry**

Soviet cavalymen prove effective during the early years of the war as their mobility is not hampered by rough terrain or a scarcity of gasoline. Sudden cavalry strikes into German-controlled territories often take the enemy by surprise and lead to chaos in the ranks.

Cavalrymen and their horses are vulnerable to machine guns and artillery fire. By 1943, the Soviet stop using traditional cavalry.



Cth

ENTRY CONDITIONS & PREREQUISITES

- DEX must be 14 or greater.
- *Basic Training*: Army.

RANK

Enlisted, NCO, Officer.

SKILLS

Climb, Close Combat, Dodge, Fieldcraft, First Aid, Listen, Natural History, Navigate, Ride, Rifle, Rope Use, Scrounge, Spot Hidden, Survival, Track.

BONUS

Man and Horse: Cavalrymen add +10% to Close Combat, Ride, or Rifle, when operating in formation with other allied cavalrymen.

Sav

- **Attribute Requirements:** Agility d6+.
- **Recommended Skills:** Notice, Riding.
- **Useful Edges:** Acrobat, Born To Ride, Steady Hands.
- **Special:** None.
- **Gear:** *Shashka* (Str+d6), war horse.

To Be, Or Not...

There are several points to bear in mind when creating characters for the Eastern Front. First, a good education can increase a character's chances of survival. This is even more important than in Western Europe, because the country continually suffers from a shortage of highly skilled professionals (so they are less likely to find themselves on the frontline).

It is also important to decide on your character's attitude towards communism. Communists cannot refuse a combat mission, even if it looks impossible to complete—in other words, to be a Communist in a time of war means putting yourself at great risk. On the other hand, a Communist hero can carve out a wonderful career and quickly climb to the pinnacle of military power.

As well as working out whether your character is a Communist or not, you will also need to think about any conflicts he has with Soviet political system (after all, not all Communists are ardent supporters of Stalin's regime, at least in private). If you choose to create an anti-Soviet character, then he will have to stay on his toes; any mistake might result in repressive (and potentially extreme) measures against him.

Kinolog

Dogs are first approved for use in combat in 1924 by the *Revvoensoviet* (the Soviet Revolutionary War Council); thirteen training schools are established and their staff recruited from police dog trainers, hunters, and circus performers. The animals themselves (frequently German Shepherds) are trained to fulfil a variety of roles, such as pulling the wounded from the battlefield, scouting roads through minefields, and transporting food and medicines. They are also, in three of the schools, trained as anti-tank dogs (p.54).

A *kinolog* is a specialist in the use of dogs in combat; he understands dogs and can train them to excel.

Cth

ENTRY CONDITIONS & PREREQUISITES

- CON and POW must be 10 or greater.
- *Basic Training*: Army.

RANK

Enlisted.

SKILLS

Climb, Close Combat, Dodge, Drive Automobile, Fieldcraft, Natural History, Navigate, Persuade, Rifle, Swim, Tactics, plus three professional or personal interest skills.

BONUS

Man's Best Friend: the *kinolog* is accompanied by his faithful hound wherever he goes. Use the stats for the ordinary dog on p.204 of the *Call of Cthulhu, Sixth Edition* rulebook, but adjust Bite to 50% and add Track 80%.

Sav

- **Attribute Requirements:** Smarts d6+, Spirit d6+.
- **Recommended Skills:** Notice, Persuasion.
- **Useful Edges:** Beast Bond, Beast Master, Command.
- **Special:** starts the game with a specially trained hound.
- **Gear:** none.

NKVD Agent

NKVD troops are the elite units of the Soviet Army, Russian Communists loyal to the ideas of Marxism-Leninism. NKVD troops defend important plants and factories, struggle with spies and dissidents, and guard prisoner of war camps. For more information on the NKVD, see pp.29 & 42.

Cth

ENTRY CONDITIONS & PREREQUISITES

- CON must be 12 or greater. INT must be 10 or greater.
- *Basic Training:* NKVD.

RANK

Enlisted, NCO, Officer.

SPECIALISATIONS

Border Guard, Internal Security, Transportation.

SKILLS

Common: Close Combat, Handgun, Institutional Lore, Tactics.

Border Guards: Common skills, plus Listen, Navigate, Other Language, Spot Hidden, Rifle, Track.

Internal Security: Common skills, plus Drive Automobile, Military Doctrine, Rifle, Sneak, Spot Hidden, Submachine Gun.

Transportation: Common skills, plus Drive Automobile, Electrical Repair, Jury Rig, Mechanical Repair, Navigate, Submachine Gun.

BONUS

An NKVD Agent can choose one of the following:

By the Book: NKVD Agents add +10% to their Tactics skill. However, their distinctive uniforms make their deployment obvious and they may be flanked by opponents who succeed at their Military Doctrine skill check.



For the Motherland!: an NKVD Agent can add +10% to a weapons skill when outnumbered by more than two to one. Once the odds fall to less than this, the bonus is no longer applicable.

Sav

- **Attribute Requirements:** Strength d6+, Spirit d6+.
- **Recommended Skills:** Intimidation, Knowledge (Soviet Doctrine), Notice, Persuasion.
- **Useful Edges:** Alertness, Connections, Strong Willed.
- **Special:** none.
- **Gear:** none.

Osobist SMERSH

The *Osobist SMERSH* (military counter-intelligence agents) are tasked with monitoring the political and moral state of a unit, identifying people whose activities are treasonous (by Soviet standards), identifying counter-revolutionary organisations, and groups of people engaging in anti-Soviet agitation. *Osobist SMERSH* are the punishing sword of the Party on the Eastern Front.

Cth

ENTRY CONDITIONS & PREREQUISITES

- CON must be 10 or greater. INT must be 14 or greater.
- *Basic Training:* NKVD.

RANK

Officer.

SKILLS

Close Combat, Command, Espionage, Fieldcraft, Handgun, Institutional Lore, Law, Military Doctrine, Persuade, Spot Hidden, Tactics.

BONUS

By the Book: *Osobist SMERSH* add +10% to their Tactics skill. However, their distinctive uniforms make their deployment obvious and they may be flanked by opponents who succeed at their Military Doctrine skill check.

Sav

- **Attribute Requirements:** Smarts d6+, Spirit d6+.
- **Recommended Skills:** Investigation, Knowledge (Espionage), Knowledge (Soviet Doctrine), Notice, Persuasion.
- **Useful Edges:** Alertness, Connections, Investigator.
- **Special:** none.
- **Gear:** red notepad.

New Skill

Sav

KNOWLEDGE (SOVIET DOCTRINE) (SMARTS)

Life in Soviet Russia is extremely dangerous. Never mind the basic struggle for everyday survival; the climate, the war—even your ignorance—can kill you. Espousing support for the philosophical writings of a party leader who has suddenly fallen out of favour can subject you to suspicion, which might eventually lead to internment in a *Gulag* (or even a firing squad).

This skill allows a patriot to navigate the bureaucratic minefield of what is and is not in vogue this week. It is the ability to speak in terms which are vague enough not to support one side or another, and be informed enough to know who has recently been declared a non-person by Stalin and his High Command.

Sav

New Hindrances

MENTALLY FRAGILE (MINOR)

Your character finds it difficult to cope with the realities of war. The maximum amount of Dementia he can withstand before his Sanity is lowered is one less than normal.

The climate, the war—
even your ignorance—can kill you.

UNDER SUSPICION (MINOR OR MAJOR)

Possibly through no fault of his own, your character finds himself in the position of being suspected of traitorous beliefs or actions. This can be because of being born to the wrong parents, being taught by the wrong professor as a student, or even holding the right beliefs, just at the wrong time.

Under Suspicion inflicts a -2 or -4 penalty to Charisma, depending upon the severity of the Hindrance. This penalty is only applicable when dealing with the party faithful, and only if they are aware of the character's background or disfavoured status. Someone with this Hindrance should be extremely careful, as rolling a natural one on both the trait and Wild Die could be viewed as wilful sabotage or other such traitorous act.

Sav

New Edges

COMBAT EDGE: COMFORTABLY NUMB

Requirements: Novice, Spirit d6+

Conflict has been part of this character's life for as long as he can remember. He has witnessed—and, maybe, committed—terrible acts, and has become totally desensitised to the mental trauma of the conflict. This character need never make Fear checks when confronted with the mundane horrors of war.



PROFESSIONAL EDGE: BORN TO RIDE

Requirements: Novice, Agility d8+, Riding d6+

Some people seem to have been born in the saddle, and seemingly learned to ride before they could even walk. Characters with this Edge gain a +2 on Riding rolls. In addition, they may also spend Bennies to make Soak rolls for their mount; this is a Riding roll at -2 (cancelling their usual +2). Each success and raise negates a wound.

This Edge replaces the Beast Bond Edge.

WEIRD EDGE: HOT BLOODED

Requirements: Novice

The character is able to withstand low temperatures much more easily than his comrades and not only gains a +2 on any Vigor rolls to resist Fatigue Levels, but is also able to ignore two levels of Fatigue inflicted by cold.

TRAINING PACKAGES

NKVD

The NKVD are the law enforcement arm of the Soviet system; Stalin's feared secret police, responsible for imposing such infamous policies as the political repression of his enemies, running the forced labour camps (or *Gulags*), conducting mass executions, and even conducting large-scale evacuations of entire populations to remote, unpopulated areas of the Russian wastes.

What is less known is the NKVD's responsibility for the general policing of Soviet Russia, including traffic control,

fire fighting, border control, and maintaining the written archives of the Soviet system. Not every NKVD operative is a blood thirsty monster comparable to the worst of the Nazi *Gestapo*; but enough commit war crimes to make the comparison valid and understandable.

The NKVD are the law enforcement arm
of the Soviet systemn.

Cth

- **Course Length:** nine weeks.
- **Successful Completion:** the investigator must succeed at both an Institutional Lore check and a STR×3 check. One re-roll (either or both checks) is allowed if the course is failed at the first attempt. Further failure results in being sent to a *Gulag* (this could represent your character saying the wrong thing to the wrong person during training, for example; see the *Zek* occupation for further character options at this point).
- **Skills:** Close Combat (2), Espionage (1), Grapple (2), Handgun (2).

Sav

- **Attribute Requirements:** Spirit d6+.
- **Skill Requirements:** Fighting, Knowledge (Espionage), Knowledge (Soviet Doctrine), Shooting.
- **Basic Gear Issue:** warm winter gear, Soviet documentation, notebook, whistle.

An Added Bonus

Bounties are available to soldiers for each verified tank and plane they destroy. These rewards are placed in a special bank account on the soldier's behalf, but it is impossible to legally get access to the funds during the war.

CthTable 10:
Soviet Awards

Percentage Roll	Award
POW×3 or less	Order of the Red Star
POW×2	Order of the Patriotic War, 1st Class
POW×1	Order of the Red Banner

SavTable 11:
Soviet Awards

d20	Promotion	Award
1-12	+0	Medal for Valour
13-15	+1	Order of the Red Star
16-19	+2	Order of the Patriotic War, 1st Class
20-23	+2	Order of the Red Banner
24+	+4	Order of Lenin/Order of Victory

SavTable 12:
Awards Modifiers

Modifier	Circumstance
+X	Charisma modifier (only for NKVD personnel)
+1	The hero is female
+1	The hero serves in an NKVD unit
-2	Easy mission
-2	The hero serves in a penal squad
-3	The hero was in prison or a <i>Gulag</i> .
+2	Difficult mission
+2	The hero is wounded by the enemy
+3	The hero saves a military banner or Soviet relic

AWARDS & MEDALS
(OPTIONAL)

As discussed in *Achtung! Cthulhu: the Investigator's Guide to the Secret War*, there are optional rules for awarding promotions and decorations to military characters; these can also be applied to the Eastern Front.

Cth

Use the rules on pp.70-72 of the *Investigator's Guide* and refer to the simplified Soviet awards in Table 10.

Sav

Use the rules on p.114 of the *Investigator's Guide* and refer to the simplified Soviet medal ranks in Table 11 and the Award Modifiers in Table 12.





CHAPTER 5

Weapons and Gear

"One man with a gun can control 100 without one."
- Vladimir Lenin

This chapter contains descriptions of firearms and special equipment in use by the Soviets and Germans on the Eastern Front. Additional German weaponry and tools can be found in *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, Chapter 6.

SUPPLYING THE RED ARMY

Gear

Most Red Army soldiers carry the same gear into battle, with the Mosin-Nagant rifle and PPD-40 submachine gun being the weapons of choice (p.45). In addition to their gun, they carry two 20-round rifle ammunition pouches, a bayonet, a rations bag, a mess kit, entrenching tool, and a water bottle in a grey, cloth cover. An olive-brown canvas hooded cape/shelter-half is carried inside a knapsack; alternatively, it can be strapped around the knapsack, wrapped around the infantryman's torso in a roll with his greatcoat, or tied to the back of his belt. His SM-1 gas mask is slung from his right shoulder in a bag; however, the ineffective mask is usually discarded and its bag used for target shooting practice.

A steel helmet is the only armour worn by all soldiers except for assault infantry, who also have a steel chest plate.

A Russian officer's field equipment is comprised of a belt, two shoulder braces, a holster for his TT-30 pistol (p.47), a binocular case on the right hip, and a brown leather map case on the left. The SM-1 gas mask also hangs on his left hip, in a brown canvas bag.

Medicine

Medical and veterinary supply departments are responsible for the purchase, storage, and dispensing of medicine as well as providing medical care to the army. Each RKKA company has a junior medical officer (*saninstruktor*) who is tasked with caring for sick and injured soldiers at regimental first-aid posts.

It is important to note that fully qualified medical professionals in the RKKA can only be found in hospitals; the *saninstruktors* and *feldshers* on the front line typically have very little training. The most important qualification for these two roles is the ability to carry a wounded soldier from the battlefield; on some fronts, hospital dogs are also used to carry out the wounded.

Once an injured soldier is in a first-aid post, a doctor makes a diagnosis and recommends a course of action. If the

The most important qualification is
the ability to carry a wounded soldier
from the battlefield.

wound is treatable, the patient is sent to a rear hospital. Due to a lack of medical supplies and a steadily rising number of patients, many doctors are unable (or unwilling) to put in the time necessary to triage the severely wounded and just ship them straight to hospital.

The seriously wounded are transported to medical facilities on hospital trains. After treatment, they are given a short leave to rest and recuperate, after which a medical board examines the soldier and, if found fit for duty, he is returned to the front line.

Penicillin is not widely available to the Red Army until 1944 (see the *Keeper's Guide*, p.29, for how this can affect investigators).

Supply

The supply departments handle logistics for the RKKA. In regimental, division, and army HQs there are sections to manage food, clothing, artillery, automobiles, and other miscellaneous supplies. The staff of these departments deal with property registration, receiving, logistics, and delivery (and, in many cases, they have an over-inflated sense of self-importance).

Supplies are tightly controlled and only released to someone with the appropriate documentation. Requisition forms have to be approved by a higher HQ, so a request for regimental supplies has to be approved by divisional HQ, for example. Many fighting units have to return to the rear for supplies if they exhaust their complement. Tank gunners and artillery crews have to turn over their used ammo sleeves to get new shells.

Violating the rules of the supply chain can end tragically. Being sent to a prison unit is one penalty; being accused of anti-Soviet activities is another.

SOVIET PERSONAL WEAPONS

DEGTYARYOV DP-28/DT LIGHT MACHINE GUN

Designed by Vasily Degtyaryov in 1928, the DP-28 is nicknamed the "record player" by the Red Army because of the shape of its drum magazine. Cheap and easy to make, it is highly resistant to jamming due to mud, soil, and sand; the downside is that it breaks easily if subjected to rough treatment. The DT is the vehicle mounted version.

DEGTYARYOV PPD-40 SUBMACHINE GUN

The first Soviet submachine gun (SMG) accepted into service, the PPD is designed in 1934 by Degtyaryov and is a virtually identical copy of an earlier German gun. Capable of selective fire, the PPD uses the 7.62mm cartridge and accepts either a 25-round box magazine or a 71-round drum magazine. Unlike the later PPSH and PPS, the PPD is very expensive to produce.

DSHK HEAVY MACHINE GUN

The Red Army adopts the DShK in 1938. A variant of the DP/DT, it is used as an anti-aircraft and heavy support weapon. Capable of only fully automatic fire, it is gas-operated but lacks a proper cooling system. It, too, has a nickname: *Dushka* (Sweetie).

MAUSER C96 MASCHINENPISTOLE

This semi-automatic pistol, developed by the Feederle brothers in 1896, has superior range and better penetration than

most other pistols made prior to 1935. The Mauser is reliable and powerful, but large and heavy for a pistol. In the Soviet Union, it is the sidearm of choice for older NKVD operatives and those who fought in the Russian Civil War.

MAXIM MACHINE GUN PM M1910

The M1910, a version of Henry Maxim's machine gun adapted for the standard Russian rifle cartridge, is mounted on a wheeled base protected by a gun shield. Unfortunately, it has a water-cooling system and is extremely heavy. In spite of this, it is the primary machine gun of the Red Army until 1943.

MOSIN-NAGANT RIFLE

The primary rifle in use by Soviet forces. Although it is not a modern weapon (it is based on a design from 1891), this bolt-action rifle has a long sighting range and is very reliable, effective, and lethal. Sniper-adapted variants are available.

NAGANT M1895 REVOLVER

The Nagant revolver is developed for the Russian Army in 1895 by Belgian inventor Léon Nagant. It is noted for its reliability, power, and ease-of-use, and sees action throughout World War Two, even though modern pistols (such as the



TT-30) are available. The Red Army uses a double-action, gas-sealed Nagant which, thanks to its design, is one of the few revolvers that can make use of a silencer.

NR-40 COMBAT KNIFE

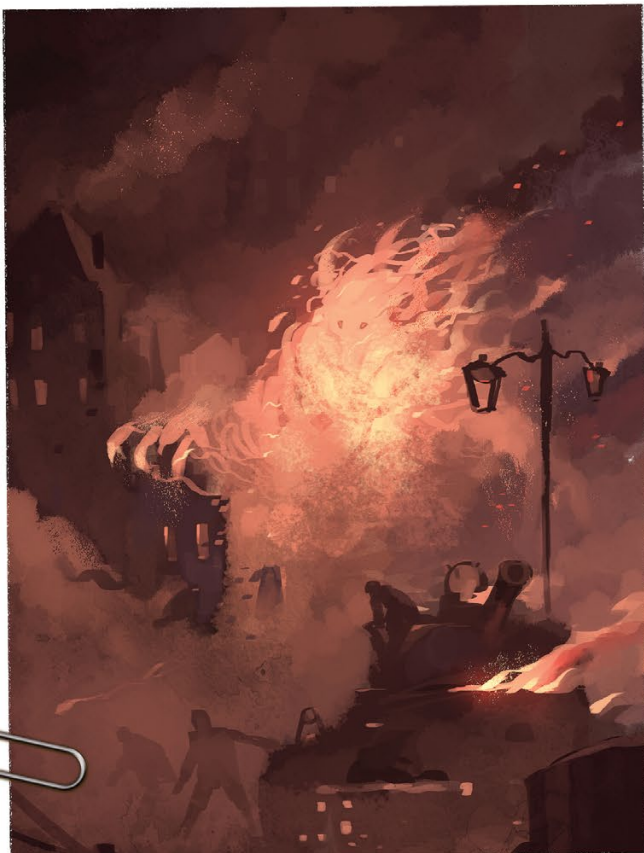
Based on the popular (and illegal) Russian underworld knife, the *finka* (Finnish knife), the NR-40 is brought into service after the Winter War (p.11). The S-shaped knife guard is mounted in reverse to accommodate the handling style taught by the Red Army. The blade is 6" (152mm) long.

PPS-42 (SUDAEV SMG)

A light submachine gun designed by Alexei Sudayev in 1942, the PPS has a simpler design, higher accuracy, greater reliability, and portability compared to its rival, the PPSH. It is accepted into service as the PPS-42, with small-scale production commencing during the Siege of Leningrad. Full-scale production begins in 1943.

PPSH-41 (SHPAGIN SMG)

A Soviet submachine gun designed by Georgi Shpagin in 1940 as an inexpensive alternative to the PPD-40. The PPSH has a selector switch for single round or automatic fire. It uses a 71-round drum (prone to warping and jamming) or a 35-round box magazine. The PPSH not only has a high rate of fire, but it is very durable and cheap to produce and is often dropped behind enemy lines to equip partisan resistance forces.



PTRD-41 (DEGTYARYOV ANTI-TANK RIFLE)

An anti-tank rifle designed in 1941, based on Polish M-35 rifles, the PTRD-41 is a single shot heavy rifle. Despite its name, the PTRD is only really effective against lightly armoured targets. Along with its lack of armour penetration, another major flaw is that the gun only has iron sights and cannot be fitted with a scope, so accurate shooting at a distance is difficult. To compound matters, the muzzle brake kicks up a huge cloud of dust and debris every time it is fired, rendering it a poor sniper rifle (and making it an Easy Spot Hidden roll [Cth]/Notice (+2) test [Sav] to identify the location of the shooter). Despite these issues, the PTRD is used from 1943 onwards as an anti-materiel gun.

RGD-33 GRENADE

Designed in 1933 to replace World War One designs, the RGD-33 is a stick grenade. It can be modified to take an additional "fragmentation jacket" which produces more shrapnel and, therefore, more damage. The grenade is complex to make and difficult to use, and is later replaced by the RG-42.

RG-42

Far simpler to make and use than the RGD-33, the RG-42 is a can-shaped fragmentation grenade containing around 7oz (200g) of TNT.

SG-43 GURYUNOV MACHINE GUN

A highly efficient modern medium machine gun (similar to the Browning M1919), the MG SG-43 enters service in 1943 as a replacement for the Maxim gun and can be attached to a vehicle, or mounted on its own set of wheels.

Sav

New Weapon Quality: Unreliable

Soviet energy weapons manufactured with a synthetic crystal are incredibly unreliable, often vaporising the wielder. If the person firing the weapon rolls a 1 or a 2 on his Shooting die (ignoring the result on the Wild Die), the weapon misfires and must be repaired before it can fire again. If the Wild Die also misses then the weapon explodes, causing 4d6 damage to everyone in a Small Burst Template.

Obviously, these synthetic weapons are given to troops deemed expendable, and their unreliability is a closely guarded state secret. There are a handful of genuine alien weapons which do not suffer from a tendency to explode, but the majority of these are used for research and are rarely, if ever, seen in the field.

SVT-38/SVT-40 SEMI-AUTOMATIC RIFLE

The SVT-38 is based on a 1938 competition-winning design by Fedor Tokarev; the SVT-40 is the updated version, commissioned after problems with the earlier model during the Winter War (p.11). Intended to replace the old Mosin rifle, the sudden German invasion disrupts the SVT-40's acceptance into widespread use. Unlike most Soviet weapons it has a complex design and is more difficult to produce and maintain. As with the Mosin, a sniper modification kit is available.

TT-30/TT-33 SEMI-AUTOMATIC PISTOL

The TT pistol is developed in the 1930s by Tokarev to be the primary weapon of Soviet Command staff (and to act as a replacement for the Nagant M1895). The original model is adopted into service in 1931 and slightly redesigned in 1933. Usually issued to officers, the TT-33 borrows features from several Browning weapons, including the M1911. It uses a modified Mauser C96 cartridge and, although the gun can stand a great deal of abuse, the lack of a proper safety catch makes it very dangerous to carry when loaded.

Special Weapons**BOMB WRAITHS**

The researchers and sorcerers at Institute 21 have had a degree of success crafting bomb casings embedded with a spell to summon a fire vampire. So far, it has only worked with 2,200lb (1,000kg) or heavier bombs, and only five percent have actually worked as intended (a Critical Success (01-05) [Cth]/draw an ace or king of spades [Sav]). Failures range from the bomb being a complete dud to the jostling of the aircraft initiating the enchantment in flight, resulting in the complete destruction of the plane and crew. Researchers have dubbed these weaponised fire vampires "bomb wraiths".

As well as the cinematic damage caused by the bomb itself (see the *Keeper's Guide*, p.121), the explosion also summons a fire vampire to wreak further chaos on the target's surroundings. See *Call of Cthulhu, Sixth Edition*, pp.157-158 [Cth]/*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.226 [Sav] for the relevant statistics.

Achtung! Cthulhu **Skill Difficulties**

There will be certain situations in an *Achtung! Cthulhu* adventure or supplement that will present an investigator with more, or less, of a challenge to his standard skill ability. Further details of these can be found on p.61 of the *Investigator's Guide*, or the *Keeper's Guide*, p.159.

ENERGY WEAPONS

A few Odel MI specialists field experimental energy weapons based on alien technology. This prototype equipment is developed from materials recovered from Kulik's expeditions to Object 143 (pp.86-87). The energy focus of the weapons is an unusual red mineral thought to be of non-terrestrial origin (*Oktyabrit*—"October Stone", named for the Glorious Revolution); further deposits of the mineral have subsequently been found in deep drilling mines on the Kola Peninsula.

Odel MI's scientists have attempted to develop a process to manufacture a facsimile of the mineral (*Noyabrit*—"November Stone"—also named for the Glorious Revolution, to take into account the calendrical change; p.4). Every weapon equipped with the synthetic mineral is incredibly unreliable and has a tendency to vaporise the wielder when it fails; those with a genuine stone only cease working until they are repaired. Agents assigned an energy weapon always carry an additional revolver or an assault rifle as backup.

Cth Energy weapons containing the synthetic mineral have an adjusted Malfunction rating of 75-00 and inflict 4D6 damage on the firer in the event of a failure. The genuine article has a Malf of 96 (see Table 13). Despite the potential dangers, one of the main advantages to sticking with an energy weapon is that it ignores any and all armour.

Sav Soviet energy weapons have the new weapon quality Unreliable (see the textbox on the opposite page).

KRUMMLAUF

An unusual modification for the *Sturmgewehr* StGw44 (the *Keeper's Guide*, p.142), this barrel attachment allows the gun to shoot around corners. The *Krummlauf*, which enters service in 1943, also includes a periscopic sight. It is only good for 300 shots and dramatically decreases accuracy, range, and firepower. An experimental variation for the PPSH-41 is also under development.

Cth Any attempt to use an StGw44 fitted with a *Krummlauf* requires a Difficult skill roll and does 4 Hit Points less damage than normal (with a minimum of 1 Hit Point damage).

Sav Any weapon fitted with a *Krummlauf* steps the damage die down by one step (2d6-1 for the *Sturmgewehr* StGw44) and incurs a -2 penalty to the attack test.

**SHOOTING ROUND CORNERS? THAT
JUST AIN'T PLAYING FAIR.**

-SGT. CARTER



Table 13: Eastern Front Weapons

HAND-TO-HAND WEAPONS

Equipment	Country	Available	Starting Skill [^]	Damage Done	Base Range	Attacks/ Round	Rounds in Gun	HP	Malf
NR-40 Knife	USSR	1940	CC/MW (Knife)	1D4+2+db	Touch	1	—	12	—

[^]CC = Close Combat; MW = Melee Weapon.

GRENADES & EXPLOSIVES

Equipment	Country	Available	Starting Skill	Damage Done	Base Range	Attacks/ Round	Rounds in Gun	HP	Malf
RGD-33 Grenade	USSR	1933	Throw	6D6/3y	(STR-1) × 1y	1	—	6	—
RG-42 Grenade	USSR	1942	Throw	4D6/3y	(STR-1) × 1y	1	—	4	—

HANDGUNS

Equipment	Country	Available	Starting Skill	Damage Done	Base Range	Attacks/ Round	Rounds in Gun	HP	Malf
Energy Pistol	USSR	1935	Handgun	3D6*	15y	1	10	4	75 (96)**
Mauser C96	Germany/ USSR	1896	Handgun	1D10	25y	2	6	8	98
Nagant M1895 Revolver	USSR	1895	Handgun	1D10	15y	2	7	8	00
TT-30/TT-33	USSR	1930/1933	Handgun	1D10+2	15y	2	6	8	00

RIFLES & SHOTGUNS

Equipment	Country	Available	Starting Skill	Damage Done	Base Range	Attacks/ Round	Rounds in Gun	HP	Malf
Energy Rifle	USSR	1936	Rifle	3D8*	30y	1	10	4	75
Mosin-Nagant Rifle	USSR	1882	Rifle	2D4+4	110y	1/2	5	14	00
Mosin-Nagant Sniper Variant	USSR	1932	Rifle	2D4+4	220y	1/2	5	14	00
SVT-38	USSR	1938	Rifle	2D6+4	100y	1/2	10	10	94
SVT-40	USSR	1940	Rifle	2D6+4	110y	1/2	10	12	96
SVT-40 Sniper Variant	USSR	1940	Rifle	2D6+4	220y	1/2	10	12	96

*Ignores armour.

**See weapon description.

And I thought
Norway was
cold!

—Capt. Harris



Sav

HAND-TO-HAND WEAPONS

Equipment	Damage	Range	Min Str	Weight	Notes
NR-40 Knife	Str+d4	Touch	—	2	AP 1

GRENADES & EXPLOSIVES

Equipment	Template	Damage	Range	Shots	Min Str	Weight	Notes
RGD-33 Grenade	Medium	3d6	05/10/20	—	—	2	—
RG-42 Grenade	Medium	3d6-2	05/10/20	—	—	3	—

HANDGUNS

Equipment	Damage	RoF	Range	Shots	Min Str	Weight	Notes
Energy Pistol	3d6	1	15/30/60	10	—	4	Ignores Armor, Heavy Weapon. Unreliable
Mauser C96	2d6-1	1	12/24/48	10	—	3	Semi-Auto
Nagant M1895 Revolver	2d6-1	1	12/24/48	6	—	2	Revolver, can be silenced
TT-30/TT-33	2d6	1	10/20/40	8	—	2	Semi-Auto

RIFLES & SHOTGUNS

Equipment	Damage	RoF	Range	Shots	Min Str	Weight	Notes
Energy Rifle	3d6	1	30/60/120	10	—	12	Ignores Armor, Heavy Weapon, 3RB, Unreliable
Mosin-Nagant Rifle	2d8+1	1	24/48/96	8	d6	9	AP 2, Snapfire, can be fitted with a telescopic sight
SVT-38	2d8	1	20/40/80	10	d6	10	AP 2, Snapfire, can be fitted with a telescopic sight
SVT-40	2d8	1	24/48/96	10	d6	9	AP 2, Snapfire, can be fitted with a telescopic sight

Gth

SUBMACHINE GUNS & MACHINE GUNS

Equipment	Country	Available	Starting Skill	Damage Done	Base Range	Attacks/Round	Rounds in Gun	HP	Malf
DP-28/DT Machine Gun	USSR	1929	Heavy Weapons	2D6+4	110y	1 or burst	100	12	96
DShK Heavy Machine Gun	USSR	1938	Heavy Weapons	2D6+4	130y	Burst	100	10	99
Maxim Gun PM M1910	USSR	1910	Heavy Weapons	2D6+4	110y	Burst	250	14	96
PPD-40	USSR	1934	Submachine Gun	1D10	30y	1 or burst	25/71	8	96
PPS-42	USSR	1942	Submachine Gun	1D10	30y	1 or burst	35	8	98
PPSh-41	USSR	1941	Submachine Gun	1D10	30y	1 or burst	35/71	8	99
SG-43 Guryunov Machine Gun	USSR	1943	Heavy Weapons	2D4+4	120y	1 or burst	200	12	95

HEAVY WEAPONS & MISCELLANEOUS

Equipment	Country	Available	Starting Skill	Damage Done	Base Range	Attacks/Round	Rounds in Gun	HP	Malf
PTRD-41 Anti-tank Rifle	USSR	1941	Heavy Weapons	2D6+4	100y	1/2	1	14	00

Sav

SUBMACHINE GUNS & MACHINE GUNS

Equipment	Damage	RoF	Range	Shots	Min Str	Weight	Notes
DP-28/DT Machine Gun	2d8	3	24/48/96	47	d8	21	AP2, Auto, Snapfire
DShK Heavy Machine Gun	2d10	3	50/100/200	50	-	78	AP 3, Auto, May not move, Heavy Weapon
Maxim Gun PM M1910	2d8	3	24/48/96	250	-	52	AP 2, Auto, May not move
PPD-40	2d6	3	12/24/48	25/71	d6	10	Auto
PPS-42	2d6	3	12/24/48	35	-	9	Auto
PPSh-41	2d6	3	12/24/48	71	-	8	Auto
SG-43 Guryunov Machine Gun	2d8	3	24/48/96	50	-	30	AP 2, Auto, May not move

HEAVY WEAPONS & MISCELLANEOUS

Equipment	Damage	RoF	Range	Shots	Min Str	Weight	Notes
PTRD-41 Anti-tank Rifle	2d10	1	40/80/160	1	d8	39	AP 3, May not move, Heavy Weapon



CHAPTER 6

Across Land and Sky

*"The machine does not isolate man from the great problems of nature
but plunges him more deeply into them."
- Antoine de Saint-Exupery*

The Soviet Union is a vast country, one of the largest on earth, and crossing it is fraught with difficulty. The vast open spaces make it ideal for certain types of combat, and it is here that tank warfare comes into its own. Air transport, too, has a major role to play, both in battle and in ensuring supplies reach where they need to be.

Many of the vehicles found on the Eastern Front can already be found in Chapter 6 of the *Keeper's Guide*. This chapter looks at new vehicles: real, experimental, and extreme.

Transport

In the Red Army, the recipient of any supplies is responsible for their transportation. Both automobiles and horses are used to transport materiel, with horses being the preferred choice as they do not use petrol or require spare parts, and can cross much more rugged terrain than most supply vehicles. It is also a widely held belief that the horses are smarter than the men chosen to be supply drivers. Drivers are selected from those ineligible for front-line duty and frequently lack the combat and command experience needed if the supply unit comes under fire.

When horses are not available, the Red Army makes use of both Soviet and American vehicles. The Soviets have many 3-ton ZIS-5 trucks and several thousand ZIS-42 halftracks. The ZIS-42 is particularly prone to breaking down and getting mired in the ever present mud. Studebakers are the preferred tractor for heavy artillery systems and make a handy stable platform for *Katyusha* rocket launchers.

Allied vehicles are typically viewed poorly, primarily because most soldiers in the RKKA are not trained to maintain them properly, leading to recurring breakdowns. When Allied equipment is properly cared for, it usually far

outclasses native Soviet designs. A striking example of this is the incredible success the Russians have with the P-39 fighter (p.56).

NEW GROUND VEHICLES

The USSR

BM-13 "KATYUSHA"

The Red Army's infamous rocket launcher is a battery of rail rocket launchers mounted on a truck bed (usually the ZiS-6, but also the Studebaker US6). The *Katyusha* delivers a devastating amount of explosives to the target area. However, it has terrible accuracy and a very long reload time. To avoid return fire during reloading, the BM-13 takes full advantage of its mobility and quickly redeploys after a launch.

BT-7

A light cavalry tank that enters service in 1935, the BT-7 is modified in 1937 and again in 1939. It carries a three-man crew (a commander/gunner, a loader, and a driver). Despite heavy losses in the early stages of war, the BT-7 is used throughout the entire conflict.

IS-2

A Soviet heavy tank developed as a successor to the KV-series and named in honour of Joseph Stalin. The IS-2 is designed with thick armour to protect against German anti-tank artillery and carries a 122mm gun designed to penetrate Tiger and Panther tanks. The IS-2 enters service in 1943 and is upgraded in 1944, serving as a breakthrough tank at the Battle of Berlin.

One limitation of the IS-2 is the size of the gun. With big guns come big shells and the IS-2 can only carry 28 rounds. However, as a breakthrough tank, the IS-2's job is to punch holes in enemy lines that smaller, nimbler tanks can exploit, so it can rely on ammunition wagons to supply additional shells if needed.

ISU-152

The ISU-152 enters service in 1943 and functions as both a self-propelled gun and heavy tank destroyer. It is armed with a 152 mm howitzer and armoured with welded heavy plates of rolled steel. It is widely used to support attacks from the second line, as a tank destroyer, and as self-propelled artillery. The ISU-152 does have flaws, though: it cannot carry much ammunition, has a very low rate of fire, and its huge size leaves it very exposed if not properly camouflaged.

KV-1

The KV-1 (Kliment Voroshilov-1) is a heavy tank, first designed in 1938. Powered by a diesel engine and armed with a 76mm gun and three machine guns, the KV-1 is a powerhouse during the early years of the war. Its 90mm armour plating renders it almost invulnerable to weapons fielded by the Germans during the initial invasion of the Soviet Union; a direct hit to the rear is typically the only way to disable one. As the war progresses, the Soviets continually upgrade the armour plating to contend with

more powerful German anti-tank weapons. Unfortunately, Soviet engineers do not also upgrade the gun or the engine, leading to a heavy tank that, by 1943, is very slow and out-gunned by most medium tanks.

KV-2

A modified KV-1 armed with an extremely powerful 152mm howitzer and heavy armour. Designed to be a bunker-buster, it is slow and difficult to manoeuvre. Unlike most Soviet tanks, it has an electric motor for turret rotation. When tank production shifts from the west to Tankograd in the Urals, manufacture of the KV-2 stops.

OT-34

A Soviet chemical tank that uses the chassis of the T-34. Unlike most flame tanks in World War Two, the OT-34 retains its main 76mm gun, but the internal machine gun is replaced by a flamethrower. As a result, the OT-34 can fight against enemy tanks as well as support infantry as a flame tank.

STUDEBAKER US6

The USA sends this truck to the Soviet Union as part of the Lend-Lease programme. The 6x4 variant has a rated carrying capacity of 2.5 tons, but can haul 5 tons on a good road. It is the main platform for the *Katyusha* rocket launchers and is known to the Soviets by its nickname "the Studer".

Amata Doyle could only hope that the Soviet agent hadn't discovered her hiding place, or there might very well be one mouse less in the world.



SU-76

The SU-76 is a Soviet self-propelled gun built on the T-70 tank chassis. Designed in 1942, it is the second most produced Soviet armoured vehicle of World War Two. The SU-76 not only replaces light tanks as an infantry support vehicle, but it also serves as an effective anti-tank weapon against light and medium tanks, as well as being used as a light artillery weapon.

SU-100

Designed in 1944, this Soviet self-propelled gun uses the chassis of the T-34-85. It proves to be a very effective heavy tank destroyer. The SU-100 is armed with a 100mm tank gun and can happily take on most German tanks from the early and mid-years of the war.

SU-122

A self-propelled gun that the Soviets build on the chassis of the T-34 medium tank. Designed in 1943, it is armed with a 122mm howitzer to punch through defensive positions, but maintains its manoeuvrability by having lighter armour than the T-34.

T-34

The primary medium tank of the Red Army. At its introduction in 1940, the T-34 possesses the best balance of firepower, mobility, and protection of the Soviet tanks. It has a 76.2 mm main gun and is protected by 45mm armour. A high-power diesel engine provides excellent speed and the horsepower necessary to cross difficult terrain. As the war progresses, the T-34 is continually modified, both to speed up production and as a result of operational feedback.

Armoured Trains

Throughout the war, the RKKA and NKVD use armoured trains and special railway equipment, including armoured rail platforms, draisines (light auxiliary rail vehicles), and armoured cars, specially designed to move by rail.

The USSR begins construction of new armoured trains before the war, building massive tank towers and artillery installations on flat-bed cars. Some of these guns have a range of 15 miles (24km), allowing them to support the distant frontlines. The Red Army also uses trains armed with numerous AA guns to protect communications relays.

The major downside of armoured trains is that they are very vulnerable to air attack; they are invariably large and relatively easy to find, and enemy planes have the option of either destroying the locomotive or simply bombing the rails.

By the end of the war, the T-34 supplants most light and medium tanks in the Red Army and becomes a symbol of Soviet military strength.

ZIS-5

A 3-ton Soviet truck that serves as one of the Red Army's major transport options during the Great Patriotic War. A reliable and simple vehicle, it not only hauls cargo and troops but functions as an artillery tractor and a platform for the *Katyusha* rocket system. At the height of production, Soviet factories roll out 65 ZiS-5s a day.

ZIS-42

A Soviet half-track, designed to operate in rough terrain as an artillery tractor. During the war the Soviets produce 7,000 ZiS-42s. Based on the ZiS-5 truck, it is slow and unreliable, and the caterpillar tracks frequently break, leaving the ZiS-42 stranded.

The T-34's high-power diesel engine provides excellent speed and the horsepower necessary to cross difficult terrain.

Germany

PzKPFW 38(T)

A Czech tank adopted by the German Army that sees service in Poland, France, and Soviet Russia. Only produced until 1942, the PzKpfw 38(t)'s armour proves too weak for the brutal conditions on the Eastern Front. Skoda engineers use the PzKpfw 38(t)'s chassis as the basis for the Hetzer tank destroyer.

SDKFZ 234 PUMA

This German armoured car is equipped with a 50mm gun. It has light armour and proves to be a quick and effective reconnaissance unit. A crew of four operates the Puma, two of which are drivers; one at either end of the vehicle, allowing it to be driven in either direction with relative ease.

SD.KFZ 4/1 PANZERWERFER 42

A half-tracked rocket launcher that is very effective as an anti-infantry shock weapon. Unlike the Red Army, which makes heavy use of the *Katyusha*, the Germans neither produce nor deploy many *Panzerwerfer*, so it does not have a big effect on the course of the war on the Eastern Front.

ELEFANT

A heavy tank destroyer used in small numbers at the Battle of Kursk. Designed in 1943, the *Elefant* is armed with an 88mm artillery gun and can destroy Allied vehicles from a distance of over three miles. It is, however, a deeply

Anti-tank Dog

An anti-tank dog, *protivotankovaya sobaka*, is trained to deliver high-explosives to the vulnerable undersides of tanks; these explosives are held in a satchel strapped to the animal and detonate when an embedded wooden lever impacts the bottom of the vehicle as the dog dives under it (killing the animal in the process). The German forces know about the Soviet dogs, so are under orders to shoot any dog they see.

After 1942, and numerous problems with training and a poor success rate, anti-tank dogs fall out of favour. Instead, the animals are retrained for mine-seeking, hospital, and more mundane delivery work.

Use the statistics for dogs on **Call of Cthulhu, Sixth Edition**, p.204, but add:



Weapons: *Anti-Tank Mine* 30%, damage 4D6/3y, base range touch.

Special Rules: due to the problem of obtaining sufficient intact German tanks, many anti-tank dogs are actually trained using Russian vehicles, with the unfortunate result that they are just as likely to attempt to run under their own tanks on the battlefield. In the case of a Fumble (96-00) when deploying the anti-tank mine, the dog has mistakenly targeted its own side in the heat and smoke of combat, and the mine automatically explodes.



Soviet Anti-tank dog Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Notice d10

Pace: 7, **Parry:** 5, **Toughness:** 4.

Special Abilities

- **Bite:** Str +d4.
- **Confusing Training:** due to the problem of obtaining sufficient intact German tanks, many anti-tank dogs are actually trained using Russian vehicles, with the unfortunate result that they are just as likely to attempt to run under their own tanks on the battlefield. When each dog is deployed, roll its Smart die; on a natural 1, the dog has mistakenly targeted its own side in the heat and smoke of combat.
- **Fleet Footed:** dogs roll a d10 when running instead of d6.
- **Go for the Throat:** dogs instinctively go for an opponent's weakest spots. With a raise on its attack roll, it hits the target's most thinly-armoured location.
- **Size - I:** dogs are relatively small creature.
- **Anti-tank Mine:** when the dog goes under a vehicle, it triggers its anti-tank mine (4d6, Heavy, AP 5). Use the lowest armour rating of the targeted tank before applying the AP of the mine.

flawed vehicle that lacks side portals (preventing the crew from seeing flanking enemies), has no anti-personnel weapons, and is so heavy that it cannot cross most bridges. Regardless, the *Elefant* still manages to achieve the highest kill ratio of any tankbuster during the war. A paucity of spare parts and equipment powerful enough to drag a wounded *Elefant* to the rear for repairs further limits its effectiveness. More *Elefants* succumb to mechanical breakdowns or minor (but debilitating) shots to the treads that lead to the crew scuttling the vehicle, than are destroyed by enemy action.

JAGDPANTHER

A heavy tank destroyer based on the Panther chassis. It combines a powerful 88mm PaK 43 cannon and the excellent armour of the Panther tank. Not available until late 1944, few *Jagdpanthers* are produced and crews are provided with the minimum of spare parts and training. They are assigned to heavy anti-tank battalions and mostly serve on the Eastern Front.

JAGDPANZER 38(T) HETZER

A German light tank destroyer based on a modified Czechoslovakian *Panzer 38(t)* tank chassis, this quick and agile

machine is armed with a 75mm PaK 39 L/48 gun. The *Hetzer* ("Chaser") is used by the *Panzerwaffe* during the later stages of the war on the Eastern Front.

JAGDTIGER

A super heavy tank destroyer based on the Tiger II chassis, only eighty *Jagdtigers* are built over the course of the war. Continual transmission problems and high fuel consumption limits the *Jagdtiger's* ability to engage the enemy, but when it does see combat, its thick armour and powerful cannon (capable of hitting targets over three miles away) make it a fearsome foe.

STURMTIGER

A German assault gun based on the Tiger I chassis and armed with a 380mm RW 61 rocket launcher. Despite high fuel-consumption, this vehicle is effective on the battlefield, and its guns and rockets easily destroy enemy buildings and barricades. The *Sturmiger* is tested against Polish patriots during the Warsaw Uprising.

SD.KFZ 302 GOLIATH

A German remote control vehicle nicknamed the "beetle tank". Packed with up to 220lbs (100kg) of high explosives, Goliaths are used to attack bridges, enemy tanks, and



clustered infantry. A 650yd (595m) long cable connects the 5ft (1.5m) long tank to a joystick (and its operator). Able to reach a max speed of 6mph (9.7km/h) and protected by very thin armour, the lacklustre Goliath's weakest point is the control cable: sever that and the vehicle becomes inert.

NEW AIRCRAFT

The USSR

Soviet aircraft are flown and maintained by the men and women of the *Voyenno-Vozdushnyye Sily Raboche-Krestyanskaya Krasnaya Armiya* (Military Aviation of the Workers' and Peasants Red Army), frequently shortened to VVS-RKKA.

A-20 HAVOC

Provided by the Lend-Lease agreement, the A-20 is the most numerous foreign-made aircraft in the Soviet Air Force; one in three are used by the VVS-RKKA and the Soviets fly more A-20s than the USAAF. Fast, agile, and easy to fly, the A-20 can operate at an altitude of as low as 33ft (10m). The dual engines prove vulnerable to the Russian cold, so Soviet engineers create a special cover for them.

BI-1

An experimental rocket-powered fighter constructed by Bereznyak. The Bi-1 carries two ShVak cannons and can reach approximately 250mph (400km/h). All eight Bi-series planes are based out of the research aerodrome near Sverdlovsk.

I-16

Polikarpov's Design Bureau builds the first I-16 in 1933. The fighter proves highly effective against modern Japanese fighters. Although the I-16 is outdated and slow by the time of the Great Patriotic War (earning it the nickname "Donkey" amongst Soviet flyers), a good pilot can still shoot down a German fighter through the use of skill and guile.

IL-2

A durable Soviet ground-attack (*sturmovik*) aircraft that enters service in 1941. The Il-2 has its armour integrated into its airframe, resulting in a heavy aircraft that is difficult to manoeuvre. During the later stages of the war, the Il-2 serves as an effective interceptor against German bombers and cargo planes.

IL-4

A long-range twin-engine bomber first built in 1936 by the Ilyushin Design Bureau that serves as a torpedo bomber and recon craft. A design flaw makes take-offs and landings particularly difficult to accomplish safely, resulting in the loss of many aircraft, and it takes a very skilled pilot to fly the aircraft effectively. In 1941, Il-4 night squadrons bomb Berlin.

LA-5

A Soviet fighter developed in 1942. A refinement of the older LaGG-3 fighter, the La-5, with its high top speed and two cannons, is one of the most capable attack planes on the Eastern Front.

LAGG-3

The LaGG-3, designed in 1940, is one of the most modern aircraft available to the Soviet Air Force at the start of the war. It has a low top speed, cannot climb quickly, and is completely outclassed by the Messerschmitt Bf 109 as a result.

MIG-3

A high-altitude aircraft developed in 1940. The MiG-3 has unspectacular speed and manoeuvrability at low and medium altitudes but, once in its element, it is fast and agile.

The gun is a failed attempt to create a portal to the Valley of the Black Sun.

P-39 AIRACOBRA

Designed by Bell Aircraft, the Airacobra has an innovative layout—the engine is behind the pilot. A Lend-Lease plane like the A-20, the P-39 sees great success with the VVS-RKKA as the plane's respectable speed and heavy firepower make it highly effective on the Eastern Front. Five out of the ten highest scoring Soviet aces log the majority of their kills in the P-39.

P-63 KINGCOBRA

Also designed by Bell Aircraft, the P-63 is a more powerful version of the P-39. Although the USAAF do not adopt the plane, the Soviets use it as an interceptor.

PE-2

A high-speed dive-bomber that first sees action in 1941, the Pe-2 is an outstanding aircraft with excellent flight characteristics and good armament. One of its few flaws is that it can be difficult to handle, especially during landings. Improved versions of the Pe-2 serve as heavy fighters and recon planes.

PO-2

One of the most produced aircraft (and the most produced biplane) in aviation history. At the start of the war, the Po-2 is used for ground-attack and aerial reconnaissance missions. A training version, the U-2, is used by the 588th Night Bomber Regiment (see p.109). Not only can the wooden frame take an inordinate amount of damage before becoming unstable, but the plane's maximum operational speed is only slightly higher than the stall speed of most German fighters, making the Po-2 a very difficult plane to engage and shoot down.

TU-2

A twin-engine Soviet front-line dive-bomber designed in 1942, the Tu-2 is an easy to fly aircraft and the second most effective bomber in the RKKA after the Pe-2.

YAK-3

A light, nimble, and fast aeroplane that enters service in 1944, the Yak-3 quickly proves to be an excellent dogfighter. On the downside, it has a low flight ceiling and an unreliable, but powerful, engine.

YAK-9

The Yak-9 is accepted into service in 1942. Easy to produce and without any serious design flaws, it has good flight performance but suffers from insufficient armament. It remains in service throughout the conflict as the main Soviet fighter.

YER-2

A long-range high-speed bomber constructed by Robert Bartini's Design Bureau. The Yer-2 bombs Berlin from airbases in Estonia during the summer 1941. Production of the Yer-2 is halted in September 1941, but resumes in 1944.

Germany**AR-232**

Known as the Millipede thanks to its many sets of wheels, the Ar 232 sees limited production with no more than twenty aircraft made. In addition to being one of the first modern cargo aircraft, the Ar 232 serves the *Luftwaffe* on secret missions as its ten non-retractable wheels and retractable tricycle gear allow the plane to use non-traditional airfields, such as open farmland. Even when loaded to its maximum capacity of 35,000lbs (16,000kg), the AR 232 can still take off in less than 700ft (213m) and, when using a rocket assisted takeoff, it can do so in even less. Parachutes and reverse firing rockets ensure its landing requirements are equally miniscule. Two 13mm guns and one 20mm cannon provide the aircraft with protection.

FW-200 CONDOR

A long-range reconnaissance and transport aircraft, the Condor is originally designed as a civilian airliner but, with the onset of war, it is drafted into military service. The Fw-200 has four engines and an all-metal body. Primarily used for naval reconnaissance and as a bomber, its main role is to patrol seaways looking for Allied naval convoys. It is also used to airdrop supplies to troops encircled by the enemy.

HEINKEL HE-111

The primary German medium bomber, the He 111 is designed by Siegfried and Walter Günter in the early 1930s. It has two engines, elliptic wings, and a bullet-shaped "greenhouse" nose. Its relatively poor defensive capabilities, coupled with a slow speed, make it an easy target for fast aircraft such as the Spitfire.

HS-129

A German armoured ground attack aircraft created by the Henschel design bureau in 1937, the Hs 129 enters service on the Eastern Front and accounts for the destruction of hundreds of Soviet tanks, especially during the Battle of Kursk.

EXPERIMENTAL VEHICLES

Germany

PANZER VIII "MAUS"

A German super-heavy tank designed by Porsche and constructed in 1944, the *Maus* is one of the heaviest armoured vehicles ever built and is armed with a 128mm anti-tank cannon. Only three prototypes are manufactured, two of which are not completely assembled.

SEETEUFEL

The *Seeteufel* is an experimental, heavily armed midget submarine. It is essentially an underwater tank that uses treads to move along the sea bed, or a propeller to swim through the water. It is equipped with a 75mm turret and two electric torpedoes. A snorkel/conning tower allows observations to be made above the waves without it breaking the surface, like its larger U-Boat brethren.

NEW AUGMENTED VEHICLES

Germany

SD.KFZ 250/13 EYE OF THE BLACK SUN

A remote controlled, lightly armoured halftrack equipped with a portal gun, *das Auge* acts as a conduit to the Valley of the Black Sun, creating a link between the Dreamlands and the waking world. The gun is actually the result of an earlier failed attempt to create a stable portal to the Valley of the Black Sun. Unfortunately, the experiment tapped straight into the repugnant heart of the Black Sun, killing the research team involved, even though the rent remained open for only a fraction of a second. Rather than discard the research, the new team assigned to the project repurposed the device as a weapon, redirecting the energy released as an ethereal light beam of devastating effect.

Cth

Any target within a 45 degree cone up to 330ft (100m) from *das Auge* must make a POW×5 check. Failure means that he glimpses the Black Sun and suffers a 1D6/1D8 SAN loss. He is also subject to 3D6 Hit Points of damage. Anyone who sees the Beam of the Black Sun, even if they are not the target, suffers a 1/1D4 SAN loss.

Sav

Any target within a 45 degree cone up to 330ft (100m) from *das Auge* suffers 3d6 damage and must make a successful Spirit test;



Big is Not Always Beautiful

The Landkreuzer P.1000 *Ratte* is the largest tank never built. Designed by the steel and armaments manufacturer, Krupp Industries, in June, 1942, it towers over its sibling, the *Maus*. Heavily armed with naval artillery, its sheer weight (five times that of the *Maus*) means that it will most likely destroy any road or bridge it comes across.

The Landkreuzer p.1500 Monster is an even bigger Krupp design from December, 1942, meant to act as a mobile platform for the *Schwerer Gustav* railway gun (p.21) and its sister, Dora. Albert Speer, Hitler's Minister of Armaments and War Production at the time, reviews the plans early in 1943 and promptly cancels both projects.

failure indicates that the person has glimpsed the Black Sun. Anyone unlucky enough to see the Beam of the Black Sun, even if they are not a target, makes a Terror roll at -2.

The portal gun can fire once every five rounds. The Sd.Kfz 250/13 has no other weapons, and currently there are only one or two such weapons in existence.

Mounted on six giant tracked units,
its sloping armour planes give it a
sinister, oddly refined, style.

WHIRLWIND CANNON

This extraordinary weapon is developed by German engineer Marius Tsippermeyer. Intended for anti-aircraft defence, the prototype is able to create a 300yd (280m) high tornado that can destroy buildings or medium tanks from 165yds (150m) away. In optimum weather conditions, it can create a full-scale tornado.

WOLFSZORN (WOLF'S WRATH)

Disdaining the pitiful designs of the *Landkreuzer P.1000 Ratte* (Rat) and *Landkreuzer P.1500 Monster*, *Nachtwölfe* engineers work tirelessly to perfect the ultimate giant land weapon. The *Wolfszorn* (Wolf's Wrath) tank utilises *Blauer Kristall-II* material (the *Keeper's Guide*, p.146), which reduces the weight of steel required whilst simultaneously increasing the armour quality.

Even with the reduced weight, the planned increase in size means that this behemoth needs a considerable engine and power source. Experimentation on the power plant has been a top priority, but a reliable, fully-working model has yet to be achieved. The *Wolfszorn* and the search for a robust energy source to power it is currently one of the central driving forces behind *Nachtwölfe's* missions. If this vehicle can be successfully realised, it opens the door to increasingly larger war machines already on the drawing board.

The *Wolfszorn* utilises many familiar elements drawn from both shipbuilding and tank development. Mounted on six giant tracked units, each the size of the proposed *Ratte*, its sloping armour planes giving it a sinister, yet oddly refined, style. The main body of the beast sits between these units and carries the power plant, crew quarters, and a vehicle bay containing three armoured scout cars, ten motorcycles, and nine Sd. Kfz 251s. The *Wolfszorn's* operating crew is supported by a company of *Nachtjäger*s consisting of a scout platoon, three infantry platoons, a mounted scout platoon and a command unit.

Each tracked unit is automated and controlled from the central conning tower, but incorporates close defence weapons, including remotely operated flamethrowers and manned machine gun positions. Spread over a wide body, with raised main weapon mounts, the *Wolfszorn* resembles a moving gun emplacement with multiple turrets, each featuring a devastating array of weaponry.

Four of these turrets mount quad *Fliegerfaust-C*, a heavy duty, improved version of the nine-barrelled, handheld, ground to air rocket launcher; each barrel is loaded with a 20mm explosive rocket. An experimental mounting platform houses the *Elektrokannone* system, a prototype rail gun still in its developmental stages.

*Somehow we need to get NP as near to that thing as we can.
We need to know how far along the project is and what
we can do to put a stop to it.*

A.T.

Table 14: Eastern Front Vehicles

SUPPORT VEHICLES

Vehicle	Country	Avail.	Spd.	Weapons	Damage	Crew	Armour (Front/Side/ Rear/Top)	HP	Handl.	Accel./ Decel
ZiS-5 Truck	USSR	1933	3	—	—	2+20	0	40	-6	×1
ZiS-42 Half-track Truck	USSR	1942	2	—	—	2+20	0	40	-6	×1
Studebaker US6	USA Lend-Lease	1941	3	—	—	2+20	0	40	-6	×1
Sd.Kfz 234 Puma	Germany	1940	4	50mm Gun 7.62mm Machine Gun	8D6 2D6+4	4	5/5/5/5	35	0	×2

SUPPORT VEHICLES

Vehicle	Acc./ TS	Toughness (Front/Side/Rear)	Crew	Notes	Weapons	Weapon Statistics
ZiS-5 Truck	10/25	12 (1)	1+20	—	—	—
ZiS-42 Half-track Truck	8/25	12 (1)	1+20	Half-track	—	—
Studebaker US6	10/25	12 (1)	1+20	Lend-Lease	—	—
Sd.Kfz 234 Puma	5/20	15/12/12 (4/1/1)	4	8x8 All Road	50mm Cannon Turret (HE 35, AP 20) Maschinengewehr 34 (1000 rounds)	70/140/280, damage Armor Piercing 3d10 or High Explosive 2d8, AP 10 (AP) or 3 (HE), RoF 1, Medium Burst Template, Reload 1, Heavy Weapon 30/60/120, 2d8, RoF 3, AP 2, Auto



Seetenfel
(Sea Devil)

Cth

TANKS & SELF-PROPELLED ARTILLERY

Vehicle	Country	Avail.	Spd.	Weapons	Damage	Crew	Armour (Front/Side/ Rear/Top)	HP	Handl.	Accel./ Decel
BM-13 "Katyusha"	USSR	1941	3	24x 132mm Rockets	6D6	7	0	35	-4	x1
BT-7	USSR	1935	3	45mm 20k Gun	8D6	3	5/5/5/5	30	2	x2
				2x7.6mm DT Machine Guns	2D6+4					
IS-2	USSR	1945	2	122mm Gun	Special*	4	75/55/55/55	60	1	x2
				3xDT Machine Guns	2D6+4					
ISU-152	USSR	1943	1	DShK Machine Gun	2D6+4	5	45/40/40/40	60	-6	x1
				152mm Howitzer	Special*					
KV-1	USSR	1939	1	76mm Gun	10D6	5	55/55/70/70	40	-4	x1
				3x7.6mm Machine Guns	2D6+4					
KV-2	USSR	1939	1	152mm Howitzer	Special*	6	60/60/60/70	40	-6	x1
				3xDT Machine Guns	2D6+4					
OT-34	USSR	1941	3	76.2mm Gun	10D6	4	40/40/40/50	50	0	x2
				7.6mm DT Machine Gun	2D6+4					
SU-76	USSR	1942	2	Flamethrower	2D6+ shock	4	25/15/15/15	30	-4	x1
				76mm Gun	10D6					
SU-100	USSR	1944	2	100mm Gun	Special*	4	50/30/30/10	50	-4	x1
SU-122	USSR	1942	3	122mm Howitzer	Special*	5	25/40/40/40	45	0	x2
T-34	USSR	1940	3	76.2mm Gun	10D6	4	40/40/40/50	50	0	x2
Elefant	Germany	1942	1	88mm Gun	12D6	6	100/100/ 100/100	80	-8	x1
				MG34 Machine Gun	2D6+4					
Jagdpanther	Germany	1944	2	88mm Gun	12D6	5	50/35/35/50	50	-2	x2
				MG34 Machine Gun	2D6+4					
Jagdpanzer 38(t) Hetzer	Germany	1943	2	75mm Gun	10D6	4	35/15/15/10	45	-1	x2
				MG34 Machine Gun	2D6+4					
Jagdtiger	Germany	1944	2	128mm Gun	Special*	6	80/80/80/60	80	-5	x1
				MG34 Machine Gun	2D6+4					
Panzer VIII "Maus"	Germany	1945	1	128mm Cannon	Special*	6	100/100/ 100/100	120	-10	x1
				75mm Gun	10D6					

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Vehicle	Country	Avail.	Spd.	Weapons	Damage	Crew	Armour (Front/Side/ Rear/Top)	HP	Handl.	Accel./ Decel
PzKpfw 38(t)	Germany	1939	2	37mm Gun 2x7.92mm Machine Guns	6D6 2D6+4	4	10/5/5/5	25	1	×2
Sd.Kfz 250/13 Eye of the Black Sun	Black Sun	1943	4	Portal Gun	See description	n/a	2/2/2/2	50	0	×2
Sd.Kfz 302 Goliath	Germany	1942	1	130lb Explosive Charge	Special*	n/a	2/2/2/2	5	-1	×2
Sd.Kfz 4/1 "Panzerwerfer"	Germany	1943	2	MG34 or MG42 Machine Gun 20xNebelwerfer 41 Rockets	2D6+4 6D6	4	4	35	0	×2
Seeteufel	Germany	1944	1	2xTorpedoes 14x300mm Rockets	Special* 6D6	3	4/4/4/4	25	0	×1
Sturmtiger	Germany	1943	2	MG34 Machine Gun Grenade Launcher (S-Mines)	2D6+4 3D6/20y	5	75/50/75/75	75	-2	×2
Whirlwind Cannon	Germany	1944	2	Whirlwind Cannon	Special*	5	10/10/10/20	50	1	×2
				4x280mm SK C/28 Naval Gun	Special*					
				15mm Mauser MG151/15 cannon	2D6					
Wolfszorn	Nachtwölfe	1945	1	4x128mm PaK 44 L/55 Gun 4xFlak 38 AA Guns 4x20mm Fliegerfaust-C Rocket Launchers Elektrokannone	Special* 3D6 6D6 Special*	41	120/120/ 120/120	200	-10	×1

*For large quantities of explosives, treat damage cinematically (see the *Investigator's Guide*, p.122, or the *Keeper's Guide*, p.121 for further details on cinematic damage).

THEY SURE DO LIKE THEIR TANKS, DON'T THEY?
NOT SURE YOU'D EVER GET ME IN ONE OF 'EM.

-SGT. CARTER

TANKS & SELF-PROPELLED ARTILLERY

Vehicle	Acc. / TS	Toughness (Front/Side/Rear)	Crew	Notes	Weapons	Weapon Statistics
BM-13 "Katyusha"	10/25	12 (1)	7	—	82mm Rocker Launcher	75/150/300, damage Armor Piercing 4d10 or High Explosive 3d8, AP 18 (AP), 4 (HE), Medium Burst Template, Reload 4, Heavy Weapon
BT-7	5/14	15/15/10 (3/3/2)	3	Heavy Armor, Tracked, Sloped Armor (-2, front only)	76mm Gun (HE 35, AP 15)	75/150/300, damage Armor Piercing 4d10 or High Explosive 3d8, AP 11 (AP) or 4 (HE), Medium Burst Template, Reload 1, Heavy Weapon
					2xDT-29 Machine Guns	24/48/96, 2d8, RoF 3, AP 2, Auto
IS-2	3/8	30/27/26 (14/11/10)	4	Heavy Armor, Tracked	122mm Gun (Turret HE 16, AP 12)	80/160/320, damage Armor Piercing 5d10 or High Explosive 5d10, AP 20 (AP) or 11 (HE), Medium Burst Template, Reload 1, Heavy Weapon
					2xDT-29 MG Coaxial, Rear Turret (2000 Rounds)	24/48/96, 2d8, RoF 3, AP 2, Auto
ISU-152	2.5/8	24/21/22 (11/8/9)	5	Heavy Armor, Tracked	150mm ML-2S Howitzer (HE 5, AP 15)	150/300/600, damage Armor Piercing 5d10 or High Explosive 5d10, AP 16 (AP) or 10 (HE), Medium Burst Template, Reload 1, Heavy Weapon
					DSHk (Anti Air)	50/100/200, 2d8, RoF 3, AP 2, Auto
KV-1	3/8	23/22/23 (9/8/9)	6	Fixed Gun, Heavy Armor, Tracked	76mm Turret (HE 60, AP 15)	75/150/300, damage Armor Piercing 4d10 or High Explosive 3d8, AP 11 (AP) or 4 (HE), Medium Burst Template, Reload 1, Heavy Weapon
					3xDT-29 Machine Gun Coaxial, Bow, Rear Turret (2000 Rounds)	24/48/96, 2d8, RoF 3, AP 2, Auto
KV-2	2/7	25/24/25 (11/10/11)	5	Heavy Armour, Tracked	150mm ML-2S Howitzer (HE 5, AP 15)	150/300/600, damage Armor Piercing 5d10 or High Explosive 5d10, AP 16 (AP) or 10 (HE), Medium Burst Template, Reload 1, Heavy Weapon
					3xDT-29 Machine Gun Coaxial, Rear Turret (2000 Rounds)	24/48/96, 2d8, RoF 3, AP 2, Auto
OT-34	5/14	19/17/18 (7/5/6)	4	Heavy Armor, Tracked, Sloped Armor (-2, front only)	76mm Turret (HE 52, AP 24)	75/150/300, damage Armor Piercing 4d10 or High Explosive 3d8, AP 11 (AP) or 4 (HE), Medium Burst Template, Reload 1, Heavy Weapon
					Flamethrower	2d10, Cone, Ignores Armor, Heavy Weapon
SU-76	5/13	17/17/17 (5/5/5)	4	Heavy Armor, Tracked	76mm Gun (HE 35, AP 15)	75/150/300, damage Armor Piercing 4d10 or High Explosive 3d8, AP 11 (AP) or 4 (HE), Medium Burst Template, Reload 1, Heavy Weapon

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Vehicle	Acc. / TS	Toughness (Front/Side/Rear)	Crew	Notes	Weapons	Weapon Statistics
SU-100	5/12	25/18/20 (12/5/7)	4	Heavy Armor, Tracked	100mm M-10S Gun (HE 15, AP 15, HEAT 3)	80/160/320, damage Armor Piercing 4d10+2 or High Explosive 4d10, AP 24 (AP) or 5 (HE), 17 (HEAT), Medium Burst Template, Reload 1, Heavy Weapon
SU-122	5/12	20/18/19 (7/5/6)	5	Heavy Armor, Tracked	122mm M-30S Howitzer (HE 25, AP 12, HEAT 3)	80/160/320, damage Armor Piercing 5d10 or High Explosive 5d10, AP 20 (AP) or 11 (HE), 16 (HEAT), Medium Burst Template, Reload 1, Heavy Weapon
T-34	5/14	19/17/18 (7/5/6)	4	Heavy Armor, Tracked, Sloped Armor (-2, front only)	76mm Turret (HE 52, AP 24)	75/150/300, damage Armor Piercing 4d10 or High Explosive 3d8, AP 11 (AP) or 4 (HE), Medium Burst Template, Reload 1, Heavy Weapon
					2xDT-29 MG Coaxial, Bow (1500 Rounds)	24/48/96, 2d8, RoF 3, AP 2, Auto
Elefant	5/12	36/24/24 (20/8/8)	6	Heavy Armor, Tracked, Fixed Gun	8.8cm Pak 43/3 (HE 15, AP 35)	75/150/300, damage Armor Piercing 4d10+1 or High Explosive 4d8, AP 21 (AP) or 8 (HE), Medium Burst Template, Reload 1, Heavy Weapon
					Maschinengewehr 34 (1000 Rounds)	30/60/120, 2d8, RoF 3, AP 2, Auto
Jagdpanther	5/13	29/20/20 (14/5/5)	5	Heavy Armor, Sloped Armor (-4, front only), Tracked, Fixed Gun	8.8cm Pak 43/3 (HE 30, AP 25)	75/150/300, damage Armor Piercing 4d10+1 or High Explosive 4d8, AP 21 (AP) or 8 (HE), Medium Burst Template, Reload 1, Heavy Weapon
					Maschinengewehr 34 (1000 Rounds)	30/60/120, 2d8, RoF 3, AP 2, Auto
Jagdpanzer 38(t) Hetzer	5/12	24/15/15 (12/3/3)	4	Sloped Armor (-4, front only), Tracked, Fixed Gun, Roof mounted MG can be fired remotely (-4 to Shooting)	7.5cm Pak 39/2 (HE 19, AP 20)	75/150/300, damage Armor Piercing 4d10 or High Explosive 3d8, AP 13 (AP) or 5 (HE), Medium Burst Template, Reload 1, Heavy Weapon
					Maschinengewehr 34 (1000 Rounds)	30/60/120, 2d8, RoF 3, AP 2, Auto
Panzer VIII "Maus"	2/5	45/35/30 (30/25/25)	6	Heavy Armor, Tracked, Untransportable, Sloped Armor (-2, front only)	128mm PaK 44 L/55 (HE 70, AP 70)	100/200/400, damage Armor Piercing 5d10 or High Explosive 4d8, AP 26 (AP) or 10 (HE), Medium Burst Template, Reload 1, Heavy Weapon
					8.8cm Pak 43/3 (HE 70, AP 70)	75/150/300, damage Armor Piercing 4d10+1 or High Explosive 4d8, AP 21 (AP) or 8 (HE), Medium Burst Template, Reload 1, Heavy Weapon
					Maschinengewehr 34 (5,000 Rounds)	30/60/120, 2d8, RoF 3, AP 2, Auto
PzKpfw 38(t)	5/14	13/13/13 (3/3/3)	4	Tracked, Heavy Armor	37mm Turret (HE 50, AP 130)	50/100/200, damage Armor Piercing 4d8 or High Explosive 4d6, AP 3 (AP) or 3 (HE), RoF 3, Medium Burst Template, Heavy Weapon
					ZB-53 (2,250 Rounds)	30/60/120, 2d8, RoF 3, AP 2, Auto

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Vehicle	Acc. / TS	Toughness (Front/Side/ Rear)	Crew	Notes	Weapons	Weapon Statistics
Sd.Kfz 250/13 Eye of the Black Sun	5/15	13/9/9 (1/1/1)	1+10	Half Track, Heavy Armor	See rules p.57	Special**
SdKfz 302 Goliath	5/15	8/8/8 (3/3/3)	0	Remote Controlled, Tracked	100 kg High Explosives	6d10, AP 24, Large Burst Template, Heavy Weapon. Apply damage to the least armored part of the target.
SdKfz 4/I "Panzerwerfer"	3/15	16 /11/11 (5/3/3)	4	Half-Tracked	150 mm <i>Nebelwerfer</i> 42	75/150/300, damage Armor Piercing 4d10 or High Explosive 3d8, AP 22 (AP), 6 (HE), High Burst Template, Reload 2, Heavy Weapon
					<i>Maschinengewehr</i> 34 (1000 Rounds)	100/200/400, 6d10, AP 15 Medium Burst Template, Heavy Weapon
<i>Seeteufel</i>	3/7	7 (0)	3	Heavy Armor	75mm Turret (HE 50, AP 40, Smoke 7)	75/150/300, damage Armor Piercing 4d10 or High Explosive 3d8, AP 13 (AP) or 5 (HE), Medium Burst Template, Reload 1, Heavy Weapon
<i>Sturmtiger</i>	4/9	25/23/23 (10/8/8)	5	Heavy Armor, Tracked, Fixed Gun	380mm Rocket Launcher	100/200/400, 3d10, AP 6, Medium Burst Template, Heavy Weapon
					110mm Grenade Launcher	75/150/300, 3d6, AP 6, only overhead cover gives Armor
Whirlwind Cannon	5/10	19/14/13 (8/3/2)	5	Heavy Armor, Tracked, Fixed Gun	Whirlwind Cannon	Special**
<i>Wolfszorn</i>	1/3	50/35/30 (30/25/25)	41	Super Heavy Armor, Tracked, Untransportable	4xTurrets (280mm SK C/28)	Special*
					15mm Mauser MG151/15	24/48/96, 2d10, RoF 3, AP 2, Auto
					4xTurrets (128mm PaK 44 L/55)	100/200/400, damage Armor Piercing 4d12 or High Explosive 4d8, AP 16 (AP) or 8 (HE), Medium Burst Template, Reload 1, Heavy Weapon
					4xAA-turrets (4xFlak 38)	100/200/400, damage Armor Piercing 4d10+1 or High Explosive 4d8, AP 16 (AP) or 8 (HE), Medium Burst Template, Reload 1, Heavy Weapon
					4xAA-turrets (20mm <i>Fliegerfaust</i> -C)	75/150/300, damage Armor Piercing 4d10 or High Explosive 3d8, AP 18 (AP), 4 (HE), Medium Burst Template, Reload 1, Heavy Weapon
					<i>Elektrokannone</i>	Special*

*For large quantities of explosives, treat damage cinematically (see the *Investigator's Guide*, p.122, or the *Keeper's Guide*, p.121 for further details on cinematic damage).

**See description on pp.57-58.

AEROPLANES

Vehicle	Country	Avail.	Spd.	Weapons	Damage	Crew	HP (Front/Side/Rear/Top/Bottom)	Handl.	Accel./Decel
Bi-1	USSR	1941	19	2x20mm ShVAK Cannons	3D6	1	10/10/10/10/10	6	×6
				2x20mm Cannons	3D6				
I-16	USSR	1933	25	2x7.62mm Machine Guns	2D6+4	1	10/10/10/10/10	4	×4
				6xRockets	6D6				
Il-2	USSR	1939	20	2x23mm Cannons	3D6	2	30/30/30/30/30	2	×2
				3x7.62mm Machine Guns	2D6+4				
				12xRockets	6D6				
				2x7.62mm Machine Guns	2D6+4				
				12.7mm Machine Gun	2D6+4				
Il-4	USSR	1936	20	2xRockets	6D6	4	20/15/15/15/20	4	×1
				2,000lb Torpedo	Special*				
				Up to 6,000lb Bombs or Mines	Special*				
La-5	USSR	1942	31	2x20mm ShVAK Cannons	3D6	1	20/15/10/10/10	12	×6
				2x220lb Bombs	Special*				
				20mm ShVAK Cannon	3D6				
LaGG-3	USSR	1940	28	2x12.7mm Machine Guns	2D6+4	1	20/15/10/10/10	6	×4
				6xRockets	6D6				
				2x7.62mm Machine Guns	2D6+4				
MiG-3	USSR	1940	31	12.7mm Machine Gun	2D6+4	1	20/15/10/10/10	10	×6
				2x220lb Bombs	Special*				
Pe-2	USSR	1939	28	4x7.62mm Machine Guns	2D6+4	4	10/10/10/10/10	10	×5
				3,500lbs Bombs	Special*				
Po-2	USSR	1928	7	7.62mm Machine Gun	2D6+4	1	10/10/10/10/10	8	×2
				6x110lb Bombs	Special*				
				2x20mm ShVAK Cannons	3D6				
Tu-2	USSR	1941	25	3x7.62mm Machine Guns	2D6+4	4	25/20/15/15/15/	10	×5
				Up to 8,500lbs Bombs	Special*				
				20mm ShVAK Cannon	3D6				
Yak-3	USSR	1943	31	2x12.7mm Machine Guns	2D6+4	1	20/15/10/10/10	12	×6
				20mm ShVAK Cannon	3D6				
Yak-9	USSR	1942	28	12.7mm Machine Gun	2D6+4	1	15/10/10/10/10	12	×6
				20mm ShVAK Cannon	3D6				
Yer-2	USSR	1940	20	2x12.7mm Machine Guns	2D6+4	5	20/15/10/10/15	6	×2
				Up to 11,000lbs of Bombs	Special*				
				4xFixed Browning Machine Guns	2D6+4				
A-20	USA / Lend-Lease	1938	26	2xFlexible Browning Machine Guns	2D6+4	4	15/15/10/15/15	6	×5
				Vickers Machine Gun	2D6+4				
				2,000lb Bomb Payload	Special*				

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Vehicle	Country	Avail.	Spd.	Weapons	Damage	Crew	HP (Front/Side/ Rear/Top/Bottom)	Handl.	Accel./ Decel
P-39	USA / Lend-Lease	1939	29	37mm Cannon	4D6	1	20/15/10/10/10	12	x6
				2x.50 Cal. Browning Machine Guns	2D6+4				
				4xBrowning M1919 Machine Guns	2D6+4				
P-63	USA / Lend-Lease	1942	32	37mm Cannon	4D6	1	25/20/20/15/15	12	x6
				2x.50cal Browning Machine Guns	2D6+4				
Ar-232	Germany	1941	15	Up to 1,500lbs of Bombs	Special*	4	15/15/10/15/15	4	x2
				20mm Cannon	3D6				
				2-3xMG131 Machine Guns	2D6+4				
				8xMG34 Machine Guns	2D6+4				

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Sav

AEROPLANES

Vehicle	Acc./TS	Engines	Climb	Toughness	Manoeuvrability	Range (Miles)	Crew >
Bi-1	30/200	1	20	11 (2)	3	150	1 >
I-16	15/122	1	15	10 (1)	0	250	1 >
II-2	15/102	1	10	15 (4)	-1	475	2 >
II-4	10/107	2	10	14 (2)	-2	2361	4 >
La-5	20/161	1	15	11 (2)	2	475	1 >
LaGG-3	15/150	1	20	10 (2)	0	621	1 >
MiG-3**	15/159	1	15	11 (1)	2	740	1 >

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Vehicle	Country	Avail.	Spd.	Weapons	Damage	Crew	HP (Front/Side/Rear/Top/Bottom)	Handl.	Accel./Decel.
Fw-200	Germany	1937	17	20mm Cannon	3D6	(4-7)	15/15/10/10/10	4	x2
				4xMG131 Machine Guns	2D6+4				
				Up to 4,500lbs of bombs	Special*				
He-111	Germany	1935	15	20mm Cannon	3D6	4	20/20/20/20/20	4	x1
				Up to 7x7.92mm Machine Guns	2D6+4				
				13mm Machine Gun	2D6+4				
				Up to 12,500lbs of Bombs	Special*				
Hs-129	Germany	1939	20	2x20mm Cannons	3D6	1	25/25/15/25/15	4	x2
				2x7.92mm Machine Guns	2D6+4				
				4x110lb Fragmentation Bombs	Special*				
				2x110lb Standard Bombs	Special*				

*For large quantities of explosives, treat damage cinematically (see the *Investigator's Guide*, p.122, or the *Keeper's Guide*, p.121 for further details on cinematic damage).

> Vehicle	Notes	Weapons	Weapons Statistics
> Bi-1	Turbocharger	2x20mm Cannons	2d10, 50/100/200, RoF 3, AP 3, Heavy Weapon
> I-16	Bubble Canopy	4x7.62mm Machine Gun	30/60/120, 2d8, RoF 3, AP 2, Auto
		2x250lb Bombs	Special*
> Il-2	—	2x23mm Cannons	50/100/200, 2d10, RoF 3, AP 3, Auto, Heavy Weapon
		3x7.62mm Machine Gun	30/60/120, 2d8, RoF 3, AP 2, Auto
		12xRockets	75/150/300, 4d10, AP 18, Medium Burst Template, Heavy Weapon
> Il-4	—	3x7.62mm Machine Gun	30/60/120, 2d8, RoF 3, AP 2, Auto
		2,000lb Bomb	Special*
> La-5	—	2x20mm Cannons	50/100/200, 2d10, RoF 3, AP 3, Heavy Weapon
		250lb Bomb	Special*
> LaGG-3	—	12.7mm Machine Gun	50/100/200, 2d10, RoF 4, AP 3, Auto
		20mm Cannons	50/100/200, 2d10, RoF 3, AP 3, Heavy Weapon
		12xRockets	75/150/300, damage Armor Piercing 4d10 AP 18 (AP), Medium Burst Template, Heavy Weapon
> MiG-3**	—	50cal Machine Gun	50/100/200, 2d10, RoF 3, AP 4, Auto, Heavy Weapon
		2x7.62mm Machine Guns	30/60/120, 2d8, RoF 3, AP 2, Auto
		2x250lb Bombs	Special*

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Vehicle	Acc./TS	Engines	Climb	Toughness	Manoeuvrability	Range (Miles)	Crew >
Pe-2	15/134	2	10	12 (1)	0	932	3 >
Po-2	10/30	1	5	11 (1)	-2	391	1 >
Tu-2	15/139	2	15	14 (2)	1	1305	4 >
Yak-3	20/162	1	20	11 (2)	3	559	1 >
Yak-9	20/162	1	20	10 (2)	2	559	1+1 >
Yer-2	20/230	2	20	12 (2)	3	3148	4 >
A-20	10/127	2	10	14 (2)	-2	2100	4 >
P-39	15/144	1	15	11 (2)	1	1475	1 >
P-63	20/163	1	15	12 (2)	1	450	1 >
Ar-232	15/114	4	10	14 (2)	-3	660	4 >
Fw-200	10/100	4	10	13 (1)	-2	1923	5 >
He-111	10/90	2	15	14 (2)	-2	1212	5 >
Hs-129	15/102	1	10	15 (4)	-1	475	2 >

> Vehicle	Notes	Weapons	Weapons Statistics
> Pe-2	—	5×7.62mm Machine Guns	30/60/120, 2d8, RoF 3, AP 2, Auto
		12.7mm Machine Gun	50/100/200, 2d10, RoF 4, AP 3, Auto
		3,500lb Bombs	Special*
> Po-2	Short takeoff	7.62mm Machine Gun	30/60/120, 2d8, RoF 3, AP 2, Auto
		6×100lb Bombs	Special*
> Tu-2	—	2×20mm Cannons	50/100/200, 2d10, RoF 3, AP 3, Heavy Weapon
		7.62mm Machine Gun	30/60/120, 2d8, RoF 3, AP 2, Auto
		2×12.7mm Machine Guns	50/100/200, 2d10, RoF 4, AP 3, Auto
		5,000lb Bombs	Special*
> Yak-3	Bubble canopy	20mm Cannon	50/100/200, 2d10, RoF 3, AP 3, Heavy Weapon
		2×12.7mm Machine Guns	50/100/200, 2d10, RoF 4, AP 3, Auto
> Yak-9	Bubble canopy	20mm Cannon	50/100/200, 2d10, RoF 3, AP 3, Heavy Weapon
		2×12.7mm Machine Guns	50/100/200, 2d10, RoF 4, AP 3, Auto
		2×12.7mm Machine Guns	50/100/200, 2d10, RoF 4, AP 3, Auto
> Yer-2	—	20mm Cannon	50/100/200, 2d10, RoF 3, AP 3, Heavy Weapon
		10,000lb Bombs	Special*
> A-20	Lend-Lease	4×20mm Cannon	50/100/200, 2d10, RoF 3, AP 3, Heavy Weapon
		2×50cal Machine Gun	50/100/200, 2d10, AP 4, RoF 3, Auto, Heavy Weapon
		2,000lb Bomb	Special*
> P-39	Lend-Lease	37mm Cannon	50/100/200, 4d8, RoF 2, AP 4
		2×30 Cal. Machine Guns	60/120/240, 4d8, RoF 2, AP 4
		2×50 Cal. Machine Guns	50/100/200, 2d10, RoF 3, AP 4, Auto, Heavy Weapon
> P-63	Lend-Lease	37mm Cannon	50/100/200, 4d8, RoF 2, AP 4
		1,500lbs Bomb	Special*
> Ar-232	Short takeoff	3×13mm Machine Guns	50/100/200, 2d10, RoF 3, AP 3, Auto
		20mm Cannon	50/100/200, 2d10, RoF 3, AP 3, Heavy Weapon
		8×7.92mm Machine Guns	24/48/96, 2d8, AP 2, RoF 4
> Fw-200	—	4×13mm Machine Guns	50/100/200, 2d10, RoF 3, AP 3, Auto
		20mm Cannon	50/100/200, 2d10, RoF 3, AP 3, Heavy Weapon
		4,500lbs Bomb	Special*
		20mm Cannon	50/100/200, 2d10, RoF 3, AP 3, Heavy Weapon
> He-111	—	13mm Machine Gun	50/100/200, 2d10, RoF 4, AP 3, Auto
		3×7.92mm Machine Guns	30/60/120, 2d8, RoF 4, AP 2, Auto
		4,000lb Bombs	Special*
> Hs-129	—	2×7.92mm Machine Guns	30/60/120, 2d8, RoF 4, AP 2, Auto
		2×20mm Cannons	50/100/200, 2d10, RoF 3, AP 3, Heavy Weapon
		30mm Cannon	50/100/200, 4d8, RoF 2, AP 4
		2×100lb Bombs	Special*

*For large quantities of explosives, treat damage cinematically (see the *Investigator's Guide*, p.122, or the *Keeper's Guide*, p.121 for further details on cinematic damage).

**Manoeuvrability +1 below 5000 feet



CHAPTER 7

The Weird and Wonderful

"Human history becomes more and more a race between education and catastrophe."
- H.G. Wells

At first, the Soviet government warily watches occult organisations before deciding to treat them with open hostility, largely because many of the groups posit belief systems at odds with Bolshevism, something which Stalin is not prepared to tolerate. By the end of the 1920s, most occultists are either in the *Gulags* or in hiding and the Great Purge of the 1930s removes almost every other surviving cultist from the country.

During the war Stalin, like Hitler, is not interested in mysticism for its own sake; he cares only about what the occultists can do for the war effort. For those few who have escaped, the Great Patriotic War offers them unparalleled opportunities providing, of course, that they can deliver what the Generalissimus wants...

THE BRAIN INSTITUTE OF THE VKP(B)

The Brain Institute is an organisation answerable only to the Communist Party of the Soviet Union, the VKP (b) of its title, and tasked with but one purpose: to discover immortality.

Using their Mind Revival Device (MRD), derived from mi-go technology, the group has reanimated Lenin, in a manner of speaking. The existence of a "living" Lenin is a closely guarded secret, and only those at the highest levels of power know that Lenin rules the country alongside Stalin.

The Brain Institute currently supports and nurtures Lenin's brain while searching for a way to put it back into his body. In his current disembodied form, Lenin cannot appear before the people to rally them in their hour of greatest need. However, Soviet scientists are certain that they will solve this problem in the near future, thus ensuring the immortality of Soviet leaders for all time.

History

The history of the Brain Institute begins at 18:50 on 21st January, 1924, the moment of Lenin's death. On that day, Lenin's brain is removed from his body and taken to a secret storage facility. A special laboratory is established in 1925 with no other purpose than to study his brain. However, many of Russia's best neuroscientists flee during the Civil War, so renowned German neurologist Oskar Vogt is invited to lead the project; Vogt is already familiar with the situation as he consulted on Lenin's condition during his final illnesses. Vogt is also head of the German Brain Research Institute in Berlin and is frequently absent from Moscow; he leaves the daily running of the project to his second in command, Professor Anna Severskova.

Although the official goal of the Institute is to study Lenin's brain in an attempt to understand his genius and somehow replicate it, Severskova has other, greater plans. She swaps Lenin's brain for another specimen she has acquired so that Vogt still has something to work on, and approaches Stalin with an astonishing proposition: that true immortality can be achieved, and is within their grasp.

In early 1928, Severskova provides a secret report to the Party elite that details an experimental procedure to bring Lenin back to life, codenamed Red Horus. The project is based on mi-go technology recovered by Leonid Kulik's research team from Object 143 (pp.86-87), particularly the brain canisters.

Despite Severskova's respect for Vogt as a neurologist, she believes his German nationality casts doubt on his ultimate loyalties, a fact with which Stalin agrees. It is decided that, although Vogt could be of use, the risk of such potent technology falling into a foreign nation's hands is too great; he will be allowed to go about his research but will be kept

The Red Ziggurat

Besides housing the revived former leader of the Soviet State, Lenin's Mausoleum is also one of Moscow's most important mystical locations. Its powers are fuelled not only by where it is built in the heart of Moscow, but also by the years of veneration directed at Lenin's official coffin.

All spells cast in the red ziggurat have their duration, and damage (if any), doubled. When the star Sirius rises above the mausoleum, any sorcerer who invokes a spell inside the building does not suffer Sanity loss [Cth]/any negative modifiers on their Knowledge (Mythos) test [Sav] and the spell's duration is tripled.

in the dark about what is truly going on. Vogt steps down as director of the Brain Institute and leaves Moscow for the last time in 1936, none the wiser as to what has been going on under his very nose.

Throughout the late 1920s and early 1930s, Severskova's scientists work hard on the brain canisters and manage to create a simple analogue, the Mind Revival Device, incorporating mi-go concepts and engineering but utilising readily available materials instead of alien components. After a series of successful tests on less illustrious subjects, Lenin's brain is finally attached to the MRD and, by the next day, Stalin is talking with Vladymir Ilyich personally.

Lenin's ingenious brain continues to work
for the benefit of the Soviet State.

Lenin Lived, Lives, & Will Live!

Lenin, his personality restored, looks exactly like what he has become: a brain suspended in a nutrient-rich broth inside a transparent sphere nestled within a huge alien machine. Attached to the sphere are a plethora of sensors and transducers that permit the Teacher to communicate with the outside world, all connected to a massive power plant in the Brain Institute's basement.

Miraculously (considering the time lapse involved between his death and "resurrection") Lenin still has his memories and is a quick thinker, though he tires easily. However, he does not know what he has become; as far as he is concerned, he has only recently awoken from a coma, his last stroke having paralysed and blinded him. His sole input from the world around him is aural; Severskova and Stalin both fear what Lenin's reaction to the truth might be, and so they are determined to protect him from it until

Wakey, Wakey

You will notice that we have not specified an exact date as to when Lenin is revived. We have left this suitably vague so that the Keeper can determine the most appropriate time of awakening for his own campaign (although we would suggest that it takes place after the Great Purge of 1938 at a time when Stalin most needs the guidance of his mentor, having permanently removed many of his other advisors).

his brain can be reunited with his body (a fact which they aim to pass off as a reversal of his paralysis through superior Soviet medical advancements).

Lenin takes an active part in political life, listening to the latest news from the Politburo and reports about the war. His ingenious brain continues to work for the benefit of the Soviet state and helps Stalin devise solutions to complex political challenges. Lenin works 1D4+4 hour a day, then sleeps for the rest of it. During his slumber, scientists work for 1D4 hours maintaining the MRD, including changing the broth.

Headquarters

The Institute's official laboratories, research centre, and workshop are in a four-story building on Obuha Street in Moscow; it is here that Vogt and his assistants carry out their work. The administrative centre of Severskova's Institute is in Lenin's Mausoleum on Red Square. There are three levels of workshops under the red ziggurat; laboratories on the first level work on preserving and restoring Lenin's body; the MRD itself is on the second level, while the power plant that gives the MRD its spark is on the third.

Personnel

PROFESSOR ANNA SEVERSKOVA, LEADER OF THE CULT OF RED HORUS

Severskova is a famous Russian neurologist and amateur Egyptologist who has worked at the Brain Institute since its inception. Her expertise sees her brought in as a consultant on the brain canisters discovered at Object 143; as soon as she realises what they are, she knows that her dream of resurrecting Lenin can now become a reality.

Severskova is also, unbeknownst to Stalin, the founder and high priestess of the Cult of Red Horus, and a firm believer in Lenin's future revival as the one true leader of the Soviet Union. In order to achieve her goal, Severskova spends every minute she can studying ancient Egyptian rituals and ceremonies and holding secret religious services in the mausoleum in an attempt to hasten Lenin's return.

New Knowledge Skills

This book introduces two new Knowledge Skills for the **Savage Worlds** game which need a small amount of clarification:

ARCHAEOLOGY

This knowledge skill deals with the actual physical evidence left behind by previous civilisations and eras. Knowledge (Archaeology) is used to identify shards of pottery, decaying weaponry, or the foundations of a long lost excavated temple. It does not necessarily provide any historical context or knowledge other than identifying relics.

HISTORY

This knowledge skill provides the scholarly academic knowledge of what happened in the past, but does not cover the hands-on experience of handling or identifying relics and artefacts. To be a well-rounded authority on all things historical, one should have both the History and Archaeology Knowledge Skills.

Appearance: A stunning brunette in her youth, Prof. Severovksa's once dark hair is now almost completely shot through with silver, and her face is lined with care. She still takes great pride in her appearance, although she is tending towards stoutness the closer she gets to her sixth decade.

Cth STR 13 DEX 12 INT 17 CON 13
SIZ 15 APP 14 POW 15 EDU 18
SAN 30 Hit Points: 14

Damage Bonus: +1D4.

Skills: Archaeology 45%, Biology 90%, Chemistry 95%, Conceal 60%, Cthulhu Mythos 20%, First Aid 65%, Folklore 60%, Handgun 30%, History 65%, Institutional Lore 60%, Library Use 70%, Medicine 65%, Occult 75%, Persuade 55%, Pharmacy 65%, Psychology 70%, Sneak 65%, Surgery 90%.

Language Skills: Russian (Own) 90%, Hieroglyphics 55%.

Spells: Bind Enemy, Bind Soul, Cloud Memory, Curse of the Putrid Husk, Deflect Harm, Dominate, Flesh Ward, Implant Fear, Mesmerize, Mindblast, Resurrection, Shrivelling, Wrack, plus any other spells the Keeper deems necessary.

Sav **Attributes:** Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d8.

The Cult of Red Horus

The Cult of Red Horus is a secret organisation within a secret organisation. Red Horus is comprised of members of the Brain Institute who worship Lenin as a god. They believe that he is a living incarnation of Horus, and that he is the first and only leader of the Red Country who will rise again and rule a Red Empire that will last until the end of days. They also believe that the end of times will be triggered when Lenin-Horus battles the risen incarnation of Set, the dark god of disorder and violence.

Many of the cult members are practicing sorcerers who make use of the cult's resources to collect tomes about Egyptology, pharaonic myths, and death magic.

Skills: Healing d10, Investigation d8, Knowledge (Archaeology) d6, Knowledge (Biology) d12+1, Knowledge (Chemistry) d12+1, Knowledge (Folklore) d8, Knowledge (Hieroglyphics) d8, Knowledge (History) d8, Knowledge (Mythos) d4, Knowledge (Occult) d8, Knowledge (Psychology) d8, Knowledge (Soviet Doctrine) d8, Persuasion d8, Shooting d6, Stealth d8.

Charisma: +2, **Pace:** 6; **Parry:** 2; **Toughness:** 6; **Sanity:** 3.

Hindrances: Fanatic, Overconfident, Stubborn.

Edges: Attractive, Scholar (Biology, Chemistry, Hieroglyphics, Occult).

Spells: bind enemy, bind soul, cloud memory, curse of the putrid husk, deflect harm, dominate, flesh ward, implant fear, mesmerize, mindblast, resurrection, shrivelling, wrack, plus any other spells the Keeper deems necessary.

CULTIST

Horus cultists are high-ranking Party and NKVD officers and Institute staff who worship Lenin. A true cult of personality, which aims to be far greater than the one Stalin has built for himself, they firmly believe that they are crafting the spiritual future of the Soviet state. All members wear a special badge depicting the red mausoleum with Sirius ascendant.

Statistics for a basic Brain Institute cultist are provided below.

Cth STR 14 DEX 13 INT 12 CON 14
SIZ 13 APP 12 POW 11 EDU 14
SAN 50 Hit Points: 14

Damage Bonus: +1D4.

Skills: Biology 35%, Chemistry 30%, Cthulhu Mythos 5%, Electrical Repair 25%, Hide 40%, Mechanical Repair 35%, Occult 50%, Sneak 45%.

Language Skills: Russian (Own) 70%, Hieroglyphics 25%.

Weapons: *TT-30 Pistol* (Handgun) 45%, damage 1D10+2, atts 2, base range 15 yds.

Spells: Bind Enemy, Deflect Harm, Elder Sign.

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

Skills: Fighting d6, Knowledge (Biology) d6, Knowledge (Chemistry) d6, Knowledge (Hieroglyphics) d4, Knowledge (Mythos) d4, Knowledge (Occult) d8, Knowledge (Soviet Doctrine) d8, Repair d4, Shooting d6, Stealth d6.

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 3.

Hindrances: Fanatic, Mean, Vow (Cult of Horus).

Edges: Contacts.

Gear: *TT-30 Pistol* (10/20/40, 2d6, Shots 8, Semi-Auto).

Spells: *bind enemy, deflect harm, elder sign.*

INSTITUTE 21

Institute 21 is a shadowy division of the NKVD, founded by Colonel Sevastyan Solokov, which employs Russian occultists and sorcerers for the betterment of the state. Considerable numbers of its staff are former *zeks* who only work for the Institute because the only other option is, well, execution or a lingering death in the *Gulag*. In many ways, Institute 21 is the sorcerous right hand of first GUGB and then SMERSH, supporting counter-intelligence with dark rituals and profane artefacts.

Institute 21 knows much about the Order of the Black Sun and its vile enterprises; like them, the group actively uses magic for the advancement of its own dark purposes. This causes contention with *Otdel MI* (p.77), whose followers believe in communistic ideals more than sorcery (although even they agree that it can be a very useful means to an end). It is not surprising then, given their different outlooks, that the two organisations are waging a private war against each other (not unlike their German counterparts, *Black Sun* and *Nachtwölfe*).

Unlike *Otdel MI*, Institute 21 works for Solokov and his counter-intelligence superiors, not the Soviet State as a whole. The Institute's staff are loyal only to the colonel, and those who prove disloyal find themselves in the lowest levels of *Lubyanka*, the feared headquarters of the secret police in Moscow.

Institute 21 controls Sverdlovsk and many *Gulag* camps, but Leningrad and the Tunguska impact site are in the hands of *Otdel MI* and, therefore, inaccessible to them. When Institute 21 agents are in the field, they are frequently protected by some of Solokov's mainstream counter-intelligence operatives.

History

The history of Institute 21 is inseparably linked with prominent Bolshevik Yakov Sverdlov. In 1905, Sverdlov arrives in Yekaterinburg as a member of VKP(b), where he promptly forms a political cell and a Theosophical circle to find a way to use ancient magic to further his goals of becoming rich and powerful. The circle grows year on year, becoming stronger and stronger as newcomers add forbidden tomes and occult knowledge to Sverdlov's burgeoning collection.

Sevastyan Solokov becomes Sverdlov's assistant in 1910. Being a capable pupil and an active communist, Solokov is quickly promoted through the Party ranks under Sverdlov's tutelage; but it is not just politics that Sverdlov teaches his apprentice...

In 1918, Sverdlov launches his most audacious plan yet: an attempt to contact the ancient gods. Although it fails, Sverdlov remains undaunted and hopes to eventually accrue enough power to overthrow both Lenin and Trotsky, but his plans collapse in 1919. During a political trip, he catches a cold and dies (according to the official record, at least). The circle he created founders without his leadership and slowly



wastes away during the 1920s. Solokov steadily distances himself from the group to concentrate on his political career (and because he doubts his occult knowledge is sufficient to carry on Sverdlov's work). In 1926, he leaves Yekaterinburg to begin a career in the *Cheka*. In 1929, the circle's remaining members are arrested and sent to the various *Gulags*.

It seems that Sverdlov's cult has finally fallen, but in March, 1938, Viktor Abakumov recognises the danger posed by Nazi occultists and resolves to neutralise the threat by any means possible. Solokov, now Abakumov's protégé and more confident in his abilities, discusses the matter with his mentor and suggests the creation of Institute 21. With Abakumov's blessing and financial backing, Solokov recruits as many surviving members of Sverdlov's circle as he can liberate from the *Gulags* in an attempt to carry on his former master's dark mission, only this time for his own benefit.

In March, 1938, Viktor Abakumov recognises the danger posed by Nazi occultists.

Occult War

Solokov dreams of turning Institute 21 into the largest occult organisation in the Soviet Union and, by extension, making himself the most powerful man in counter-intelligence and, one day, Russia. However, Beria and *Otdel MI* stand in his

way, often taking on the very other-worldly patrons that the sorcerers of Institute 21 seek to prostrate themselves before.

Institute 21 fights tooth and nail to guard its secrets from Beria's followers, who view the Institute's reliance on profane arts as tantamount to an act of treason. The Institute, however, believes that the final battle against the *Reich* will be won by powerful magic, not tanks. And, once the smoke clears, the way will be clear for Solokov's men to claim what they believe is rightfully theirs...

The rivalry between the two groups accelerates quickly. Agents actively compete to be the first to claim mystical artefacts and tomes. Gun battles, and even occult assassinations, are not uncommon as the groups struggle against each other, each believing they are the ones to save the Motherland from the dark forces gathering all around.

Expeditions

THE URAL MOUNTAINS

This expedition explores ancient caves under the Ural Mountains in an attempt to locate the ruins of prehistoric settlers. The trip is only a partial success; three research teams are never heard from again, but the one that does make it back to the surface brings with it previously unidentified minerals.

ARKAIM

The legendary city of Arkaim lies approximately 280 miles (450km) to the south of Sverdlovsk as the crow flies and dates from around the 17th Century BC (at the very least). It is believed by some that Arkaim is the birthplace of the historical Aryan race. The city streets are laid out in the form of a rounded swastika and there are many temples devoted to a solar cult. The Soviets are aware that Himmler has plans to land troops in Arkaim to scour it for relics, but the Germans have yet to arrive. The members of Institute 21 have no explanation for the twisted birch trunks found at the foot of nearby Mount Grachinaya, nor why spending time in their presence leads to insanity...

A Desperate Plan

After the liberation of Sebastopol in May, 1944, Institute 21 sorcerers discover one of the city's many underground secrets—a dormant nest of chthonian eggs. Although many have been destroyed by the shelling of the city, enough remain to form the basis of a warped failsafe plan in case the war should once again swing in Germany's favour.

Two to three eggs are taken to each Soviet city after its liberation and, deep beneath the streets, they are hatched and allowed to grow to the 1st instar stage (approximately the size of a large man, with only a fraction of the destructive capacity of the fully grown form) before being placed into a magically-induced stasis. A small cell of Institute 21 sorcerers and agents guards each cache with orders to cast the necessary spells to release the larvae should Hitler's forces regain control of the location. Although it will cause the deaths of many proud Soviet citizens as the creatures grow and "explore" their new home, it will also deny the *Wehrmacht* any sense of victory or strategic gain, and that is a price the Institute believes is worth paying.

Death to Spies

Viktor Semyonovich Abakumov (1908-1954). Keen to be in the thick of it from as early an age as possible, Abakumov joins the Red Army whilst only a teenager and sees action in the Russian Civil War. Afterwards, he becomes a member of the Communist Youth Party in Moscow and works his way up into the Party proper. He becomes part of the secret police in 1932, first in OGPU and later the GUGB, before becoming head of SMERSH in April 1943. Rumoured to enjoy torturing his captives, he is deeply involved in both the Great Purge and the culling of the RKKA leadership in 1941.

Headquarters

MOSCOW

Institute 21 is headquartered in a sub-basement of the ominous Lubyanka 2. The Moscow headquarters is home to the administrative department, the department of ancient magic research, the department of extraplanar research, a weapons laboratory, archives, and a prison. The Institute has access to the NKVD's department of cartography, department of cryptography, and its soldiers.

Lubyanka is connected to the Kremlin by a series of secret tunnels; additional tunnels lead to a private airfield, a crematorium, and a hidden subway station.

SVERDLOVSK

The Sverdlovsk Meteorological Laboratory begins operation in November, 1941. The complex includes a main laboratory building equipped with a high-frequency electromagnetic wave generator, an observatory, and a power plant. The laboratory generator allows researchers to affect the weather anywhere in the Soviet Union, Poland, the Baltic, East Prussia, and Finland. The laboratory complex is guarded by a special division of the NKVD's Internal Troops (p.29).

The electromagnetic equivalent of the Alter Weather spell, when deployed, the device changes the weather for 1D6+2 hours in a 5 mile (8km) diameter circle centred on the target, after which time the weather returns to its initial condition. Exactly how the weather is affected is, for the moment, a relatively random occurrence (roll 1D6 and consult Table 15 to see what the weather becomes) as the Institute are only just coming to grips with the fledgling technology. The generator must recharge after firing, a process which takes 1D8+2 days.

Most of the main Sverdlovsk headquarters is underground so that the researchers can undertake their terrible experiments, summon beings from other worlds, and open portals to other dimensions without alerting the local populace.

VORKUTA

A special office of Institute 21 is established in Vorkuta during the Great Patriotic War, tasked with the excavation of an ancient basalt city near Halmer-Yu. Using prisoners from the *Vorkutlag*, researchers uncover a city they believe belongs to a heretofore unknown culture. Unfortunately for them, the city is actually home to the remnants of a colony of shan, also known as the insects from Shaggai (*Call of Cthulhu*, Sixth Edition, pp.171-172 [Cth]/p.96 [Sav]). They have been struggling to survive since the cold killed off their original servants, and are quite happy to enslave the workers to enable their hedonistic lifestyle.

*Controlling the weather?
Now that could be useful.*

- Peggy

Table 15:
Weather Conditions

Roll 1D6	Weather Condition
1	Hot, bright sunshine. No cloud cover
2	Cool. Drizzle or mist
3	Torrential rain
4	Hailstorm
5	Hurricane-force winds
6	Blizzard

Personnel

COLONEL SEVASTYAN SOLOKOV, LEADER OF INSTITUTE 21

The gloomy and duplicitous head of Institute 21, Sevastyan Solokov has grandiose plans. By means of dark magic, he intends to liquidate Stalin's tyranny and become leader of the Soviet Union. Although his resources are limited, he knows there will come a time when only his ever-deepening knowledge of magic will save the Motherland, and he plans to take full advantage of any opportunity that presents itself to further his own career.

Solokov does not share his knowledge with colleagues in other organisations. Every piece of information his Institute collects goes into the Institute's archives, regardless of how useful it might be to others.

Appearance: Immaculately presented in his uniform at all times, the Colonel does not seem to mind his baldness, although there are suggestions that he may be in the habit of dying his remaining hair (not that anyone would ever dare say such a thing to his face). His face is placid and calm, hiding a steely inner resolve.

Cth STR 14 DEX 12 INT 16 CON 17
SIZ 13 APP 12 POW 15 EDU 12
SAN 55 Hit Points: 15

Damage Bonus: +1D4.

Skills: Command 70%, Cthulhu Mythos 20%, Dodge 50%, Fast Talk 40%, Fieldcraft 45%, Institutional Lore 90%, Law 50%, Listen 55%, Military Doctrine 60%, Occult 65%, Persuade 60%, Psychology 55%, Spot Hidden 65%, Survival (Tundra) 70%.

Language Skills: Russian (Own) 60%.

Weapons: Mauser C96 Pistol (Handgun) 75%, damage 1D10, atts 2, base range 25 yds.

Spells: Alter Weather, Bind Soul, Contact Nyarlathotep, Elder Sign, Implant Fear, Raise Night Fog, Summon/Bind Fire Vampire, Summon/Bind Hunting Horror, Wrack.

Sav **Attributes:** Agility d6, Smarts d10, Spirit d10, Strength d8, Vigor d10.

Skills: Fighting d8, Knowledge (Mythos) d4, Knowledge (Law) d8, Knowledge (Occult) d8, Knowledge (Psychology) d8, Knowledge (Soviet Doctrine) d10, Notice d8, Persuasion d6, Shooting d8, Stealth d6, Survival d8

Charisma: -3; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity:** 5.

Hindrances: Habit (Never Smiles), Mean, Overconfident.

Edges: Combat Reflexes, Command, Fervor, Hold The Line!, Level Headed, Tactician.

Gear: Mauser C96 Pistol (12/24/48, 2d6-1, Shots 10, Semi-Auto).

Spells: *alter weather, bind soul, contact Nyarlathotep, elder sign, implant fear, raise night fog, summon/bind fire vampire, summon/bind hunting horror, wrack.*

WOLF MESSING, MESMERIST

The well-known Soviet occultist and hypnotist joins Institute 21 in its early days, having fled from Germany to escape Hitler's (and Reinhardt Weissler's) wrath for making one prediction too many. Solokov makes good use of him to search for ancient books and manuscripts but is reluctant to involve him in his plans much beyond that. Messing grows increasingly frustrated by Solokov's attitude and the direction he senses the Institute is taking and, in 1941, he is head-hunted by Lavrentiy Beria for *Otdel MI*, where he is responsible for training troops in mental warfare tactics. There are also rumours that he is involved in designing thought-controlled vehicles.

Appearance: A comical looking fellow with a very large nose and a shock of dark, curly hair, Messing's eyes seem to bore right through you. His other notable feature is his hands, which seem to be far too large to fit his frame. He dresses very formally, and prefers to wear a bow tie.

Cth **STR** 11 **DEX** 17 **INT** 18 **CON** 11
SIZ 14 **APP** 11 **POW** 18 **EDU** 14
SAN 60 **Hit Points:** 13

Damage Bonus: +1D4.

Skills: Conceal 45%, Cthulhu Mythos 10%, Disguise 65%, First Aid 45%, History 55%, Hypnosis 85%, Listen 65%, Occult 75%, Persuade 70%, Psychology 65%, Spot Hidden 80%.

Language Skills: German (Own) 70%, Russian 55%.

Spells: Cloud Memory, Dominate, Mesmerize, Mindblast.

Sav **Attributes:** Agility d10, Smarts d12, Spirit d12, Strength d6, Vigor d6.

Skills: Healing d6, Knowledge (History) d8, Knowledge (Mythos) d4, Knowledge (Occult) d8, Knowledge (Psychology) d8, Knowledge (Russian) d6, Notice d10, Persuasion d12*, Stealth d6.

Charisma: -3; **Pace:** 6; **Parry:** 2; **Toughness:** 5; **Sanity:** 6.

Hindrances: Curious, Habit (Disconcerting Stare), Ugly.

Edges: Healer, Scholar (Occult, Psychology).

Spells: *cloud memory, dominate, mesmerize, mindblast.*

Special Abilities:

- **Mesmerist:** Messing can use his Persuasion skill to mesmerise willing (or restrained) targets. Oppose Messing's Persuasion roll with the target's Spirit die. If Messing gets a raise on this roll, he is able to implant suggestions or uncover the target's secrets.

AGENT

Somebody has to protect Institute 21's sorcerers and not just from the Nazis and *Otdel MI*, but also from whatever horrors they summon but cannot control...

Cth **STR** 16 **DEX** 12 **INT** 12 **CON** 15
SIZ 15 **APP** 11 **POW** 12 **EDU** 11
SAN 60 **Hit Points:** 15

Damage Bonus: +1D4.

Skills: Climb 35%, Close Combat 55%, Espionage 55%, Fieldcraft 50%, First Aid 35%, Listen 40%, Occult 40%, Sneak 55%, Spot Hidden 40%, Throw 40%.

Language Skills: Russian (Own) 55%.

Weapons: TT-30 Pistol (Handgun) 55%, damage 1D10+2, atts 2, base range 15 yds.

PPSh-41 (Submachine Gun) 40%, damage 1D10, atts 1 or burst, base range 30 yds.

Sav **Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d10, Vigor d8.

Skills: Climbing d6, Fighting d8, Healing d6, Knowledge (Espionage) d8, Knowledge (Occult) d6, Notice d8, Shooting d8, Stealth d8, Throwing d6.

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity:** 5.

Hindrances: Loyal, Mean.

Edges: Combat Reflexes, Marksman.

Gear: TT-30 Pistol (10/20/40, 2d6, Shots 8, Semi-Auto), PPSH-41 Submachine Gun (12/24/48, 2d6, shots 71, Auto).

SORCERER

Institute 21's sorcerers study ancient spells and try to fathom out the knowledge of forgotten gods. Many of them suffer from mental disorders or madness due to the strain of their work and the blasphemous secrets they have uncovered.

Cth STR 12 DEX 14 INT 16 CON 10
SIZ 11 APP 10 POW 16 EDU 13
SAN 20 Hit Points: 11

Damage Bonus: none.

Skills: Conceal 55%, Cthulhu Mythos 25%, Dodge 45%, Library Use 75%, Occult 60%, Sneak 35%, Spot Hidden 50%.

Language Skills: Russian (Own) 65%.

Weapons: TT-30 (Handgun) 25%, damage 1D10+2, atts. 2, base range 15 yds.

Spells: Bind Enemy, Create Gate, Elder Sign, Resurrection, Shrivelling, Summon/Bind Byakhee, Summon/Bind Hunting Horror.

Sav **Attributes:** Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d6.

Skills: Fighting d4, Knowledge (Mythos) d4, Knowledge (Occult) d8, Investigation d8, Notice d4, Shooting d4, Stealth d8.

Charisma: -3; **Pace:** 6; **Parry:** 4; **Toughness:** 5; **Sanity:** 3.

Hindrances: Habit (Nervous Tic), Mean, Mentally Fragile.

Edges: Liquid Courage.

Gear: TT-30 Pistol (10/20/40, 2d6, Shots 8, Semi-Auto).

Spells: bind enemy, create gate, elder sign, resurrection, shrivelling, summon/bind byakhee, summon/bind hunting horror.

OTDEL MI

Otdel MI, short for Otdel Mejmirovyh Issledovanyi, is the Bureau of Extraplanar Research, one of the most secret and, potentially, the most powerful occult organisation in Soviet Russia. Founded on Lavrentiy Beria's orders as part of the NKVD, Otdel MI has the support of many high-ranking Soviets in its struggle against occult SS groups and rogue sorcerers.

Its researchers study the Tunguska phenomenon and travel all over the world to collect ancient books, relics, and artefacts, visiting Tibet, China, Iran, Afghanistan,

central Africa, central Asia, the Arctic, and South America. A daring few even visit other worlds and dimensions in Otdel MI's attempts to prepare itself for the darkness they know lies ahead.

Otdel MI is concerned about Institute 21 and its practices; they are aware that the Institute uses similar methodologies to the Order of the Black Sun, and suspect that it could be under the sway of dark powers (although they have no categorical proof of this). Therefore, Otdel MI views the destruction of Institute 21 as not only necessary for the USSR's survival, but for that of the world as well.

History

THE UNITED WORK BROTHERHOOD

Otdel MI traces its roots to two different groups. The first, the United Work Brotherhood (UWB), is created by Alexander Barchenko in 1923 as a circle of mystics influenced by eastern spiritualism. The second is the Crypto-analytical Department of the *Cheka*, created by Gleb Bokyi in 1921 (p.7).

The Brotherhood grows quickly. With Bokyi's support, Barchenko undertakes an archaeological expedition to the Kola Peninsula and plans an expedition to Tibet in search of Shambala, although this never gets off the ground. The UWB also establishes ties to European occultists to share knowledge and experiences.

The situation changes suddenly for the worse in the 1930s. Nikolai Yezhov, head of the NKVD from 1936-1938, despises occultism and has Bokyi executed at the first opportunity. Brotherhood members are arrested and many are killed, including Barchenko. Not only is the accumulated knowledge of the Brotherhood diminished with every execution, but Yezhov destroys every written record he finds, including information about the Third Reich's occult efforts.

FROM THE ASHES

Otdel MI is founded in the autumn of 1941 by Valentinovich Belov, a former UWB member, as instructed by his boss, Beria. NKVD agents and other surviving UKB members who have been "reformed" in the Gulags are its first recruits.

Almost immediately, Otdel MI undertakes an expedition to Central Asia in search of Shambala under the directorship of Dr. Evgenyi Antonov (p.80). Other agents move swiftly to the Eastern Front to take on the Nazis, focusing on operations against the SS and other special units. Unfortunately, many are killed or commit suicide as the Red Army collapses. Those that are taken prisoner by the Germans are tortured for their secrets by members of the Order of the Black Sun.

In January, 1942, Black Sun uses the knowledge it gains from the interrogated agents to open a portal into the Otdel MI headquarters in Kuibyshev, sending through a company of undead soldiers. Belov's men set up a defensive perimeter



but are caught off-guard and are soon overwhelmed. A desperate battle ensues and, even with wider NKVD help, they only just succeed in keeping classified documents from being captured. They make sure never to be caught out the same way again.

In 1943, the department sends agents outside the USSR to Poland, Hungary, and Iran to shadow Black Sun and take from the Nazis whatever they find, and *Otdel MI* frequently finds itself facing off against its bitterest foe across the battlefields of Russia.

Between 1944 and 1945, *Otdel MI* groups search for the Amber Room (p.26), battle with *Nachtwölfe* over the secrets taken from Peenemünde prior to its destruction in August, 1943 (see the *Keeper's Guide*, p.12), help save Krakow from total destruction, and also participate in the fight for Berlin.

Structure

There are two classifications of personnel within *Otdel MI*: Candidates and Brothers. Order Candidates are the lowest rung on the ladder; they guard facilities, help Brothers with their daily work, and fight on the frontlines. Candidates wear silver eight-pointed stars on their shoulder straps and a silver ring with the inscription "United Work Brotherhood". Candidates do not know many of the organisation's occult secrets and have no access to its libraries.

Order Brothers are skilled fighters, many of whom knew Barchenko and Bokyi personally. They understand *Otdel MI*'s true purpose: to wage a secret war in defence

of the Soviet Union, and to protect it from threats inside and out. They have at least a passing knowledge of the many secrets the organisation holds, such as dimensional travel and communication with dark gods better left alone. Many Brothers possess arcane knowledge and make use of the organisation's tomes and artefacts. They also sport the silver eight-pointed star on their shoulder straps, but wear a gold ring inscribed with a red rose and the words "Work Brother" instead.

Co-operation

Otdel MI actively co-operates with allied investigations into German occultism and willingly shares most of the information that it finds. For this purpose, *Otdel MI* has associates in London who act as liaisons with Allied occult groups, such as Section M and Majestic. They also make use of partisans and occasional operatives to pass over information in the field, including Natalya Petrova (*Achtung! Cthulhu: Tales from the Crucible*).

They have also been known to undertake joint operations, include guarding Arctic convoys to Murmansk and Archangel, hunting down *Reich* archaeologists across the globe, supporting partisans in Yugoslavia, and battling Nazi occultists in eastern Germany.

Although *Otdel MI* openly shares the majority of its discoveries with the Allies, it does maintain moles in other organisations to ferret out secrets the Allies might not be passing on to the Soviets...

Expeditions

INNER MONGOLIA

Dr. Antonov's expedition to the Gobi Desert is successful on several fronts, although it does not achieve its main aim of finding Shambala. Instead the team identifies cave paintings that hint at a race of humans that not only lived before the dinosaurs but also worshipped chthonians. The expedition is fraught with danger; skirmishes with Japanese border patrols are one thing, but an encounter with a Mongolian death worm (as the locals refer to the chthonian race) nearly destroys the entire expedition.

Headquarters

LENINGRAD

Leningrad serves as the central headquarters of *Otdel MI* in 1941 and from 1944 to 1945. Most of the facility is underground, connected by tunnels dug for the suspended Metro system. The main laboratories are in the cellars of the Peter and Paul Fortress, while artefacts are stored beneath the Hermitage and St. Isaac's Cathedral. Access is gained from secret street-level doors and via partially constructed Metro stations.

The facility is patrolled by the NKVD and protected by a complex electrical warning system. It is also reinforced to withstand artillery barrages and has enough supplies to outlast a multi-year siege.

KUIBYSHEV

When Leningrad is besieged, *Otdel MI* moves most of its operations to Kuibyshev, occupying a massive bell tower in an Orthodox cathedral there, with their offices and laboratories located on the ground and first floors. The cellar is reinforced to withstand the opening of an extra-dimensional gate to link Kuibyshev with Leningrad. After the almost disastrous Black Sun assault of 1942, in the event of any attack via the gate, the cellar can be sealed and flooded with a flesh-dissolving poison gas that will kill (or destroy) all of the occupants in a matter of minutes.

DUSHANBE

Dushanbe is the forward headquarters of *Otdel MI* and all field expeditions in the Far East and Asia are launched from this Central Asian facility.

The branch operates from a small two-storey house. The ground floor contains workspaces and the archive. The basement is for temporary artefact storage and the first floor is used for sleeping quarters. The Dushanbe office is only 550yds (500m) from the local NKVD office, which provides protection.

DRVAR

The Yugoslavian headquarters of *Otdel MI* is located in a cave complex near the Bosnian city of Drvar. The complex contains a tactical room, a radio facility, and a reinforced

vault for artefact storage. The branch frequently co-operates with British intelligence both in London and with nearby operatives helping the partisans in Yugoslavia.

The Yugoslavian facility is destroyed and most of its staff killed on 26th May, 1944, in a battle with the 500th SS battalion (p.25); the few survivors retreat into the mountains to link up with Tito's forces.

The team identifies cave paintings that hint at a race of humans who worshipped chthonians.

Personnel

KOMISSAR QB YURI VALENTINOVICH BELOV, HEAD OF OTDEL MI

Belov has been involved with *Otdel MI* since the United Work Brotherhood days of Barchenko and Bokyi. Belov is in his fifties with a distinguished military record. He sees action on the Western Front during World War One and commands a cavalry group in the east during the Civil War.

After the Civil War, Belov joins the *Cheka* and works for Bokyi before being recruited to the United Work Brotherhood to assist them with the planning of their Tibetan mission. He survives the Great Purge because of his spotless record and dedicated service, although it is a close run thing. Belov creates the *Otdel MI* division of the NKVD under direct orders from Beria at the start of the Great Patriotic War. Not a practitioner himself, he hunts down the best occultists in Russia to join his department, even if he must scour the *Gulags* to find them.

Appearance: Still handsome despite his advancing years, the Kommissar's face rarely relaxes into a smile. His true age is difficult to guess, as it is hard to see the silver in amongst the white-blond of his close cropped hair. He is rarely seen without a cigarette in hand, but in all other respects he takes great pains to maintain his fitness.

Cth STR 16 DEX 12 INT 16 CON 15
SIZ 13 APP 14 POW 12 EDU 14
SAN 55 Hit Points: 14

Damage Bonus: +1D4.

Skills: Anthropology 50%, Close Combat 60%, Command 80%, Cthulhu Mythos 5%, Dodge 55%, Espionage 75%, Fieldcraft 55%, Institutional Lore 70%, Listen 55%, Military Doctrine 80%, Navigate 60%, Occult 40%, Persuade 55%, Rifle 65%, Spot Hidden 50%, Survival (Tundra) 60%, Survival (Arctic) 45%.

Language Skills: Russian (Own) 70%.

Weapons: *Oktyabrit Energy Pistol* (Handgun) 65%, damage 3D6, atts 1, base range 15 yds.

Sav **Attributes:** Agility d6, Smarts d10, Spirit d6, Strength d10, Vigor d8.

Skills: Fighting d8, Knowledge (Anthropology) d8, Knowledge (Espionage) d8, Knowledge (Mythos) d4, Knowledge (Navigation) d8, Knowledge (Occult) d6, Knowledge (Soviet Doctrine) d10, Notice d8, Persuasion d8, Stealth d8, Shooting d8, Survival d8.

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity:** 4.

Hindrances: Habit (Nicotine), Under Suspicion (Minor), Vengeful.

Edges: Attractive, Brawny, Combat Reflexes, Command, Command Presence, Dig In!, Dodge, Fervor, Hold The Line!, Inspire, Marksman.

Gear: *Oktyabrit Energy Pistol* (15/30/60, 3d6, Shots 10, Ignores Armor, Heavy Weapon).

DR. EVGENYI IVANOVICH ANTONOV, LEAD RESEARCHER

Antonov is born just before the turn of the century, the son of a lumberman. He joins the Red Army in 1919, but is seriously wounded a year later and subsequently invalidated out of the armed forces. After a long and painful recovery, he joins the Biology faculty in Petrograd in 1922 and takes part in several expeditions to the Urals and Siberia as a paleontologist, including Kulik's expedition to Tunguska in 1927.

Antonov receives his doctorate in 1941 and joins *Otdel MI* the same year. His first major expedition as lead researcher with *Otdel MI* is to Inner Mongolia in 1942, accompanied by Dr. Clara Ivanova.

Appearance: Bespectacled and studious, with a long face and a full (but neatly trimmed) moustache, Antonov walks with a permanent limp as a result of his prior injuries. He does not let this stop him from carrying out his work, and his eyes have a habit of shining with immense passion when discussing his beloved fossils.

Cth STR 13 DEX 09 INT 18 CON 14
SIZ 13 APP 12 POW 15 EDU 18
SAN 60 Hit Points: 14

Damage Bonus: +1D4.

Skills: Archaeology 60%, Biology 70%, Close Combat 30%, Chemistry 65%, Command 50%, Cthulhu Mythos 15%, Institutional Lore 60%, Listen 45%, Medicine 55%, Navigate 40%, Occult 50%, Persuade 65%, Sneak 45%, Spot Hidden 70%, Survival (Tundra) 40%, Survival (Arctic) 35%.

Language Skills: Russian (Own) 70%.

Weapons: *Oktyabrit Energy Pistol* (Handgun) 45%, damage 3D6, atts 1, base range 15 yds.

Sav **Attributes:** Agility d4, Smarts d12, Spirit d8, Strength d6, Vigor d8.

Skills: Fighting d6, Healing d8, Knowledge (Archaeology) d8, Knowledge (Biology) d8, Knowledge (Chemistry) d8, Knowledge (Mythos) d4, Knowledge (Navigation) d6, Knowledge (Occult) d8, Knowledge (Soviet Doctrine) d8, Notice d8, Persuasion d8, Shooting d8, Stealth d6, Survival d6.

Charisma: +0; **Pace:** 4; **Parry:** 5; **Toughness:** 6; **Sanity:** 4.

Hindrances: Bad Eyes (Minor), Lame.

Edges: Command, Scholar (Archaeology, Biology).

Gear: *Oktyabrit Energy Pistol* (15/30/60, 3d6, Shots 10, Ignores Armor, Heavy Weapon).

DR. CLARA VLADIMIROVNA IVANOVA, LEAD RESEARCHER

Clara is born in 1907 to her Russian diplomat father and British mother. In 1918, Clara's father joins the Bolshevik party during the Civil War and, in 1925, her family moves to England to represent the interests of the Soviet Union in Great Britain. She enrolls at Oxford to study archaeology, taking fencing classes alongside her other studies; she becomes one of Oxford's top ranked fencers.

In 1936, Clara returns to the USSR to develop her scientific career, taking part in expeditions across Afghanistan, India, and Mongolia. In 1938, she organises and leads an expedition to the Hatay State (part of modern Turkey) where they encounter a Black Sun field unit. A gun battle erupts and Ivanova's team emerges victorious, claiming numerous tomes and artefacts found amongst the rival team's gear.

The expedition sparks an interest in occultism for Clara and she is recruited by Bokyi into the United Work Brotherhood as a translator. She is imprisoned in a Siberian *Gulag* as a result of the Great Purge and suffers great hardship before Belov organises her release.

Appearance: Fit and athletic now that she has recovered from her imprisonment, Dr. Ivanova is also "blessed" with an occasionally overbearing sense of self-confidence. Her attitude towards those she considers to be her inferiors can be somewhat haughty, but she is not above using her blonde good looks to get her own way.

Cth STR 14 DEX 15 INT 17 CON 13
SIZ 12 APP 14 POW 15 EDU 18
SAN 65 Hit Points: 13

Damage Bonus: +1D4.

Skills: Archaeology 60%, Conceal 55%, Cthulhu Mythos 5%, Dodge 55%, Drive Automobile 45%, History 55%, Institutional Lore 60%, Listen 65%, Occult 70%, Persuade 55%, Spot Hidden 50%, Survival (Desert) 60%.

Language Skills: Russian (Own) 80%, English 75%, French 70%, German 70%.

Weapons: *Oktyabrit Energy Pistol* (Handgun) 35%, damage 3D6, atts 1, base range 15 yds.

Rapier (Melee Weapon—Sword) 85%, damage 1D6+1+db, atts 1, base range touch.

Spells: Create Gate, Deflect Harm, Elder Sign, Mesmerize, Mindblast, Shrivelling, Vanish.

Sav **Attributes:** Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d8.

Skills: Driving d6, Fighting d10, Knowledge (Archaeology) d8, Knowledge (English) d8, Knowledge (French) d8, Knowledge (German) d8, Knowledge (History) d8, Knowledge (Mythos) d4, Knowledge (Occult) d8, Knowledge (Soviet Doctrine) d8, Notice d8, Persuasion d8, Shooting d6, Stealth d8, Survival d8.

Charisma: +0; **Pace:** 6; **Parry:** 10; **Toughness:** 6; **Sanity:** 4.

Hindrances: Outsider, Overconfident, Under Suspicion.

Edges: Acrobat, Attractive, Block, Combat Reflexes, Counterattack, Dodge, Extraction, First Strike, Hot Blooded, Level Headed, Quick, Scholar (History, Occult), Woodsman.

Gear: *Rapier* (Str+d4, +1 Parry), *Oktyabrit Energy Pistol* (15/30/60, 3d6, Shots 10, Ignores Armor, Heavy Weapon).

Spells: create gate, deflect harm, elder sign, mesmerize, mindblast, shrivelling, vanish.

BROTHER

These are *Otdel MI*'s experts, who specialise in one or more areas of occult knowledge. Brothers are the core of the organisation and tend to serve as expedition leaders and at the head of important military operations.

Cth STR 16 DEX 12 INT 13 CON 15
SIZ 14 APP 11 POW 16 EDU 14
SAN 60 Hit Points: 15

Damage Bonus: +1D4.

Skills: Archaeology 40%, Close Combat 50%, Command 30%, Cthulhu Mythos 10%, Dodge 45%, Institutional Lore 50%, Listen 65%, Navigate 60%, Occult 50%, Persuade 35%, Sneak 45%, Spot Hidden 50%, Survival (Varies) 60%.

Language Skills: Russian (Own) 70%.

Weapons: *Noyabrit Energy Pistol* (Handgun) 35%, damage 3D6, atts 1, base range 15 yds.

TT-30 Pistol (Handgun) 45%, damage 1D10+2, atts 2, base range 15 yds.

Spells: Create Gate, Shrivelling.

Sav **Attributes:** Agility d6, Smarts d8, Spirit d10, Strength d10, Vigor d8.

Skills: Fighting d8, Knowledge (Archaeology) d6, Knowledge (Mythos) d4, Knowledge (Navigation) d8, Knowledge (Occult) d8, Knowledge (Soviet Doctrine) d8, Notice d8, Persuasion d6, Shooting d6, Stealth d6, Survival d8.

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity:** 4.

Hindrances: Loyal, Mean, Vow (*Otdel MI*).

Edges: Command, Dodge, Inspire.

Gear: *Noyabrit Energy Pistol* (15/30/60, 3d6, Shots 10, Ignores Armor, Heavy Weapon, Unreliable), *TT-30 pistol* (10/20/40, 2d6, Shots 8, Semi-Auto).

Spells: create gate, shrivelling.

CANDIDATE

The lowest ranking members of *Otdel MI*, Candidates work in the laboratories and workshops and serve on the frontlines in conflicts. A candidate who participates in several expeditions and shows a flair for the occult can be promoted to Brother.

Cth STR 13 DEX 14 INT 15 CON 13
SIZ 13 APP 10 POW 14 EDU 12
SAN 70 Hit Points: 13

Damage Bonus: +1D4.

Skills: Archaeology 40%, Close Combat 40%, Dodge 45%, Institutional Lore 50%, Listen 55%, Occult 40%, Sneak 55%, Spot Hidden 50%, Survival (varies) 45%.

Language Skills: Russian (Own) 70%.

Weapons: *TT-30 pistol* (Handgun) 45%, damage 1D10+2, atts 2, base range 15 yds.

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

Skills: Fighting d6, Knowledge (Archaeology) d6, Knowledge (Occult) d6, Knowledge (Soviet Doctrine) d8, Notice d8, Shooting d6, Stealth d8, Survival d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 6.

Hindrances: Loyal, Vow (*Otdel MI*).

Edges: none.

Gear: *TT-30 Pistol* (10/20/40, 2d6, Shots 8, Semi-Auto).

INTERNAL DEFENCE OFFICER

Internal Defence Officers are almost always former NKVD agents who have proven their loyalty to the cause, as well as their willingness to accept weird events. After all, they are battle-hardened soldiers who have seen more than any man is supposed to.

Cth STR 14 DEX 12 INT 10 CON 13
 SIZ 13 APP 11 POW 12 EDU 11
 SAN 55 Hit Points: 13

Damage Bonus: +1D4.

Skills: Climb 45%, Close Combat 60%, Cthulhu Mythos 5%, Dodge 45%, Espionage 35%, Institutional Lore 50%, Jump 45%, Listen 55%, Military Doctrine 40%, Occult 20%, Sneak 35%, Spot Hidden 50%, Survival (Varies) 60%, Throw 45%.

Language Skills: Russian (Own) 55%.

Weapons: *Noyabrit Energy Pistol* (Handgun) 25%, damage 3D6, atts 1, base range 15 yds.

PPSh-41 (Submachine Gun) 55%, damage 1D10, atts 1 or burst, base range 30 yds.

RGD-33 Grenade (Throw) 45%, damage 6D6/3yds, atts 1, base range (STR-1)×1 yd.

Many people lose their faith in the current religions and turn again to ancient cults for solace.

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

Skills: Climbing d6, Fighting d8, Intimidation d8, Knowledge (Espionage) d6, Knowledge (Mythos) d4, Knowledge (Occult) d4, Knowledge (Soviet Doctrine) d6, Notice d8, Shooting d8, Stealth, d6, Survival d8, Taunt d8, Throwing d6.

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity:** 4.

Hindrances: Loyal, Mean, Vow (*Otdel MI*).

Edges: Comfortably Numb, Dodge, Strong Willed.

Gear: *Noyabrit Energy Pistol* (15/30/60, 3d6, Shots 10, Ignores Armor, Heavy Weapon, Unreliable), *PPSh-41 Submachine Gun* (12/24/48, 2d6, shots 71, Auto), *RGD-33 Grenade* (5/10/20, 3d6, Medium Burst Template).

SHOCK TROOPER (ELITE)

Shock troopers serve in the areas of heaviest fighting. They wear assault armour and wield prototype weapons as they go toe-to-toe with the horrors summoned by the Nazis.

Cth

STR 16 DEX 12 INT 12 CON 15
 SIZ 15 APP 13 POW 11 EDU 12
 SAN 50 Hit Points: 15

Damage Bonus: +1D4.

Skills: Climb 60%, Close Combat 60%, Combat Engineer 40%, Cthulhu Mythos 5%, Dodge 55%, Fieldcraft 50%, First Aid 45%, Institutional Lore 60%, Jury Rig 55%, Jump 55%, Listen 55%, Military Doctrine 40%, Navigate 50%, Occult 30%, Spot Hidden 60%, Survival (Varies) 60%.

Language Skills: Russian (Own) 60%.

Weapons: *Noyabrit Energy Gun* (Rifle) 45%, damage 3D8, atts 1, base range 30 yds.

PPSh-41 (Submachine Gun) 55%, damage 1D10, atts 1 or burst, base range 30 yds.

RGD-33 Grenade (Throw) 60%, damage 6D6/3yds, atts 1, base range (STR-1)×1 yd.

Sav

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

Skills: Climbing d8, Fighting d8, Healing d6, Knowledge (Mythos) d4, Knowledge (Navigation) d8, Knowledge (Occult) d6, Knowledge (Soviet Doctrine) d8, Notice d8, Repair d6, Shooting d8, Stealth d8, Survival d8, Throwing d8.

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7; **Sanity:** 4.

Hindrances: Loyal, Mean, Vow (*Otdel MI*).

Edges: Brawny, Combat Reflexes, Comfortably Numb, Dodge, Jury Rig, Marksman, Rock and Roll!

Gear: *Noyabrit Energy Rifle* (30/60/120, 3d6, Shots 10, Ignores Armor, Heavy Weapon, 3RB, Unreliable), *PPSh-41 submachine gun* (12/24/48, 2d6, shots 71, Auto), *RGD-33 grenade* (5/10/20, 3d6, Medium Burst Template).

INDEPENDENT OCCULT GROUPS

Despite the Soviet hierarchy's best efforts to wipe them out, there are still a few independent occult groups operating within the Union without the government's knowledge or sanction. Some are born out of the chaos of the Russian Civil War while others trace their history back to Tsarist times. The oldest order emerges in the 17th Century during Patriarch Nikon's reforms, during which the Orthodox church undergoes a schism and divides into old and new believers. Many people lose their faith in the current religions and turn again to ancient cults for solace. The more recent occult groups are inspired by Blavatsky and other Theosophical ideas.



The NKVD actively hunts out independent groups, viewing their radical philosophies as detrimental to the well-being of the Soviet State. In German-occupied territories, the SS searches for occult groups on behalf of Black Sun, in the hope that they can provide crucial information that will enable Weissler to bring his insane plan to fruition (the *Keeper's Guide*, p.78).

The League of Efraim

A group of Mordiggian worshippers who practice human sacrifice and ritual cannibalism, the League first emerges during the religious upheavals of the 17th Century and has a long history of opposing the government and attempting to put forth Mordiggian worship as Russia's one true religion. The cult is thought to have been crushed by the *Cheka* after the Great October Revolution, but small, determined enclaves cling to existence in remote areas, where they are a great danger to the lost and unwary traveller.

Emboldened by the chaos of the siege of Leningrad, the human cultists and their numerous ghoulish associates regain much of their former strength due to the increase in desperate people resorting to cannibalism and driven mad by hunger. They even hatch plans to sabotage the

city's limited food and water supplies in order to destabilise the situation even further. Dismayed by what their agents uncover, the leaders of the local *Otdel MI* department resolve to take swift and decisive action, creating new AK, or Anti-Cannibal, squads from NKVD personnel. The AK teams burn empty houses and execute any civilians suspected of cannibalism. Any corpses found in the open are burned at the city's crematorium and the League are hunted down with dogs and men with flamethrowers. By spring 1942, the NKVD believe they have the situation under control...

Nochnyye Ved'my (the Night Hags)

The Night Witches (p.109) are not the only female flyers in the Soviet skies. The *Nochnyye Ved'my* are a sect of Nyarlathotep worshippers from the Taman Peninsula on the shores of the Black Sea. They are the wives, daughters, and mothers of a long line of Cossack warriors, embittered at the loss of their status and the treatment meted out to them by the victorious Red Army after the Russian Civil War (including the *Holodomor*; p.9).

Boom!

In 1917, the Canadian city of Halifax, Nova Scotia, is devastated when the SS Mont Blanc, laden with arms and explosives for the battlefields of France, collides with a relief vessel sponsored by the Belgian government and catches fire. The blaze quickly spirals out of control causing a massive explosion, the likes of which has never been seen before. A substantial area of the city is flattened and the loss of life is enormous: around 2,000 people are killed outright, and more than four times that number are injured, many seriously.

The colony of deep ones residing off Halifax at the time do not escape the incident unscathed. Already disturbed by the increased traffic caused by the war, the damage caused by the blast, coupled with the huge amount of debris, forces them to abandon their home. A large proportion relocate to Murmansk and are horrified at what they see as history potentially repeating itself. They are determined to protect themselves and plan to destroy the Soviet port, this time making sure it has as little negative impact on them as possible (pp.113-114).

The group take their name from the legend of the *nocnitsa*, a nightmare spirit who perches on a person's chest to suck the life out of them while they attempt to sleep. All of its members are magical practitioners, well-versed in a variety of spells that mimic the actions of their fairy-tale inspiration. They fly across the night skies of the peninsula on shantaks (*Call of Cthulhu*, Sixth Edition, pp.172-173 [Cth]/the *Keeper's Guide*, p.231 [Sav]) given to them by the Crawling Chaos, hurling spells and stones with holes in their centres (said to be the only protection against the *nocnitsa's* attentions) at Nazis and the RKKA alike in their attempts to drive them out of their lands.

The *Nochnyye Ved'my's* ultimate goal is to establish a Cossack homeland, free from Soviet (or any other) interference, where their people can relive the glories of their past history.

If the Order of R'lyeh is not stopped, Murmansk could become another Halifax.

The Order of R'lyeh

Near Murmansk is the gloomy Bear Cape, where mysterious lights can be seen dancing across the sky at night. The NKVD believes that German spies are using the cape as a signalling point, but have yet to catch any operatives. These spies are believed to be responsible for the disappearance of transport ships and other failed naval operations in the area.

The Charnel God

Another of the Great Old Ones, Mordiggian is a stinking, shapeshifting mass of darkness and death. Although his worship is rare in the waking worlds, there are still a few cults who venerate him by offering up their dead and sacrificing in his name. Benefits of his worship are said to include eternal youth and immortality, as well as the ability to commune with the dead.

An interesting side effect of the presence of the League in Leningrad is their suppression of any and all undead creatures, which they see as an absolute blasphemy against their god.

The NKVD's assumption is close to the truth, but is not wholly accurate. Centred on Murmansk, the Order of R'lyeh operates under the guise of a mixed academic research team exploring the polar waters and the myths and customs of the local inhabitants. Secretly, though, it is dedicated to uncovering the true mysteries of the polar waters and, in pursuit of its goal, has forged an alliance with deep ones living in the Barents Sea.

The Order uses the fires to contact their allies, the deep ones, so that they can co-ordinate shipping attacks and discuss their masterplan to destroy Murmansk. The constant drone of propellers and ASDIC devices are driving the deep ones mad, and they are determined to do something about it. If the Order of R'lyeh is not stopped, Murmansk could become another Halifax...

The Web of White Shadows

A network of Ithaqua worshippers spread over a vast area, the Web is active in the northern Urals as well as eastern and central Siberia, and along the Finnish-Soviet border. Web cultists (primarily geologists, hunters, and ethnic shaman) are amassing their power for the day when Ithaqua returns from his travels to the distant stars (which he does every five years, remaining on Earth for a year before travelling on again) so that they can summon him and demonstrate their allegiance. Thanks to their worship of the cold North wind and their dealings with numerous of Ithaqua's frigid servants, members of the cult can survive in the coldest climates.

The decentralised nature of the Web has, so far, allowed it to escape the attention of the NKVD.

*Is there anywhere that isn't
absolutely riddled with tunnels?*

A.T.

A GAZETTEER OF OCCULT ACTIVITY

As well as those locations detailed beneath each occult organisation, there are other places where the Secret War rises to the surface. The more mundane aspects of many of these have already been discussed in Chapter 2; below we look at the occult fight for the soul of the Eastern Front.

Kharkov

During its occupation, Kharkov serves as the forward headquarters of the Order of the Black Sun on the Eastern Front. The Red Army makes several attempts to capture the city but, thanks to the Order's interventions, two of these end in total failure.

Kharkov sees the deployment of the augmented Sd. Kfz. 250/13, known as the "Eye of the Black Sun" (p.57), which helps to swing the early battles in Germany's favour. Institute 21 suffers greatly at their rival's hands during the Third Battle of Kharkov (14th February-15th March, 1943), when the Soviet High Command orders them into the fray in the hopes that they will be able to turn the tide of battle in Russia's favour. Unfortunately, they are all but eliminated to the last man, and the Soviet invading force is once again left in smouldering ruins on the battle field.

By the time of the Fourth Battle of Kharkov, Institute 21's occultists have regrouped and summon wave after wave of fire vampires and hunting horrors to unleash on the German Army. The Soviets are also aided by saboteurs, who pay the ultimate price to destroy the city's *das Auge* before the battle begins. After the liberation of Kharkov (23rd August, 1943), the staff of SMERSH and Institute 21 search the ruins for arcane technology, but their quest proves to be fruitless.

Leningrad

An extensive network of tunnels runs under the besieged city. According to legend, during prehistoric times these tunnels were home to a race that believed in the might of a dark demiurge. When the first humans arrived, the ancient race burrowed deep into the bowels of the Earth, using the tunnels to secretly strike at surface dwellers. *Otdel MI* know that the tunnels are dangerous, home to cannibals, ghouls, and other beasts, all of which increase their attacks during the siege. Some German assault squads uncover the tunnels and attempt to use them to launch surprise attacks into the city. Most are never heard from again.

THE CREMATORIUM

Leningrad's crematorium opens during the Russian Civil War as a place to cremate the remains of heroic Bolsheviks. After the Civil War, the facility closes. During the siege, smoke can be seen pouring from its chimneys and the entire facility is bathed in an unhealthy orange glow. NKVD personnel

have restarted the old furnaces to burn corpses, cannibals and monsters, not all of which are dead when they are tossed into the ovens.

MALOOKHTINSKOE CEMETERY

The Cemetery, said to be the final resting place of imperial alchemists, warlocks, and sorcerers, is an ominous place where many lone wanderers disappear without a trace. Because the Malookhtinskoe Cemetery is not consecrated, the League of Efraim chooses it as a venue for many of its black rituals. A series of secret tunnels connect the cemetery's northern crypts with the League's headquarters, useful for quickly transporting any unwilling sacrifices they kidnap.

Minsk

When the Minsk ghetto is created after the German occupation, the city's Jewish scholars hide books of the Cabbala and a variety of occult manuscripts (including one which details the process necessary to create a golem) within its walls. The knowledge languishes unused though, because German soldiers kill all of Minsk's Jewish occultists in June, 1941. The Minsk ghetto itself is liquidated on 21st October, 1943, and most surviving residents are transferred to the Sobibor death camp. The books remain where they are hidden.

The Waters of the Arctic

In 1941, the Soviet Union, weakened by the summer war, requires military equipment, ammunition, and foodstuff. It requests help from its Allies and they respond, but their attempts to resupply the Soviets are fraught with danger from both the Nazis and darker forces.

The first convoys to Russia sail from Iceland to Murmansk. From September 1942, however, they mass instead at Loch Ewe in Scotland before sailing around occupied Norway to the northern ports of the USSR, braving terrifying storms, low temperatures, and enormous waves. To make matters worse, the convoys have to sail through the patrol radius of *Luftwaffe* bombers and keep an eye out for U-boats and German warships.

The supply ships sail with naval escorts, but sometimes ships lag behind and vanish in the cold waves. On the record, these ships are the victims of submarine attacks, but sometimes these vessels fall prey to far stranger beasts. The tanker *Oldesvale*, part of convoy PQ-17 (see p.12), is attacked by something... huge..., but in the chaos of the battle the only thing that can be known for certain is that the ship breaks in two and sinks to the bottom of the ocean. The Dutch vessel *Paulus Potter* is boarded by a deep one raiding party, having been abandoned by its crew after a torpedo strike. The raid is interrupted by the arrival of the crew of U-255, who are forced to scuttle the ship during their escape from the marine raiders.

Soviet and English submarines are also favourite playthings for the creatures of the deep. In January 1942, the British submarine *Trident* sails into the Barents Sea and is grabbed by something unknown. The creature pulls the submarine to a depth of 1,600ft (500m) before throwing it against the sea floor. The submarine barely manages to limp back to Murmansk after its narrow escape.

The Tunguska Impact Site

On 30th June, 1908, Evenk shaman attempt to perform a ritual to summon the Outer God, Azathoth. Fortunately they fail, conjuring forth instead one of the lesser other gods which dance mindlessly in Azathoth's court. The minor deity, Pl'rvka (as the god names itself), appears in the sky as a burning ball of fire which falls to the taiga, causing an apocalyptic explosion on a previously unheard of scale. It then disappears from sight, burrowing deep into the earth, the only sign of its passing being the massive devastation left in its wake. And there, beneath the taiga, it slumbers.

Russian explorer Leonid Kulik (p.9) visits Tunguska several times to collect information on the blast, discovering by accident the presence of the sleeping deity when he observes its effects on people standing at the heart of the impact site. Most feel generally uncomfortable and ill at ease; anyone within ½ mile (1km) of the impact point loses 0/1D4 Sanity [Cth]/rolls Horror (+1) [Sav] per hour for as long as they remain within the area.

Through his friendship with Yuri Belov (the two serve together during World War One), Kulik's finds end up in the hands of the United Work Brotherhood and, after its creation in 1941, *Otdel MI*; the site itself also comes under their jurisdiction, much to the annoyance of Institute 21. Both groups are interested not only in the impact site, but also in a portal that has formed inside *Chertovo Kladbishe* (the Devil's Cemetery), created by the god's appearance.

Only 6 miles (10km) from the site is Object 180, a classified airfield large enough to handle Soviet transport planes; the airfield is protected by NKVD forces.

CHERTOVO KLADBISHE

The Devil's Cemetery is the wandering location of an ominous portal created at Tunguska when Pl'rvka crashes into the taiga. It looks like nothing more than a small area of a scorched earth; its trees are blackened husks, contorted into weird shapes, and the ground is littered with the bones of animals and birds. Once per day a portal opens near the centre of the cemetery; it remains open for 1D4 hours and links directly to the sleeping god's mind.

Anyone in the Cemetery suffers severe headaches and disorientation and finds that his compass and camera no longer function. For every ten minutes inside the scorched area, the character must make a CON×3 roll [Cth]/a Vigor (-1) test [Sav] to remain conscious. If the unconscious person

is not removed from the area, he dies after 1D4+1 hours; if rescued, he will wake after the same time period has elapsed.

For anyone foolish enough to enter the portal, the consequences can be severe. They immediately loses 1D20 Sanity points [Cth]/Terror (-1) [Sav] as their minds are flooded with images of endless voids wreathed in fire accompanied by shrill, piping music. Those who are driven insane (either indefinitely or permanently; see the *Call of Cthulhu, Sixth Edition* rulebook, pp.83-84 [Cth]/lose a point of Sanity [Sav]) spontaneously combust (treat as per the rules for a flaming torch, *Call of Cthulhu, Sixth Edition*, p.57 [Cth]/see the fire damage rules in the *Savage Worlds* core rulebook, **Chapter 4: Situational Rules—Hazards** [Sav]). Those who survive and emerge from the god's dreams claim a new and profound insight into the universe and its workings (+10% to Cthulhu Mythos [Cth]/Knowledge (Mythos) increases by 1 die type [Sav]).

The Devil's Cemetery shifts every 1D8 days in a random direction. Roll 1D12, treating the number generated like those on a clock face to determine the direction of movement; then roll 1D20 to determine the number of miles moved from the centre of the site.

Otdel MI agents know that a compass within 3 miles (5km) of the Devil's Cemetery always orients with North pointing towards the portal.

Object 143

Object 143 is an underground city in Central Siberia once inhabited by the mi-go and discovered by Kulik in 1927. When the mi-go fled, they left behind numerous artefacts, valuable minerals, and alien devices. Kulik describes Object 143 as an enormous underground settlement comprised of several thousand basalt structures incorporating bizarre, unnatural geometry. Some sections of the city appear to have been laid waste by a powerful weapon, while others remain strangely intact. Mi-go security towers dot the north and northwest parts of the city, blue fires illuminating their peaks. Colourful crystals and arcane lamps illuminate parts of the ruins, while the rest is swathed in an impenetrable darkness.

The ancient city is an extremely hazardous place. Some sections are in imminent danger of collapse while others shift location without warning. Careless explorers can wind up buried or unable to find the route back because the rooms they have just passed through have moved to another part of the city. But the risk to would-be explores is more than just that posed by the unnatural architecture; one NKVD expedition records meeting and destroying a group of serpent people whilst exploring the perimeter of the city.

Two to three Soviet geological and scientific expeditions protected by NKVD assault squads are active in Object 143 at any given time. The scientists research the strange make-up of the city while searching for artefacts, abandoned technology, and the mineral required for the production of energy weapons (p.47).

The Baltic Sea

WRECKAGE OF THE WILHELM GUSTLOFF

A former cruise ship, the *Wilhelm Gustloff* is commandeered by the *Kriegsmarine* in 1939. The vessel's final voyage is an attempt to evacuate German military personnel from Gdynia to Kiel. Soviet submarine S-13 spots the ship and launches four torpedoes. Less than forty minutes after being struck, the *Wilhelm Gustloff* sinks. Thousands of passengers die in the cold water, about 1,000 of which are German naval officers.

The ship's final voyage is also an attempt to remove occult artefacts from occupied Poland. Both the *Suta Milam Bar-Do* and *Hronika Chernoboga* rest in a waterproof safe on the sea floor (see Ch.8 for further details on these two occult tomes).

Wolfsschanze

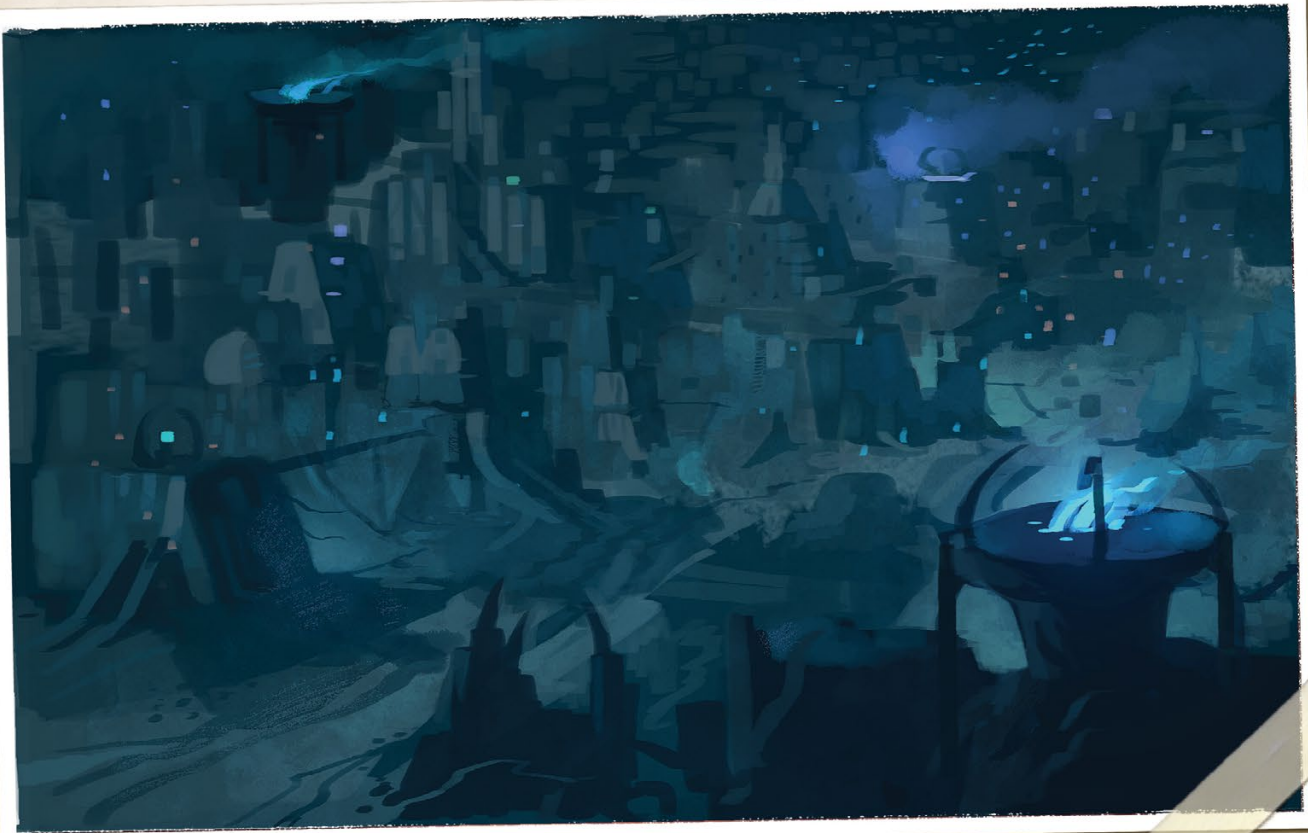
Wolfsschanze (the Wolf's Lair), one of Adolf Hitler's so-called "Führer's headquarters", lies in the Gorlitz Forest of East Prussia. Work on the site begins in 1940 and finally ends in 1944; at its height, 2,000 people live and work at the compound.

Wolfsschanze is comprised of a series of security zones. The outer zone consists of minefields, barbed wire, redoubts,

and flak emplacements. The next zone, fenced off from the rest, contains bunkers for Hitler, Hermann Göring, Martin Bormann, and Wilhelm Keitel. The innermost zone has a communications bunker, offices, barracks, and garages for high-ranking Nazi commanders. And deep beneath the earth, accessible only by a privileged few, lies *Nachtwölfe's* secret base, home to the command centre for the *Wolfszahn* battalion (*Achtung! Cthulhu: the Keeper's Guide to the Secret War*, pp.101-102), who are stationed in the inner zone above.

In 1944, *Wolfsschanze* is reinforced above ground against air attack, but it is not impenetrable. On 20th July, 1944 Graf von Stauffenberg detonates a bomb in a hunting lodge in an attempt to assassinate Hitler (the *Investigator's Guide*, p.8). The *Führer* is shaken, but not killed, and the conspirators are quickly rounded up. Mina Wolff's troops are almost expelled from the compound for failing to predict or prevent the attack, and only a visit from Mina herself is sufficient to placate Hitler.

Wolfsschanze is only approachable via road from the east, south, and west. There are nearby connections to an airfield and rail yards. Entrances are guarded by *Wolfszorn* squads stationed in blockhouses and machine-guns posts.



Strangely beautiful, isn't it?

- Peggy



CHAPTER 8

Hidden and Forgotten Knowledge

Ominous magical books and objects of great power, forgotten by great sorcerers and magicians, lie hidden in the shadows of lost Imperial Russia. Some of them reside in ancient chapels; others are buried in the icy graves of White Army leaders; yet more are secreted inside private collections, far from prying eyes. The most terrible scrolls doze under eternal Arctic ice or lurk in mine shafts deep below the mountains. It is not easy to find these items, but anyone who does so has the chance to become the master of unspeakable power, should his mind and will prove strong enough.

The standard spells listed throughout this book are located in *Call of Cthulhu, Sixth Edition*: A Mythos Grimoire, starting on p.217 [Cth]/*Acthung! Cthulhu: the Keeper's Guide to the Secret War*, starting on p.196 [Sav]. New spells can be found on pp.91-94.

Another pyramid belongs to a strange
Tibetan man living in Berlin.

ARTEFACTS

Chthonian Pyramid

An ancient artefact from von Ungern-Sternberg's collection (p.7), the pyramid is crafted from an exotic, smoky material which continually changes colour. If held over any flat surface, the pyramid levitates. The peak of the pyramid is always oriented toward the nearest trans-dimensional gate.

Researchers from Institute 21 are now in possession of the pyramid artefact. Another pyramid is rumoured to belong to a strange Tibetan man living in Berlin.

Elisabeth's Sanctuary Lamp

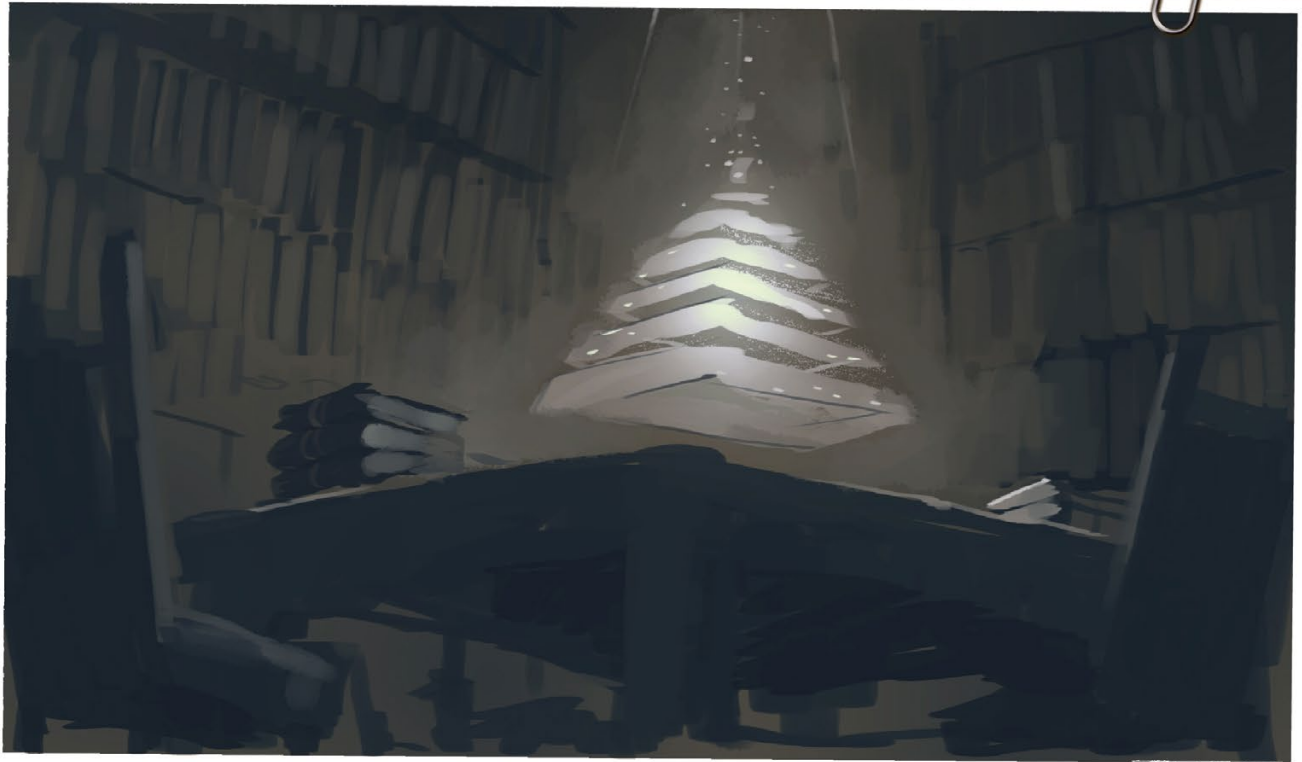
This relic once belonged to Grand Duchess Elisabeth Feodorovna, one of Queen Victoria's granddaughters. A great beauty, after her husband's assassination she becomes a nun, setting up her own convent, hospital, and orphanage, and works tirelessly for the sick and poor of Moscow. In 1918, Elisabeth is arrested and buried alive by the Bolsheviks near Alapaevsk, after her exile there on Lenin's orders. The lamp, used by Elisabeth on her rounds, remained with one of Elisabeth's nuns who survived the Great Purge only to die in Stalingrad.

The lamp's light, imbued with the serenity of its former owner, calms incorporeal monsters (ghosts and spectres), which cease to attack the bearer and any companions within a 16ft (5m) radius of the lamp. The quieted monsters fade back into the night's darkness, leaving the lamp's bearer to himself. The lamp holds only a one hour reservoir of oil.

Pavlova's Violin

This violin belonged to Leningrad violinist Ekaterina Pavlova. During the long winter evenings of 1941 Pavlova plays it while she slowly starves to death in her unheated apartment. When the sound of her music finally stops, Pavlova's neighbours break down the door, expecting to find her frozen corpse. However, there is no body to be found, just the violin reverently placed on the couch and only the wall clock's incessant keeping of time to break the gloomy silence. And then they notice the spot of blurred darkness that trembles on the wall by the clock...

The frightened neighbours flee, taking time only to board up Pavlova's apartment. They do not stay frightened for long, though; by the end of the winter, each of them has died from a combination of the cold and hunger, and there is no-one



left alive who remembers the terrible, silent shadow. The violin still waits on the couch in the apartment building turned mausoleum.

Pavlova's violin opens portals to other worlds. After 1D4 hours of play, the violin opens a trans-dimensional gate to a random realm. The portal stays open for 1D10 turns before slamming shut. Roll 1D10 on Table 16: Violin's Gate to determine which world the portal opens on to.

TOMES

Three main categories of occult books await investigators in Russia (although there are several which fall outside of these and, yet, are of great importance). The first are those tomes from before the time of Peter the Great. Written in Old Russian or Old East Slavic, they are damned by the Russian Orthodox Church and many are destroyed, although an investigator can still find them in private collections. The second are occult books by 19th Century Russian mystics and European occultists. And finally, there are those brought from Tibet by Nikolai Rerikh or taken from Inner Mongolia by White Army leaders during the 1920s; most of these books are held by Otdel MI, although some have fallen into Institute 21's hands.

BAR-DO THOS-GROL

Mythos Grimoire: **BAR-DO THOS-GROL**—in Chinese, *Padmasambhava*, pub. 8th Century AD. *Bar-do thos-grol* is a funerary grimoire, often referred to in the West as the *Tibetan Book of the Dead*. According to Tibetan history, *Bar-do*

Table 16:
Violin's Gate

Roll 1D10	Gate Connects To
1	The Dreamlands
2	Sarnath
3	The Nameless City
4	The Plateau of Leng
5	Ulthar
6	R'lyeh
7	Yuggoth
8	The Valley of the Black Sun
9	The Abyss
10	Pavlova's apartment

thos-grol was composed in the 8th Century by Padmasambhava and written down by his student Yeshe Tsogyal. The original text was lost in the 9th Century, but was recovered in the 14th Century and copied into Chinese. At the beginning of the 20th Century, variant scrolls of *Bar-do thos-grol* are found. Helena Blavatsky brings the first copy into Russia, and Rerikh brings back two more.

Cth Sanity loss 1D6+1/2D6+1; Cthulhu Mythos +10 percentiles; average 16 weeks to study and comprehend/72 hours to skim. **Spells:** Brew Dream Drug, Command Ghost, Curse of Darkness, Dream Vision, Flesh Ward, Imprison Mind, Journey to the Other Side, Resurrection, Sense Life, Snare Dreamer, Snow Tomb, Wandering Soul.

Sav **Language:** Chinese (-2). 9 successful rolls needed to read the book. Reading this book increases Knowledge (Mythos) by two steps, with the concomitant Sanity loss. **Spells:** brew dream drug, command ghost, curse of darkness, dream vision, flesh ward, imprison mind, journey to the other side, resurrection, sense life, snare dreamer, snow tomb, wandering soul.

CHE'NAL EK'

Mythos Grimoire: **CHE'NAL EK'**—in Spanish, by Diego de Landa, c.1564. This book describes the future death of the universe, the blackout of ancient stars, and the final celebration of the silent gods. It details the deities of the Mayan pantheon, and also mentions monsters that came to earth from dim stars. Unfortunately, the text is full of translation errors and a large proportion of the original is not translated at all because de Landa could not understand its Mayan petyroglyphs. Now Che'nal ek' lies all but forgotten in the vaults of Institute 21.

Cth Sanity loss 1D8/2D8; Cthulhu Mythos +8 percentiles; average 24 weeks to study and comprehend/48 hours to skim. **Spells:** Black Rain, Blinding Spark, Call/Dismiss Cthugha, Death Spell, Fire of Forgotten Stars, Light of Fomalhaut, Summon/Bind Fire Vampire.

Sav **Language:** Spanish (-2). 14 successful rolls needed to read the book. Reading this book increases Knowledge (Mythos) by two steps, with the concomitant Sanity loss. **Spells:** black rain, blinding spark, contact Cthugha, death spell, fire of forgotten stars, light of Fomalhaut, summon/bind fire vampire.

HRONIKA CHERNOBOGA

Mythos Grimoire: **HRONIKA CHERNOBOGA**—in Old Church Slavonic, by monk-rasstriga Grigori Kopteev, pub. c.1470. Printed in Veliky Novgorod. In 1494, Kopteev is burned as a heretic, his manuscript damned by the Russian Orthodox Church, and all known copies of the work destroyed, except for a sole surviving copy in a Kievan monastery. A miscellany, the book contains information on dark spells, terrible artefacts, and the inhabitants of the Abyss. In addition, the book describes the underwater inhabitants of the Baltic Sea and contains several summoning rituals.

Cth Sanity loss 1D6/2D6; Cthulhu Mythos +10 percentiles; average 8 weeks to study and comprehend/12 hours to skim. **Spells:** Alter Weather, Breath of the Deep, Bat Form, Cause/Cure Blindness, Cause Disease, Contact Deep One, Contact Father Dagon, Contact

Mother Hydra, Flesh Ward, Healing, Nightmare, Raise Night Fog, Shadow of the Ice Walker, Snow Tomb.

Sav **Language:** Old Church Slavonic (-2). 5 successful rolls needed to read the book. Reading this book increases Knowledge (Mythos) by two steps, with the concomitant Sanity loss. **Spells:** alter weather, breath of the deep, bat form, cause/cure blindness, cause disease, contact deep one, contact father Dagon, contact mother Hydra, flesh ward, healing, nightmare, raise night fog, shadow of the ice walker, snow tomb.

KNIGA PROHODCHIKA

KNIGA PROHODCHIKA—in Russian, by Nikolay Petrovich Makarov, c.1798. This book is written by the famous Russian mining engineer Nikolay Makarov. It contains information about workers, Russian mining operations, and rare minerals buried under the Urals. The last part of the book details the dangers of working underground and mentions the dreadful inhabitants of the sunless abyss. One copy of this book was buried in the icy grave of General Vladimir Kappel, leader of the Russian White Army in the north.

Cth No Sanity loss; Occult +3 percentiles. No spells.

Sav **Language:** Russian (-1). 5 successful rolls needed to read the book. **Spells:** Successfully reading this tome provides the reader with a special Benny which can only be spent on Knowledge (Occult) rolls.

MOGYLY ZABYTYH BOGOV

MOGYLY ZABYTYH BOGOV—in Russian, by Sergey Ivanovich Novikov, c.1889. Written by Russian occultist S.I. Novikov, this book describes the author's journey to Inner Mongolia and the Gobi Desert. Novikov describes his encounter with the blind inhabitants of the forbidden city of Varhor Dhrum and a surprise attack by a Mongolian death worm (*olgoi-khorkhoi*). The imperial government bans the book and only two copies of Novikov's work now remain.

Cth No Sanity loss; Occult +5 percentiles. No spells.

Sav **Language:** Russian (+0). 4 successful rolls needed to read the book. **Spells:** Successfully reading this tome provides the reader with a special Benny which can only be spent on Knowledge (Occult) rolls.

OBereg CHERNOGO SOLNCA

OBereg CHERNOGO SOLNCA—in Old Russian, author unknown, c.1000-1100. This book describes the tribes of the Kola Peninsula, their dark magic, and cannibalistic rituals. It also contains detailed information on a kingdom of underground monsters in Siberia. Only one copy of this book is rumoured to exist, encased in ice in a frozen village deep in the Russian north.

Cth

No Sanity loss; Occult +10 percentiles. No spells.

Sav

Language: Russian (-1). 6 successful rolls needed to read the book. **Spells:** Successfully reading this tome provides the reader with a special Benny which can only be spent on Knowledge (Occult) rolls.

PRETA-GATI

Mythos Grimoire: **PRETA-GATI**—in Sanskrit, *unknown author, pub. 7th Century*. A dreadful book describing the realm of hungry ghosts and lost, wandering spirits, the Preta-gati tells how to survive in the world of spirits and how to interact with them with the least amount of personal risk. A copy of Preta-gati is found among the belongings of Baron von Ungern-Sternberg and Soviet scientists believe that another copy of this book may have fallen into the hands of Nazi explorer Heinrich Harrer.

Cth

Sanity loss 1D4/2D4; Cthulhu Mythos +7 percentiles; average 12 weeks to study and comprehend/48 hours to skim. **Spells:** Bind Enemy, Command Ghost, Create Gate, Elder Sign, Identify Spirit, Spirit Wrack, Wandering Soul, Warding.

Sav

Language: Sanskrit (-2). 7 successful rolls needed to read the book. **Spells:** bind enemy, command ghost, create gate, elder sign, identify spirit, spirit wrack, wandering soul, warding.

SUTA MILAM BAR-DO

Mythos Grimoire: **SUTA MILAM BAR-DO**—in Chinese, *original unknown author, pub. 7th Century*. Suta Milam Bar-do describes the mysterious Dreamlands. The original, now lost, version is in Tibetan, but the work is translated into Chinese by Faxian in 680 AD, although this translation is missing several vital sections. Rerikh's expedition brings a copy to Russia, which is now in the hands of Otdel MI.

Cth

Sanity Loss 1D4/2D4; Cthulhu Mythos +5 percentiles; 6 weeks to study and comprehend/18 hours to skim. **Spells:** Bring Pestilence, Implant Suggestion, Summon Plague.

Sav

Language: Chinese (-2). 8 successful rolls needed to read the book. Reading this book increases Knowledge (Mythos) by one step, with the concomitant Sanity loss. **Spells:** bring pestilence, implant suggestion, summon plague.

Can you trust the word of the dead
any more than the word of the living?

-R.D.

Stalin's After Death Squads

The recent discovery of the *Preta-gati* has opened up a whole new brutal avenue for NKVD interrogators. It has long been their practise to torment and torture the loved ones of suspects to extract confessions and information, but the spells in the *Preta-gati* have given them the chance to exploit the dead in their inquisitions.

Russia is a land of ghosts. The climate is unforgiving; poverty, starvation, and disease are constant threats. The dangers of the war, and Stalin's recent pogroms and purges, only exacerbate the problems already faced by the Soviet people, and the death toll becomes astounding. There is not one family who remains untouched by death, and most have played host to the grim reaper on more than one occasion.

If NKVD interrogators have access to the remains of a suspect's deceased love one, they are able to raise its ghost and subject it to a form of spiritual torture which literally rips it apart. This is usually too much for a captive, under arrest for sedition and treason, to take; already beaten, starved, and terrified, they often crack, spilling all their secrets and admitting to even the most ridiculous of crimes, guilty or not.

One side effect of this sorcerous interrogation is a bureaucratic branch of the NKVD known as "the Morticians" (*Groboushchiki*) who try and record the location of every corpse so that, should the need arise, it can be recovered and its ghost raised and tortured.

SPELLS**Blinding Spark**

Discovered thousands of years ago when man developed "burning-glasses" (early lenses), this spell harnesses the light of an unknown cosmic source to protect the caster from being spied upon by an enemy. The spell was further refined during the Enlightenment, partially as a result of Sir Isaac Newton's work with prisms, and requires a highly polished meteorite fragment as its focus.

Cth

While the caster is chanting, anyone who looks at him through an optical device such as binoculars or a riflescope is struck by a fiery ray of mystic light, losing 1D2 Sanity Points and becoming temporarily blind for 4D4 turns. If the chant is interrupted, then the spell fails (although any blindness that has already been caused remains in effect for the previously determined number of turns).

This spell costs 5 Magic Points and 1 Sanity Point to cast.

Sav

Casting Modifier: -1
 Range: self
 Duration: special
 Cost: Horror (+1)

While the caster is chanting, anyone who looks at him through an optical device such as binoculars or a riflescope is struck by a fiery ray of mystic light, causing them to make a Horror (+1) roll, and rendering them blind for a number of rounds equal to 13 minus their Spirit die.

However unwilling, the ghost will answer questions about events in his lifetime.

Cast Out Shan

Cth

See *Call of Cthulhu, Sixth Edition*, p.223.

Sav

Casting Modifier: -4
 Range: see below
 Duration: permanent
 Cost: Horror (+0)

This spell expels a shan (also known as an insect from Shaggai) from a living host who is standing (or more likely constrained) within a 5ft- (1.5m-) wide pentagram drawn with the herb arnica. If the spell is cast correctly, the shan is driven from its host but is not destroyed unless the spell is also cast in direct sunlight.

Command Ghost

Cth

See *Call of Cthulhu, Sixth Edition*, p.225 for further details.

Sav

Casting Modifier: -2
 Range: touch
 Duration: special
 Cost: Horror (+0)

This spell permits the caster to summon a ghost and question it. Under cover of darkness, blood from a mammal must be poured onto the grave, ashes, or other bodily remains of the dead person. However unwilling, the ghost (which appears as the person did at the moment of death) will answer questions regarding events that happened during his lifetime for as long as the caster maintains control of the spell.

Fire of Forgotten Stars

This useful spell is found in the Mythos grimoire *Che'nal ek'* and requires a smouldering flame as its focus. The sorcerer absorbs the heat of the flame, snuffing it out, and can then transfer that heat to any object or person by placing his bare hands upon the target and concentrating. The total size of the target cannot be more than 10ft×10ft×10ft (3m×3m×3m) in dimension.

If successful, the temperature of the target rises by 30 degrees (if using the Celsius scale; by 54 degrees if using Fahrenheit). The spell is useful for a variety of purposes,



including warming up an automobile engine on a cold Leningrad night. With the help of this magic, a sorcerer can kindle a fire in the taiga or even in the cold and endless Russian steppe.

Cth

This spell costs 10 Magic Points and 1 Sanity Point to cast. To activate the spell, the sorcerer must chant over the flame for 3 turns to absorb its heat. After the heat is transferred to the target, it maintains the raised temperature for 1D10 turns, after which the object steadily returns to its initial temperature at a rate of 1D4 degrees per turn (provided it has not been destroyed in the meantime due to the temperature rise). If used on a person, treat as per the fire rules for a hand-held torch on p.57 of the *Call of Cthulhu, Sixth Edition* core rulebook. The caster can only store the absorbed heat for 1D6 turns; if he has not transferred the heat by that point, it burns its way out of his body for 1D6+2 damage.

Sav

Casting Modifier: -1
Range: touch
Duration: special
Cost: Horror (+1)

When used to sear a victim's flesh, this spell inflicts 2d4 damage and has a chance of causing the target to burst into flames if both dice ace on the damage roll. The caster can only store the heat a number of turns equal to his Spirit die and, if he does not transfer it to something else, then it will burn its way out of his body causing 2d6 damage.

Imprison Mind

Cth

See *Call of Cthulhu, Sixth Edition*, p.238.

Sav

Casting Modifier: -4
Range: touch
Duration: permanent (see below)
Cost: Horror (-1)

Once cast, this spell prevents a being from moving between minds (naturally or otherwise); it also prevents a mind-hopping creature from being able to leave the body in which it currently resides, or possess another living entity.

If the spell is successfully cast, the result of the Knowledge (Mythos) roll is used as a target number for the target's Spirit roll. If this roll is unsuccessful, then the entity is forever trapped in the body or object it currently resides in.

Great Old Ones, Elder Gods, and their avatars are affected by this spell, but will be able to break out of their prison in an hour or two.

Journey to the Other Side

Cth

See *Call of Cthulhu, Sixth Edition*, p.238.

Sav

Casting Modifier: -4
Range: self
Duration: caster's Spirit die in hours
Cost: see below

After entering a trance, the caster of this spell can send his spirit out into the void and travel to far distant destinations. The destination is hard to predict and the caster may even find himself in the presence of one of the Great Old Ones. The Cost of the spell cannot be guessed at, considering the horrifying sights the caster may be subjected to in their journey.

Light of Fomalhaut

This powerful spell is extremely effective in a fire storm, and any sorcerer who successfully casts this spell can endure the searing heat of flamethrowers and chemical tank attacks. Although predominantly one of defence, this spell does have several offensive applications if used imaginatively. The caster prepares a container of flammable liquid (such as vodka) during a ritual which takes several minutes but, once cast, the spell is stored within the container until used.

To activate the spell's effects, the sorcerer breaks the previously enchanted container of liquid at their feet (it can also be thrown at someone else's, either to protect them or to cause panic, mayhem, and collateral damage). The caster's (or target's) body becomes wrapped in a fiery whirlwind, which prevents the person inside from taking damage from fire-based weapons and any heat or fire damage from explosions. He will, however, feel any shockwaves and still takes normal damage from bullets and shrapnel.

Cth

The spell's duration is 1D4 turns, and costs 20 Magic Points and 2 Sanity Points to cast. Anything close to the caster (including people, structures, and vehicles) will take damage from the roaring flames. Treat as per the rules for a large bonfire on p.57 of the *Call of Cthulhu, Sixth Edition* core rulebook.

Sav

Casting Modifier: -2
Range: self
Duration: Spirit die in turns
Cost: Horror (-2)

Anything close to the caster (including other people) will take damage from the roaring flames. See the rules in the *Savage Worlds* corebook, Chapter 4: Situational Rules—Fire for further details.



Shadow of the Ice Walker

An ancient spell from time immemorial. After casting the spell, the sorcerer can move silently on any snow covered surface for the next hour. During this time, the sorcerer leaves no traces, cannot fall through ice, and does not suffer from snow- or ice-induced movement penalties.

Cth This spell costs 5 Magic Points to cast.

Casting Modifier: -2

Sav

Range: self

Duration: 1 hour

Cost: Nausea (-1)

Snow Tomb

Cth

This spell costs 5 Magic Points and 1 Sanity Point to cast. The caster can find corpses buried under the snow with the assistance of this spell.

Before casting it, the sorcerer must spray blood from a freshly severed human hand across the snow; after casting, the blood flows in the direction of the nearest dead body. If the corpse lies under deep snow cover or under ice, the blood pools over the corpse's location. The spell duration is 1D20 minutes.

Casting Modifier: -2

Sav

Range: Spirit die in yards

Duration: Spirit die in Minutes

Cost: Nausea (-1)

This spell allows the caster to find a specific corpse, and requires a blood sacrifice of at least one pint. The blood is poured over a mummified human hand, and onto the ground. The blood will then flow in the direction of the corpse and pool over where it is buried. The spell may have to be cast multiple times to actually locate the corpse.

Spirit Wrack

Cth

This spell behaves just like the spell Wrack (see *Call of Cthulhu, Sixth Edition*, p.247, for further details), except that it only effects ghosts and other disembodied spirits. The ghost is incapacitated and suffers terrible pain as it is slowly torn apart. The spell lasts for 1D6 rounds, and costs 3 Magic Points and one Sanity to cast.

Casting Modifier: -1

Sav

Range: Smarts

Duration: half Spirit die in rounds

Cost: Nausea (+0)

This spell behaves just like the spell wrack (see the *Keepers Guide*, p.212, for further details), except that it only effects ghosts and other disembodied spirits. The ghost is incapacitated and suffers terrible pain as it is slowly torn apart.

When there is so much death, is it really a surprise
that people turn to the dead for answers?

—Capt. Harris



CHAPTER 9

Beasts and Behemoths

"Myth is neither a lie nor a confession; it is an inflexion."
-Roland Barthes

Soviet Russia is an enormous country cut off from Europe in a large part by the gloomy Carpathian Mountains. The weather in Russia is cold and harsh; the woods and forests are infinite, and night is as dark and boundless as a chasm. Within Russia's borders lurk terrifying monsters, many lost in slumber since prehistoric times. Those who have not succumbed to sleep wait in the shadows of the taiga and in the icy wastes of the boundless tundra. But these ancient evils are not alone in bringing misery to the nation; the chaos and brutality of the civil war, the terrible famines of the 1930s, and the Great Patriotic War give birth to their own kinds of horror.

Chernyi Geolog

Known to the Russians as *Chernyi Geolog* and the Evenks as *Ke'le*, this beast is an ancient, prehistoric being that has successfully adapted as civilization has changed over the millennia. It is incredibly strong, has a thick skin, and long, sharp teeth. It can easily see in darkness, hears sounds indiscernible to a typical human, and is immune to the cold, allowing it to move easily through deep snow and swim in icy water.

It currently appears as a middle-aged man dressed in black travel clothes, carrying a backpack, a knife or TT pistol, a rifle, and an ice axe. The guns are there as props for its disguise, and it is rare that the *Chernyi Geolog* actually has any ammunition to use in them; the Russian geologists which this creature mimics are armed because bandits, illegal miners, and escaped *zeks* are an ever present threat. If not in this guise, it appears as a local Evenk hunter.

Chernyi Geolog haunt Siberia, Inner Mongolia and the Polar Urals, staying far from roads and big cities. It pursues geological parties, lonely tourists, hunters, and escaped

prisoners, and is believed to be responsible for many of the people who go missing across the wilderness. It attacks under cover of darkness using its claws and teeth, forsaking the weapons that are part of its camouflage. If a single victim has been killed, it devours the body immediately and claims some piece of valuable property as a trophy; if it kills a large group, it feasts then hides the leftovers under the snow for later. A cautious hunter, *Chernyi Geolog* moves to new territory after its kill to avoid drawing unwanted attention to itself.

The Name of the Rose

The Soviets have their own names for many familiar creatures of the Mythos, and this can be used to good advantage to surprise characters (and even players) who have more than a passing familiarity with Lovecraft's canon. Some examples include:

Chthonian	<i>Olgoi-khorkhoi</i> ("Mongolian death worm")
Deep Ones	<i>Vodyanoy</i>
Ghoul	Cannibal (although this is also used for actual cannibals as well)
Halja	<i>Ledyanoy vihr</i> ("the blizzard whirlwind")
Hunting horror	Dreadwing
Rat-thing	<i>Krysolud</i>

Members of the Web of White Shadows know about the existence of these monsters and are attempting to collect information about its language and society in case they prove to be of any use in their plans (p.84).

CHERNYI GEOLOG (KE'LE), CREATURE OF FOLKLORE

Cth

STR 3D6+6 DEX 2D6+8 INT 3D6+3
CON 3D6+6 SIZ 3D6+3 APP 3D6
POW 2D6+8 SAN n/a

Hit Points: varies

Damage Bonus: varies; **Move:** 8.

Skills: Conceal 60%, Disguise 80% Hide 60%, Listen 45%, Sneak 65%, Spot Hidden 45%, Track 70%.

Language Skills: Prehistoric (Own) 40%, Russian/Evenks 20%.

Weapons: *Claws* 55%, damage 1D6+db, atts 2, base range touch.

Grapple 40%, damage: see Special Rules.

Bite 50%, damage 1D6, atts 1.

Armour: 2 points of thick skin.

Spells: a *Chernyi Geolog* may know 1D4 spells of the Keeper's choosing.

Sanity Loss: 1/1D6 to see a *Chernyi Geolog* attacking or feasting.

Special Rules: should a Grapple attack succeed, the *Chernyi Geolog* will be able hold its victim in the next round (unless the victim succeeds in a STR vs. STR contest), enabling it to attack with its bite at an improved 80% chance of success.

Sav

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d12.

Skills: Fighting d6, Knowledge (Mythos) d6, Knowledge (Russian or Evenks) d4, Knowledge (Prehistoric Speech) d8, Notice d12, Persuasion d10, Stealth d10, Tracking d10.

Pace: 8; **Parry:** 5; **Toughness:** 7 (1)

Special Abilities

- **Armor +1:** tough skin.
- **Bite:** Str+d8.
- **Claws:** Str+d6.
- **Disguise:** the *ke'le* uses its Persuasion skill to disguise itself as a human being. The result of this Persuasion test is used as the target number for the Notice tests of anyone attempting to see through the creature's disguise.
- **Improved Frenzy:** if the *ke'le* attacks with its claws, it can attack twice with no penalty to its Fighting tests.
- **Grapple:** if a *ke'le* succeeds in immobilising a foe, its next bite attack gains a +4 bonus to attack and damage.
- **Horror (+0):** anyone who sees a *ke'le's* savage attack must succeed at a Spirit test or roll on the Horror Effects Table.
- **Immunity (Cold):** *ke'le* can withstand the coldest of temperatures.
- **Spells:** a *ke'le* can know up to 4 spells of the Keeper's choice.

Chicken Legs

A creature of folklore that most people have heard of is Baba Yaga, the large-nosed, iron-toothed old crone who flies across the skies in her mortar and pestle seeking children to eat. They have also heard of her house, spinning around on its chicken legs deep within the forests, a trap for the unwary. Her legend is an old one, and although no-one is entirely sure what she is (an Elder God, a nature spirit, a monster), she is thought to be real, though she has not been seen for centuries.

Not long after the Great Patriotic War commences, rumours begin to circulate of a strange tank appearing in the midst of battle, chasing down infantrymen and crushing them before rising on two mechanical legs and stalking from the scene. The tank is very selective in its choice of target, taking only those under the age of eighteen and painstakingly avoiding anyone older; it does not seem to care which side the victim belongs to and the Soviet occult agencies have disavowed any knowledge of the machine.

It would appear that Baba Yaga has found herself a new form, better suited to the modern age, and is once more in search of a tasty meal...

Insects from Shaggai (Independent Race)

Approximately the size of a pigeon, these vile, long-lived insectoids are also known as the shan. Their warped, tentacled bodies are adapted to carry out photosynthesis yet they retain three dripping mouths. Semi-corporeal, the shan delight in torturing creatures by literally invading their minds and playing with them, warping and twisting memories and behaviour on a whim (although there is some respite for the victim as the shan sleeps during the day). Such interference initially tends to result in the creation of a willing (if desperate) puppet, provided the target is not driven immediately insane; madness is, however, inevitable, unless the shan is removed.

Fugitives from the now lost planet of Shaggai, the shan became trapped on Earth at some point in the distant past. Their grasp of science is advanced compared to that of

humankind, but they have yet to figure out a way to escape their captivity. In the meantime, they continue to worship Azathoth and torture any race they manage to enslave.

Cth

See the *Call of Cthulhu, Sixth Edition* core rulebook, pp.171-172 for shan statistics.

Sav

Attributes: Agility d12+6, Smarts d8, Spirit d12, Strength d4, Vigor d4.

Skills: Fighting d8, Knowledge (Mythos) d8, Notice d8, Persuasion d12+2, Shooting d8, Stealth d10.

Pace: 2; **Parry:** 6; **Toughness:** 2.

Special Abilities

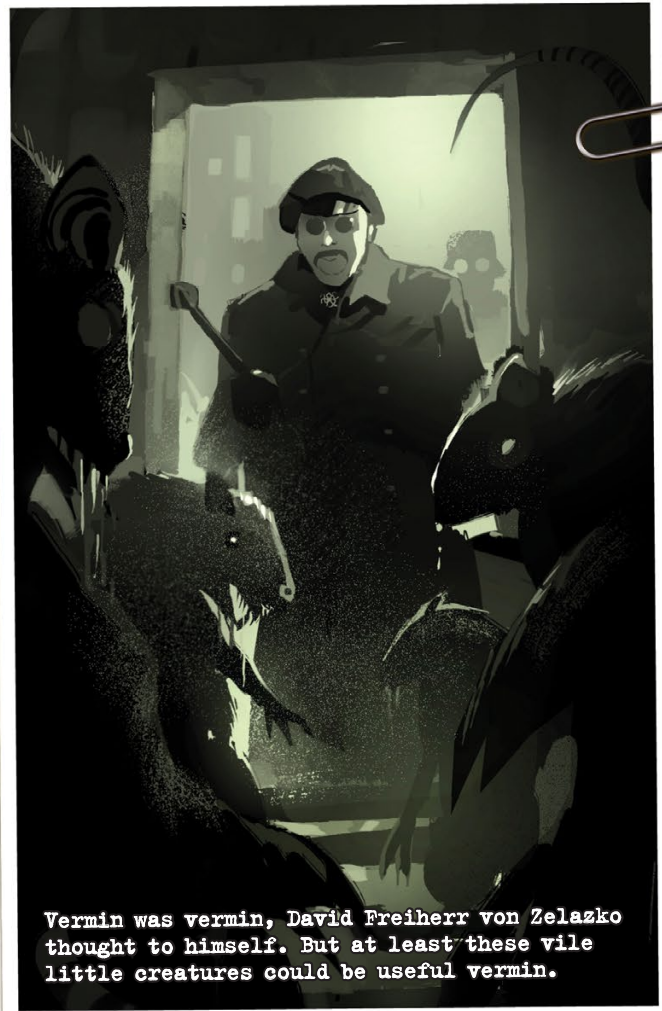
- **Ethereal:** a shan is not exactly a creature of this reality and can pass through material objects.
- **Flight:** shans have a Flying Pace of 20.
- **Improved Dodge:** ranged attacks targeting a shan suffer -2 to their rolls.
- **Mental Domination:** a shan can use its ethereal ability to crawl directly into a target's brain. Not active during the day, the shan awakens at night and slowly erodes the target's Sanity by showing him things the alien insect has witnessed. Each night, the victim must either agree to further the shan's schemes or make a Horror (-2) test as he is subjected to awful visions and sensations.
- **Nausea (-2):** anyone who sees this disgusting alien insect must succeed at a Spirit (-2) test or suffer a -1 penalty on all tests until the end of the encounter.
- **Neural Whip:** some shan are armed with a neural whip, which projects a sickly beam of gibbering light. Range 1/2/3, and uses the shan's Shooting skill to hit. Anyone struck by the light must succeed at a Vigor (-1) test or be Shaken.
- **Size (-2):** the biggest shan is only the size of a pigeon.
- **Weakness (Sunlight):** if a shan is exposed to sunlight, it dies.

Krysolud (Servitor Race)

Krysoluds, or rat-things, are large and angry rat-like creatures with huge claws and a human face. Created through sorcerous rituals, these transformed former cultists worship Nyarlathotep and are hostile to people. They take over the ruins of bombed-out cities and settlements forsaken during collectivisation. Institute 21 knows about the *krysoluds* and are attempting to forge an alliance. *Krysolud* colonies live in Stalingrad, Kuibyshev, and Vladivostok.

Cth

See *Call of Cthulhu, Sixth Edition*, pp.169-170 for rat-thing statistics.



Vermin was vermin, David Freiherr von Zelazko thought to himself. But at least these vile little creatures could be useful vermin.

Sav

Attributes: Agility d10, Smarts d6, Spirit d4, Strength d4, Vigor d6.

Skills: Fighting d6, Knowledge (Mythos) d6, Notice d10, Stealth d10.

Pace: 3; **Parry:** 5; **Toughness:** 3.

Special Abilities

- **Bite and Claw:** Str +d4. On a raise on the Fighting test, the *krysolud* attacks the least armoured part of the target.
- **Horror (-1):** seeing these horrible creatures causes the viewer to make a Spirit (-1) test or roll on the Horror Effects Table. The penalty rises to -2 if the person who became the *krysolud* was known to the viewer before its transformation.
- **Improved Dodge:** ranged attacks targeting a *krysolud* suffer -2 to their rolls.
- **Size -2:** *krysoluds* are the size of large rats.
- **Spells:** *krysoluds* can know up to 4 spells (usually the same spells they knew as a human).
- **Wallcrawler:** *krysoluds* can move along ceilings and walls as if they were the floor.

Matreshka

The lesser other god Pl'vrka's crash into the earth at Tunguska (p.86) does not just create the *Chertovo Kladbishe* (p.86); although most of the god becomes buried at the epicentre of its fall, the impact with the earth also causes some of its essence to fracture, sending tiny splinters of its consciousness across the vast area devastated in the event. Damaged by the fall, the fragments seek to protect themselves, forming strange, layered creatures of rock, muck, wood, and snow akin to a *matryoshka* (Russian nesting doll) but in a form approximating the shape of their lost parent.

Found in small numbers throughout the 750 square miles (1,943km²) or so of forest that is flattened in 1908, all a *matreshka* wishes to do is rejoin with its parent, Pl'vrka, but this is impossible unless it breaks free of the protective shell it created for itself in its early days of separate existence. Drawn to feelings of rage and violence, the *matreshka* deliberately attacks anyone it comes across in the hope of being freed from its incarceration.

The fragments seek to protect themselves,
forming strange, layered creatures.

Cth

STR 4D6	DEX 1D6+2	INT 1D6
CON 2D10+2	SIZ 4D6	APP n/a
POW 1D10	SAN n/a	

Hit Points: varies*

Damage Bonus: varies; **Move:** 6.

Weapons: *Pseudopod* (made from either snow, wood, or earth, depending on the layer) 55%, damage 1D6+db, atts 2, base range touch.

Armour: Special (see below).

Sanity Loss: 0/1D4 to see a *matreshka* shambling along; 1/1D6 upon realising that destroying the first layer is not enough to actually stop the creature.

Special Rules: The *matreshka* can manipulate the outer layers of its shell to form crude pseudopods which it uses to attack its victims. The outer snow layer is susceptible to any temperature high enough to melt ice (including fire); the underlying wood layer takes double damage from fire and bladed weapons (although on a fumble, the blade becomes stuck in the creature and takes 1D4 rounds to pull free). Once the earth layer is removed, there remains only the rock (**Armour:** 2) which contains the small, metallic sphere at the core of the *matreshka*; if the rock is shattered (either with a Critical Success with a blunt weapon, or a combination of fire and ice), then the *matreshka* is freed and slips away to rejoin Pl'vrka.

*The *matreshka*'s overall Hit Points should be split equally between the four layers of its shell. Once the Hit Points for each layer are exhausted, the layer is destroyed.

Sav

Attributes: Agility d4, Smarts d4 (A), Spirit d4, Strength d10, Vigor d12.

Skills: Fighting d8, Notice d8, Shooting d8, Stealth d4.

Pace: 3; **Parry:** 6; **Toughness:** 13/11/8/12.

Special Abilities

- **Horror (-0):** seeing the creature for the first time prompts a Spirit test; failure leads to a roll on the Horror Effects Table. Seeing it shed its first shell in combat prompts another Spirit test, this time at -1.
- **Layered:** each wound inflicted upon this creature strips away one of its layers. Each layer is composed of a different element and gives it different abilities, as detailed below:
 - » **Ice: Armor +2;** the creature radiates extreme cold up to 30 feet from itself; all those caught within this distance take 2d6 damage every round. The *matreshka* takes +4 damage from fire-based attacks.
 - » **Wood: Armor +1;** this shell is extremely fragile and splinters fly off with every successful hit. Anyone within 5 feet of the *matreshka* takes 2d4 damage every time it is hit, even if that attack has no effect upon the creature. Fire-based attacks do +2 damage.
 - » **Mud:** this form is able to fire mudballs at targets for 2d6 damage; the dice result forms the target number that the victim must overcome with an opposed Strength test, or else find themselves temporarily immobilised.
 - » **Rock: Armor +3;** Heavy Armor.
- **Size +3:** a *matreshka* starts out fairly massive, but each wound inflicted tears away one size level as it breaks free of its imprisoning shell.
- **Tentacle:** Parry +1, ignores shield bonuses, reach 1. Each layer of the creature can generate a different type of tentacle as detailed below:
 - » **Ice:** Str+d8, AP 1.
 - » **Wood:** Str+d8.
 - » **Mud:** Str+d4. On a raise, the target's head is engulfed and they start to drown unless they can escape via an opposed Strength test.
 - » **Rock:** Str+d10, Heavy Weapon.

Stalin Lampen (Lesser Independent Race)

A *Stalin Lampen* (Stalin's Lamp) is a terrible living light first officially recorded at the Battle of Stalingrad (p.13). The *Lampen* attack wounded and dying soldiers as well as stragglers and solitary individuals; in some cases they pursue single tanks, command vehicles, and even taxiing and landing aeroplanes. The creature disappears into thin air if its target responds violently.

Stalin Lampen haunt the silent sectors of the Eastern Front during the darkest hours of the night. Elusive spheres



of cold blue flame with a flickering red core, they are approximately 1ft (30cm) across and glide silently and at great speed, changing direction seemingly at random.

A lamp attacks by emitting a biting cold (which the creature can focus into a ray when necessary), and anyone who touches a *Stalin Lampen* is immediately stricken with horrible frost bite. Once a victim dies, a *Lampen* moves on to the next target.

German occultists have never successfully caught a *Stalin Lampen* despite their best efforts. The Soviets have managed to capture their attention with a combination of light and music, but have so far been unable to communicate with them on any meaningful level.

Lamps are invulnerable to most physical attacks. *Otdel MI* recommends the use of fire or energy weapons against them.

Cth

STR n/a	DEX 18	INT 12
CON 12	SIZ 1	POW 20
SAN n/a	Hit Points: 6	

Damage Bonus: none.

Skills: Dodge 80%.

Weapons: *Cold Ray* 45%, damage 1D8, atts 2, base range 15 yds.

Freezing Touch 60%, damage 1D6, atts 1.

Sanity Loss: 0/1D6.

Special Rules: *Stalin Lampen* are impervious to physical attacks. Magical attacks, fire, and energy weapons deal normal damage.

Sav

Attributes: Agility d12, Smarts d6, Spirit d12+1, Strength n/a, Vigor d6.

Skills: Fighting d6, Notice d8, Shooting d6, Stealth d12.

Pace: 6; **Parry:** 5; **Toughness:** 2.

Special Abilities

- **Cold Ray:** a *Stalin Lampen* can attack up to three enemies in one action, dealing 2d6 non-lethal damage to each target. The extreme cold of the ray freezes the target, who suffers a -2 penalty to Agility for one round. The ray has a range of 12/24/48.
- **Cold Touch:** as a Touch attack, the *Stalin Lampen* inflicts 2d6 damage. Additionally, the victim of a *Stalin Lampen* attack must make a Spirit test or suffer a -1 penalty to all subsequent Spirit tests. This loss regenerates at the rate of 1 penalty per day.
- **Flight:** *Stalin Lampen* have a Flying Pace of 20 with a Climb rate of 5.
- **Improved Dodge:** ranged attacks targeting a *Stalin Lampen* suffer -2 to their rolls.
- **Invulnerability:** *Stalin Lampen* are immaterial and are harmed only by energy weapons, fire, or magical attack.
- **Size -2:** *Stalin Lampen* are only 1ft across.
- **Weakness (Fire):** a hit from a flamethrower causes the *Stalin Lampen* +4 additional damage.



CHAPTER 10

Cogs in the Machine

*"We have no irreplaceable people."
- Joseph Vissarionovich Stalin*

This chapter consists of two parts. The first provides details on some of the key historical figures on the Eastern Front. In the second, the Keeper will find a host of NPCs ready for him to use as required during the course of the game.

VERY IMPORTANT PEOPLE

These people are the big guns of the Eastern Front. The heroes might meet famous marshals and generals on the frontline or at special briefings. Only the most renowned heroes meet national leaders, and usually only after executing a top-secret mission whose success or failure determines the future of the nation. As in other guides, no statistics are provided; given their standing, these people can do whatever the keeper requires of them.

*Only the most renowned heroes will have
the chance of meeting national leaders.*

The Germans

FEDOR VON BOCK

Moritz Albrecht Franz Friedrich Fedor von Bock (1880-1945). The descendant of Prussian aristocracy, von Bock is sent away to school in Berlin at a very tender age. There he develops into an arrogant and determined militarist and serves with distinction during World War One. At the head of the troops who march into Austria in 1938 as part of the Anschluss, von Bock finds himself in charge of a variety of

Army Groups before taking over as commander of Army Group Centre during the attack on the Soviet Union in 1941; whilst there, he masterminds Operation Typhoon, the assault on Moscow. Dismissed from his post in December, 1941, as a result of his failure to capture the city, he is called back into service with Army Group South in 1942. Although he is a monarchist at heart, he does not sympathise with the various plots to overthrow Hitler or protest against the brutal actions of the SS.

ERICH VON MANSTEIN

Fritz Erich Georg Eduard von Lewinski (1887-1973). The scion of an aristocratic, military Prussian family, von Lewinski is adopted by his childless aunt and uncle and takes their surname: von Manstein. Another uncle is Paul von Hindenburg, President of Germany in the late 1920s—early 1930s. There is little doubt as to which career he will choose, and during the Great War, Manstein serves on several fronts; after Germany's defeat, he helps his country rebuild its army in direct contravention of the Treaty of Versailles. During the invasion of Poland, Manstein serves as Chief of Staff in Army Group South. Later, he helps to plan Operation Barbarossa and is one of the primary commanders at the Battle of Kursk. After numerous disagreements with Hitler, Manstein is removed from command in March, 1944. He almost loses his sight after developing an eye infection following cataract surgery and narrowly avoids entanglement in the fallout from the failed 20th July assassination plot.

HEINZ GUDERIAN

Heinz Wilhelm Guderian (1888-1954). Young Guderian follows in his father's footsteps and joins the German army after attending a string of military schools, even serving



under his father for a while. He remains in the military during World War One and the inter-war period, during which time he develops his theories of armoured warfare and writes the authoritative book on tank warfare, *Achtung—Panzers!* During the Second World War, Guderian serves as a highly successful *Panzer* commander. In 1941, he commands *Panzergruppe 2* in Operation Barbarossa and captures Smolensk and Kiev. However, he is forced into retirement for disobeying Hitler's direct orders not to retreat from Moscow. In February 1943, after the German defeat at Stalingrad, Hitler, desperate for experienced commanders, recalls Guderian and appoints him as the Inspector General of Armoured Troops with the aim of rebuilding Germany's *Panzer* forces. On 21st July, 1944, Guderian becomes Chief of Staff of the German Army. It is fair to say that he is not a fan of super tanks like the *Maus*...

FRIEDRICH PAULUS

Friedrich Wilhelm Ernst Paulus (1890-1957). After unsuccessfully studying at university, Paulus joins the German infantry and sees service in France, Serbia, and Macedonia during World War One. After the armistice, he is selected as one of the few officers who will be allowed to remain in the German armed forces, where he serves with the *Freikorps*. During World War Two, Paulus is commander of the German Sixth Army and leads the assault against Stalingrad in the summer of 1942. In November 1942, Paulus' forces are encircled by the Red Army Group and, after a punishing conflict, on 2nd February, 1943, the remnants of the Sixth Army surrender to the Soviets in direct defiance of Hitler's order to

stand to the last man. Hitler flies into a rage and vows never to appoint another field marshal again. Paulus spends the rest of the war in Soviet captivity and becomes an outspoken critic of his former leader.

GERD VON RUNDSTEDT

Karl Rudolf Gerd von Rundstedt (1875-1953). Part of an old *Junkers* family, von Rundstedt enters the Imperial German Army in 1892 as an infantry officer because he cannot afford to join the cavalry. He rises through the ranks until World War One, during which he serves as a staff officer. In the inter-war years, he continues his military career in the *Reichswehr*, where he finally attains a cavalry command. A confirmed monarchist and no fan of the Nazi regime, von Rundstedt insists that army personnel should not get involved in politics—it is their role to support the government, whatever it might be. In the Russian Campaign, he commands Army Group South and is responsible for encircling the Red Army near Kiev. He is dismissed by Adolf Hitler in December, 1941, following the German retreat from Rostov. Rundstedt is recalled to the army in 1942 and appointed Commander in Chief in the West, where he serves as little more than a figurehead.

The Soviets

LAVRENTIY BERIA

Lavrentiy Pavlovich Beria (1899-1953). From Merkheuli (Russian Empire), Beria is raised as part of an Orthodox Georgian family. Having joined the Bolsheviks in 1917 whilst still a student, he enters the state security apparatus two years later in 1919, winding up in the *Cheka* before rising to become the head of the Georgian OGPU after a variety of ruthless acts of repression. He is heavily involved in the Great Purge and is one of Stalin's most trusted henchmen (Stalin even refers to him as "his Himmler"). He takes on the leadership of the NKVD in 1938, where he presides over numerous murderous cleansings of Polish POWs and Soviet citizens. Amongst his other remits are the vast network of Gulag camps (where he is responsible for overseeing the *sharashkas*); he also plays a decisive role in co-ordinating Soviet partisans and developing an intelligence network behind German lines, as well as supervising the Soviet Union's fledgling atomic bomb programme.

NIKITA KHRUSHCHEV

Nikita Sergeyevich Khrushchev (1894-1971). The son of poor peasants from the village of Kalinovka, the young Khrushchev has many jobs, including those of miner and metalworker; the latter prevents his conscription during World War One. In 1918 he joins the Bolsheviks and is drafted into the Red Army as a commissar. From 1921 to 1939 Khrushchev rises up through the Party ranks and serves Soviet Russia in many different capacities. He is present at the unsuccessful defence of Kiev during the

Photo: Knobloch, Ludwig - Russland-Mitte, Heinz Guderian, July 1941 - Bundesarchiv, Bild 101-139-1112-17 / Knobloch, Ludwig / CC-BY-SA

German invasion in June, 1941; in 1942, he leads a failed counteroffensive in the Kharkov area before being transferred to Stalingrad. After the liberation of the Ukraine, Khrushchev serves as leader of the Ukrainian Soviet Socialist Republic.

RODION MALINOVSKY

Rodion Yakovlevich Malinovsky (1898-1967). A native of Odessa, at the tender age of fifteen Malinovsky allegedly stows away on a military train heading for the frontlines of World War One; although caught, he manages to be taken on as a volunteer soldier and serves with distinction in France. He fights on the side of the Red Army during the Russian Civil War but does not join the Communist Party until 1926, which he does in order to secure his advance through the military. Malinovsky is awarded Russia's highest honours for his services against General Franco in the Spanish Civil War. His difficulties during the Battle of Kharkov (p.20) lead Stalin to grow suspicious of his loyalties and he is kept under close watch, only exonerating himself as a result of his actions during the battle to liberate Stalingrad and its aftermath. His troops march first on Romania and then Hungary in 1944-1945 before arriving in Vienna in April, 1945.



Photo: Unknown - Moskau, Stalin und Ribbentrop
im Kreml, 23rd August, 1939 - Bundesarchiv,
Bild 183-H27337 / CC-BY-SA

VYACHESLAV MOLOTOV

Vyacheslav Mikhailovich Skryabin (1890-1986). Born in Kukara, Molotov becomes a member of the Russian Social Democratic Labour Party (RSDRP) in 1906 and quickly gravitates towards the Bolshevik faction. He adopts his new name "Molotov" at some point during this period and meets Stalin for the first time when they work together on *Pravda* (p.6); he remains unwaveringly loyal to Stalin through thick and thin. In 1939, Molotov becomes Minister of Foreign Affairs and signs the Molotov-Ribbentrop pact after Britain and France fail to form an anti-Nazi alliance with the USSR (p.10); he also signs the Anglo-Soviet Treaty of 1942 and ratifies the US-Soviet Lend-Lease agreement. Between 1941 and 1944 Molotov heads the Russian nuclear programme and helps to write the new Soviet national anthem in 1944. Frequently at Stalin's side, Molotov accompanies him to both the Teheran Conference in 1943 and the Yalta Conference in 1945.

KONSTANTIN ROKOSSOVSKY

Konstantin Konstantinovich Rokossovsky (1896-1968). Born in Warsaw at a time when it still belongs to the Russian Empire, Rokossovsky is part of the Polish aristocracy (although his particular branch of the family has fallen on hard times). He fights on the Eastern Front from 1914 to 1917 as part of a cavalry division, in-keeping with his wider family's military history. In 1917, he joins the Bolsheviks and battles on many fronts of the Russian Civil War, including taking on the Mad Baron, Roman von Ungen-Sternberg (p.7) in Mongolia. During the Great Purge, Rokossovsky is arrested as a Polish and Japanese spy and incarcerated in Leningrad's Kresty Prison, where he remains until he is suddenly set free on 22nd March, 1940; no explanation is given for his release, and no apology is issued regarding his treatment. In September, 1941, Stalin personally appoints Rokossovsky to the command of the 16th Army and, at the Battle of Kursk, he crushes the superior German forces. In 1944, Rokossovsky is instrumental in the planning of Operation Bagration, and in November he is transferred to the 2nd Byelorussian Front.

JOSEPH STALIN

Iosif Vissarionovich Stalin (1878-1953). Born in the town of Gori (Russian Empire) to a drunken, abusive cobbler, Stalin comes across the writings of Vladimir Lenin in 1903 and becomes a Marxist revolutionary, involved in numerous robberies and murders. At the time of the Great October Revolution, Stalin is elected to the Bolshevik Central Committee and in May, 1918, Lenin dispatches him to Tsaritsyn (the future Stalingrad). Once there, he instigates a campaign of violence and intimidation, executing many former Tsarist officers, counter-revolutionaries, and deserters, as well as torching multiple villages to instil terror in the local peasantry.

Lenin considers Stalin a loyal ally despite his actions here and elsewhere, and when Lenin becomes embroiled in disagreement after disagreement with Leon Trotsky (amongst

others), he gives Stalin yet more power. Stalin becomes General Secretary of the Communist Party of the Soviet Union in 1922. After Lenin's death in 1924, Stalin and Trotsky struggle for control of Russia until 1927, when Trotsky is expelled from the Soviet Union and Stalin becomes the undisputed leader of the country. In the 1930s, Stalin rules the country with an iron fist. As if by force of will alone, he drives industrialisation, condemns millions to die through the *Holodomor* (p.9) and the Great Purge, and creates a powerful Red Army prepared for full-scale conflict with western countries.

GEORGY ZHUKOV

Georgy Konstantinovich Zhukov (1896-1974). Trained as a furrier, Zhukov first sees military service after he is conscripted into the Russian Imperial Army during World War One and joins the Bolsheviks in 1917. He is already a famous commander by the time of World War Two, having commanded the First Soviet Mongolian Army Group against the Japanese Kwantung Army at the Battle of Khalkhin Gol on 31st August, 1939 (p.10), where he crushes the Japanese forces. During the Great Patriotic War, Zhukov commands the Red Army on many fronts, including Kiev, Leningrad, Moscow, Stalingrad, and Kursk. His military acumen helps to liberate the Soviet Union and its allied Eastern European compatriots from German occupation, and Zhukov becomes the most decorated general in the history of the Soviet Union and Russia.

Others

TADEUSZ "BÓR" KOMOROWSKI

Tadeusz Komorowski (1895-1966). Born in Lwów in the Austro-Hungarian Empire to an aristocratic family, Komorowski serves in the Empire's Army on the Eastern Front during World War One and joins the Polish Army after the disbandment of the Empire. After German forces rapidly and brutally take Poland in September, 1939, Komorowski becomes involved with the Polish underground in Krakow, where he gains his codename "Bór" ("the forest"). In 1941, he becomes a commander in the *Armia Krajowa* (Polish Home Army) and leads the doomed Warsaw uprising in 1944 (p.24). After two months of fierce fighting, Komorowski surrenders to the Germans on 2nd October on the condition that his resistance fighters be treated as enemy combatants. Germany accepts the terms and Komorowski is interred at camp Oflag IV-C.

ANTE PAVELIĆ

Ante Pavelić (1889-1959). Educated in both Muslim and Catholic schools in the Bosnian region of the Austro-Hungarian Empire, Pavelić becomes a lawyer and career politician, and is the leader of Croatian fascists and head of the *Ustaše* movement. By the end of 1920s, Pavelić has become thoroughly radicalised and calls on Croats to revolt against Yugoslavia's government; his actions force him to

flee to Vienna in 1929, allegedly on health grounds. He is sentenced to death in absentia for repeated calls for Croatian independence and for the terrorist actions of his *Ustaše* movement. Pavelić ends up in Italy and is once more sentenced to death in *absentia*, this time by the French for his role in the assassination of the Yugoslavian King and the French Foreign Minister. He is held first in prison and then under house arrest in Italy but, after Germany invades Yugoslavia, Pavelić is installed as the puppet ruler of Croatia. The brutal regime he leads is involved in the genocidal persecution of Serbs and Jews throughout the war; its treatment of partisans is equally brutal.

JOSIP BROZ TITO

Josip Broz (1892-1980). Born in the Croatian region of the Austro-Hungarian Empire, Broz is conscripted into the Imperial Army and becomes a champion fencer. He is seriously wounded during World War One and captured by Russian soldiers as a result, after which he is sent to a work camp in the Urals and joins the Bolsheviks during the Great October Revolution. Returning home after the Civil War, he joins the Communist Party of Yugoslavia; his membership in the party and his union work see him fired on numerous occasions, and even imprisoned. He gains his new surname, "Tito", after his release. In May 1941, Tito calls on all people to unite against the Nazis and creates two Partisans brigades. The Partisans go on to form Peoples' Committees (basically a civilian government) in the areas they liberate. On 28th September 1944, Tito, now the Prime Minister of Yugoslavia, signs an agreement with the Soviet Union to allow Soviet troops into Yugoslav territory to help drive out the remaining German troops.

THE PROLETARIAT

The Men & Women of the RKKA

Before the war, the Soviet Army is one of most powerful military machines in the world. Armed with modern tanks and planes, the Red Army can (theoretically, at least) crush any opponent. However, the *Wehrmacht's Blitzkrieg* smashes any hopes the Russian command has of a quick victory. In the chaos of the initial German invasion the Red Army falls back, losing large quantities of both equipment and people. In the bloody battles of 1941-1942, most of the standing army is destroyed.

The army of 1943 is formed from a different breed. Young and old stand side by side to defend the Motherland. They crush Germany under their tank treads at Kursk, dig in at Leningrad, fight room to room at Stalingrad, and, eventually, capture Berlin. There are no mechanical differences between the two different armies, but there is a different mindset. Rather than resting on the laurels of its Imperial past, the Red Army of 1943 seeks to carve a glorious future for itself.

ASSAULT ENGINEER (ELITE)

By 1943, the Red Army is suffering huge losses during street battles and in assaults on areas fortified by the Germans. Its military commanders realise that traditional infantry is not effective at storming heavily fortified positions and seek to develop new strategies. Engineer divisions of the RKKA are first fielded in the spring of 1943. The new, special units demand technically competent experts. The selection process weeds out anyone over forty, the physically weak, and the less intelligent.

Cth STR 12 DEX 13 INT 15 CON 13
 SIZ 12 APP 12 POW 12 EDU 13
 SAN 60 Hit Points: 13

Damage Bonus: none.

Skills: Close Combat 45%, Combat Engineer 60%, Demolitions 60%, Dodge 40%, Drive 55%, Electrical Repair 40%, Fieldcraft 45%, First Aid 50%, Jury Rig 55%, Mechanical Repair 45%, Scrounge 45%, Throw 55%.

Language Skills: Russian (Own) 65%.

Weapons: PPSH-41 (Submachine Gun) 40%, damage 1D10, atts 1 or burst, range 30 yds.

Flamethrower (Heavy Weapons) 50%, damage 2D6, atts 1, range 30 yds.

RGD-33 Grenade (Throw) 55%, damage 6D6/3yds, atts 1, range (STR-1)×1 yds.

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

Skills: Driving d8, Fighting d6, Healing d8, Knowledge (Demolitions) d8, Notice d6, Repair d6, Stealth d4, Shooting d6, Throwing d8.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: none.

Edges: Jury Rig, Mechanical Aptitude.

Gear: Demolition Charges, Flamethrower (Cone Template, 2d10, Ignores armour), PPSH-41 Submachine Gun (12/24/48, 2d6, RoF 3, Shots 71, Auto), 4×RGD-33 Grenades (5/10/20, 3d6, Medium Burst Template).

Experienced: Spirit d8, **Sanity:** 6, Demo Man, Dodge.

Elite: Vigor d8, Knowledge (Demolitions) d10, Shooting d8, **Toughness:** 6, Combat Reflexes, Improved Dodge.

*Horses against tanks -
 it's insanity.
 A.T.*

CAVALRYMAN (REGULAR)

At the beginning of the Great Patriotic War, cavalymen and their horses fight in battles beyond enemy lines and in difficult terrain; they descend on isolated German squads and supply lines, striking fast then rapidly retreating.

Cavalrymen have to possess good reaction times and excellent riding skills. In melee, cavalymen use the deadly Russian sabre, *shashka*. As a rule, the best cavalymen are either descended from Cossacks or serve in a cavalry regiment during the Russian Civil War. A typical Soviet cavalryman wears a peaked cap, belt, cross brace, closed tunic, silver-striped red breeches, boots, and sabre (or *shashka* in Cossack divisions).

Cth STR 15 DEX 14 INT 12 CON 12
 SIZ 14 APP 12 POW 12 EDU 10
 SAN 60 Hit Points: 13

Damage Bonus: +1D4.

Skills: Fieldcraft 40%, Jump 50%, Jury Rig 25%, Listen 40%, Natural History 45%, Navigate 45%, Ride 60%, Spot Hidden 45%, Survival (as appropriate) 30%, Throw 45%.

Language Skills: Russian (Own) 50%.

Weapons: PPD-40 (Submachine Gun) 30%, damage 1D10, atts 1 or burst, range 30 yds.

Mosin-Nagant (Rifle) 50%, damage 2D4+4, atts 1/2, range 110 yds.

RGD-33 Grenade (Throw) 45%, damage 6D6/3yds, atts 1, range (STR-1)×1 yds.

Sabre (Melee Weapon—Sword) 55%, damage 1D8+1D4, atts 1, base range touch.

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

Skills: Fighting d8, Knowledge (Animal Handling) d6, Knowledge (Navigation) d6, Notice d6, Riding d8, Shooting d4, Stealth d6, Survival d4, Throwing d6.

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 5; **Sanity:** 5.

Hindrances: none.

Edges: Born To Ride, Quick.

Gear: PPD-40 Submachine Gun (12/24/48, 2d6+1, RoF 3, Shots 25/71, Auto) or Mosin-Nagant Rifle (24/48/96, 2d8+1, RoF 1, Shots 8, AP 2, Snapfire), RGD-33 Grenade (5/10/20, 3d6, Medium Burst Template), Sabre (Str+ d6).

Experienced: Agility d8, Fighting d10, Riding d10, **Parry:** 7.

Elite: Vigor d8, Riding d12, **Parry:** 8, **Toughness:** 6, Block.



COMMANDER/OFFICER (REGULAR)

Until 1943 there are, officially, no officers in the Red Army; the word "officer" belongs to the Imperial regime and cannot be used in an army that belongs to the workers and peasants. Army leaders are referred to instead as commanders, are selected by popular vote within a unit, and mark their rank with chevrons. When the army has to be rebuilt in 1943, the commanders of the Red Army become officers once more and receive shoulder straps that harken back to the uniforms of the Tsar's armies.

The Soviet commanders who manage to survive Stalin's purges have fighting experience, having fought through the Winter War (p.11), the Spanish Civil War, and also conflicts with the Japanese in 1938-1939. Unfortunately, the vast majority of them have no experience of large-scale combat.

Cth STR 13 DEX 12 INT 15 CON 12
 SIZ 12 APP 10 POW 11 EDU 12
 SAN 55 Hit Points: 13

Damage Bonus: none.

Skills: Close Combat 40%, Command 35%, Dodge 40%, Fieldcraft 30%, Heavy Weapons 30%, Institutional Lore 30%, Listen 50%, Military Doctrine 45%, Spot Hidden 55%, Throw 50%.

Language Skills: Russian (Own) 60%.

Weapons: TT-33 (Handgun) 45%, damage 1D10+2, atts 2, base range 15 yds.

RGD-33 Grenade (Throw) 50%, damage 6D6/3yds, atts 1, base range (STR-1)×1 yds.

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

Skills: Fighting d6, Intimidation d6, Knowledge (Soviet Doctrine) d6, Notice d6, Shooting d6, Stealth d6, Throwing d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: Fanatic.

Edges: Command, Rank (Officer).

Gear: TT-30 Pistol (10/20/40, 2d6, Shots 8, Semi-Auto) or Mauser C96 Maschinenpistole (12/24/48, 2d6-1, Shots 10, Semi-Auto), PPSH-41 Submachine Gun (12/24/48, 2d6, RoF 3, Shots 71, Auto), RGD-33 Grenade (5/10/20, 3d6, Medium Burst Template) or RG-42 Grenade (5/10/20, 3d6-2, Medium Burst Template).

Experienced: Spirit d8, **Sanity:** 6, Level Headed, Inspire.

Elite: Agility d8, Fervor, Hold The Line!.

GUARD INFANTRYMAN (ELITE)

In 1942, the Presidium of USSR introduces the Guard title. Guard Infantrymen belong to elite units which are awarded the Guard status after distinguishing themselves in service. Guard divisions are usually from the Urals or Siberia and are armed with the best weapons in order to fight against the elite divisions of the Wehrmacht and SS.

Units selected for the Guard title receive special banners and wear their Guard badges on the right side of the chest.

Cth

STR 17 DEX 15 INT 15 CON 14
 SIZ 14 APP 10 POW 13 EDU 12
 SAN 65 Hit Points: 14

Damage Bonus: +1D4.

Skills: Close Combat 55%, Dodge 40%, Fieldcraft 50%, Heavy Weapons 55%, Institutional Lore 20%, Listen 50%, Military Doctrine 45%, Spot Hidden 55%, Survival (as appropriate) 45%, Throw 55%.

Language Skills: Russian (Own) 60%.

Weapons: PPSH-41 (Submachine Gun) 50%, damage 1D10, atts 1 or burst, base range 30 yds.

RGD-33 Grenade (Throw) 55%, damage 6D6/3yds, atts 1, base range (STR-1)×1 yds.

NR-40 (Melee Weapon—Knife) 55%, damage 1D4+2+1D4, atts 1, base range touch.

Sav

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8.

Skills: Fighting d8, Knowledge (Soviet Doctrine) d4, Notice d8, Shooting d8, Stealth d8, Survival d6, Throwing d8.

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6; **Sanity:** 6.

Hindrances: Fanatic, Loyal.

Edges: Combat Reflexes.

Weapons: Steel Helmet (+2, head only), NR-40 knife (Str+d4, AP 1), PPSH-41 Submachine Gun (12/24/48, 2d6, RoF 3, Shots 71, Auto), RGD-33 Grenade (5/10/20, 3d6, Medium Burst Template).

Experienced: Vigor d10, Fighting d10, **Parry:** 7, **Toughness:** 7, Berserk.

Elite: Shooting d10, Rock and Roll!, Marksman.

The Russian Naval Infantry is nicknamed "the Black Death" after the colour of their uniforms.

INFANTRYMAN (REGULAR)

The Soviet infantryman bears the brunt of the fighting. Although the infantry manages to stop the *Wehrmacht* before the Nazis reach Moscow, the Red Army is all but destroyed by the autumn of 1941. The new infantry, the one which drives the Germans back to Berlin, is forged from recruits who are thrown into the scorching heat of battle by a desperate Soviet High Command.

The Soviet infantryman is not afraid of hand-to-hand combat and regularly meets the enemy face-to-face. The

primary weapon of the Red Army infantry is the Mosin rifle. Reliable and sturdy, a skilled marksman can hit his target at a great distance.

Cth

STR 16 DEX 13 INT 11 CON 12
 SIZ 12 APP 10 POW 11 EDU 10
 SAN 55 Hit Points: 14

Damage Bonus: +1D4.

Skills: Climb 50%, Close Combat 45%, Dodge 30%, Fieldcraft 30%, First Aid 20%, Heavy Weapons 30%, Listen 40%, Spot Hidden 45%, Survival (as appropriate) 25%, Throw 40%, Track 15%.

Language Skills: Russian (Own) 50%.

Weapons: Mosin-Nagant (Rifle) 45%, damage 2D4+4, atts 1/2, base range 110 yds.

PPD-40 (Submachine Gun) 25%, damage 1D10, atts 1 or burst, base range 30 yds.

Sav

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

Skills: Climbing d6, Fighting d6, Notice d6, Shooting d6, Survival d4, Throwing d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: none.

Edges: First Strike.

Gear: PPD-40 Submachine Gun (12/24/48, 2d6+1, RoF 3, Shots 25/71, Auto) or Mosin-Nagant Rifle (24/48/96, 2d8+1, RoF 1, Shots 8, AP 2, Snapfire), with bayonet (+1 Parry, Str+d4), RGD-33 Grenade (5/10/20, 3d6, Medium Burst Template).

Experienced: Spirit d8, **Sanity:** 6, Alertness.

Elite: Agility d8, Fighting d8, Notice d8, Shooting d8, **Parry:** 6, Two-Fisted, Combat Reflexes.

MARINE (REGULAR)

During the struggle for the Russian naval bases at Odessa and Sebastopol, the Soviet Naval Infantry displays a tenacity and willingness to accept high casualties in order to achieve its objectives. This stubbornness unnerves the Germans, who nickname the Russian Naval Infantry "the Black Death" after the colour of their uniforms.

Naval Rifle Brigades are raised during the early, difficult days of the Great Patriotic War. Naval officers and NCOs who are "surplus to requirements" elsewhere form the core of what are essentially small infantry divisions. Usually up to fifty percent of these troops are naval personnel; the remainder are conscripts. Each Naval brigade has its own sappers, artillery, and machine-gun company.

Soviet Naval Infantry have naval experience, and are an obvious choice for amphibious assaults. The Soviet Navy does not, however, have any landing craft, so the Naval Infantry uses small battle boats and civilian ships instead.

Cth STR 14 DEX 11 INT 11 CON 16
SIZ 13 APP 10 POW 12 EDU 10
SAN 60 Hit Points: 15

Damage Bonus: +1D4.

Skills: Close Combat 55%, Dodge 40%, Diving 40%, Fieldcraft 30%, First Aid 20%, Listen 50%, Navigate (Sea) 25%, Pilot (Boat) 40%, Spot Hidden 55%, Swim 65%, Throw 35%.

Language Skills: Russian (Own) 50%.

Weapons: PPD-40 (Submachine Gun) 45%, damage 1D10, atts 1 or burst, base range 30 yds.

SVT-40 (Rifle) 35%, damage 2D6+4, atts 1/2, base range 110 yds.

RGD-33 Grenade (Throw) 35%, damage 6D6/3yds, atts 1, base range (STR-1)×1 yds.

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

Skills: Boating d6, Fighting d6, Knowledge (Navigation) d4, Knowledge (Sea) d4, Notice d6, Shooting d6, Stealth d6, Swimming d8, Throwing d4.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 5.

Hindrances: Fanatic.

Edges: Brave, Quick, Squid.

Gear: PPD-40 Submachine Gun (12/24/48, 2d6+1, RoF 3, Shots 25/71, Auto) or Mosin-Nagant Rifle (24/48/96, 2d8+1, RoF 1, Shots 8, AP 2, Snapfire), with bayonet (+1 Parry, Str+d4), RGD-33 Grenade (5/10/20, 3d6, Medium Burst Template).

Experienced: Spirit d8, **Sanity:** 6, Berserk, Two-Fisted.

Elite: Agility d8, Fighting d8, Notice d8, Shooting d8, **Parry:** 7, Combat Reflexes, Block.

MOUNTAIN INFANTRY (VETERAN)

Red Army mountain rifle divisions are not specially trained for mountain warfare, but they do have professional Soviet climbers amongst their numbers. Several small mountain units are created in 1942 for the Caucasus campaign, including the 394th Rifle Division, 1st Mountain Detachment, and the High Mountain Section on Mount Elbrus.

Cth STR 16 DEX 14 INT 12 CON 13
SIZ 13 APP 10 POW 12 EDU 12
SAN 60 Hit Points: 13

Damage Bonus: +1D4.

Skills: Climb 55%, Close Combat 55%, Dodge 40%, Fieldcraft 30%, First Aid 30%, Jump 45%, Listen 50%, Spot Hidden 55%, Survival (Mountain) 45%, Throw 50%, Track 35%.

Language Skills: Russian (Own) 50%.

Weapons: PPSH-41 (Submachine Gun) 45%, damage 1D10, atts 1 or burst, base range 30 yds.

Mosin-Nagant (Rifle) 45%, damage 2D4+4, atts 1/2, base range 110 yds.

RGD-33 (Throw) 50%, damage 6D6/3yds, atts 1, base range (STR-1)×1 yds.

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

Skills: Climbing d8, Fighting d8, Notice d6, Stealth d8, Shooting d6, Survival d6, Throwing d6, Tracking d6.

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 5; **Sanity:** 5.

Edges: Hot Blooded.

Gear: PPSH-41 Submachine Gun ((12/24/48, 2d6, RoF 3, Shots 71, Auto) or Mosin-Nagant Rifle (24/48/96, 2d8+1, RoF 1, Shots 8, AP 2, Snapfire), with bayonet (+1 Parry, Str+d4), 2×RGD-33 Grenades (5/10/20, 3d6, Medium Burst Template).

Experienced: Spirit d8, Survival d8, Tracking d8, **Sanity:** 6, Woodsman, Marksman.

Elite: Vigor d8, Fighting d8, Shooting d10, **Parry:** 6, **Toughness:** 6, Combat Reflexes, Dodge.

PARATROOPER (VETERAN)

In the 1930s, the Red Army prepares for a massive air-land battle deep in enemy territory. Unfortunately for the Red Commanders, these plans are never utilised and Germany's sudden invasion renders the army's long-range capabilities moot. During the Great Patriotic War, Soviet paratroopers prepare for airborne operations behind enemy lines. They learn to act quickly and decisively, especially in the chaos of large battles. Many Soviet paratroopers are also professional sportsmen and athletes.

The first Soviet airborne operation occurs in July, 1941, near Mogilyov. Paratroopers jump into enemy territory and attack 300 refuelling German tanks. The paratroopers destroy over thirty tanks at the cost of half of their personnel.

Use the US Airborne statistics from *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, pp.39-40 for Soviet

paratroopers, but change any language skills to Russian and substitute in the following weapons: an SVT-40 rifle, PPSH-41 submachine gun, or a DP-28 light machine gun (using the same skill levels).

PENAL COMBATANT (REGULAR)

Penal battalions and companies appear in the Red Army in July, 1942, after Order 227 is issued. Mid-level and senior officers guilty of misconduct or cowardice find themselves in penal battalions; ordinary soldiers and junior commanders are assigned to a penal company and are sent to the most difficult battles of the war. If a member of a penal company manages to survive for two months, he is considered to have been rehabilitated and returns to normal service.

The command personnel of penal divisions consist of self-assured commanders and political officers. The rank and file personnel serve as privates, regardless of their former military rank.

Penal divisions typically carry the same weapons as ordinary infantry divisions. The penal battalion consists of three rifle companies equipped with light machine guns. In each battalion there is also a company of submachine gunners armed with PPDs and a machine gun company armed with Maxims and Goryunov's machine guns.

For NPC members of a penal unit, use either the statistics for the Infantryman (p.106) or Commander/Officer (p.105).

RECONNAISSANCE INFANTRYMAN (REGULAR)

Life in the reconnaissance service of the Red Army is difficult, honourable, and demands the utmost discipline, skill, and bravery. Infiltrating an enemy line often requires clearing a mine field, cutting through barbed wire, and then avoiding enemy pickets. To face these challenges and excel in them requires a special individual. Red Army scout squads are used extensively on the Eastern Front to collect operational data on the Germans, carry out diversions behind their lines, break supply chains, and demoralise the enemy.

Cth STR 15 DEX 16 INT 15 CON 16
 SIZ 14 APP 11 POW 12 EDU 10
 SAN 60 Hit Points: 15

Damage Bonus: +1D4.

Skills: Climb 50%, Fieldcraft 50%, First Aid 35%, Jump 50%, Jury Rig 25%, Listen 40%, Locksmith 40%, Navigate 45%, Parachute 45%, Sabotage 35%, Spot Hidden 45%, Throw 45%, Track 45%.

Language Skills: Russian (Own) 50%.

Weapons: PPD-40 (Submachine Gun) 40%, damage 1D10, atts 1 or burst, range 30 yds.

Mosin-Nagant (Rifle) 50%, damage 2D4+4, atts 1/2, range 110 yds.

RGD-33 Grenade (Throw) 45%, damage 6D6/3yds, atts 1, range (STR-1)×1 yds.

Sav

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

Skills: Climbing d6, Fighting d6, Healing d6, Lockpicking d6, Knowledge (Navigation) d6, Notice d6, Repair d6, Shooting d6, Stealth d6, Tracking d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 5.

Hindrances: none.

Edges: Alertness, Jump Qualified, Jury Rig, Mechanically Inclined.

Gear: PPD-40 Submachine Gun (12/24/48, 2d6+1, RoF 3, Shots 25/71, Auto) or Mosin-Nagant Rifle (24/48/96, 2d8+1, RoF 1, Shots 8, AP 2, Snapfire), with bayonet (+1 Parry, Str+d4), RGD-33 Grenade (5/10/20, 3d6, Medium Burst Template).

Experienced: Smarts d8, Fighting d8, Notice d8, Shooting d8, **Parry:** 6, Fleet-Footed.

Elite: Stealth d8, Thief.

SNIPER (VETERAN)

During the 1930s, the Soviet Union is the only country to routinely train snipers and, as a result, Soviet snipers are some of the best in the world, routinely killing targets at a distance of 440-660 yds (400-600m). Vasilyi Zaitsev, one of the most accomplished, is able to pick off the enemy at a distance of 875 yds (800m). It is during the Battle of Stalingrad when Russian snipers are obliterating German forces that Germany realises it needs to reinstate specialised sniper training.

German snipers usually work alone or with observers. On the other hand, Soviet snipers are trained to work in concert with other military units, increasing their overall effectiveness. There is at least one sniper team in every infantry and reconnaissance platoon; they can even be found in tank and artillery platoons. Soviet snipers always operate in teams of two; the lead sniper destroys the target while the sniper-observer chooses the target and directs the sniper's fire. Both members of the team are qualified snipers, so either one can serve as shooter or observer.

Russian snipers specialise in the killing of officers, a task which requires great patience as waiting for a high-ranking Nazi to appear on the battlefield can take days. Unlike other nations, the Soviet Union fields women snipers. In 1943, there are over 2,000 female snipers serving the Motherland.

For snipers, use the statistics provided on p.34 of *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, changing any language skills to Russian and using the following weapons and skills:

Cth

Mosin-Nagant Sniper Variant (Rifle) 70%, damage 2D4+4, atts 1/2, range 220 yds.

SVT-40 Semi-automatic Sniper Variant (Rifle) 70%, damage 2D6+4, atts 1/2, range 220 yds.



Sav Shooting d10.

Mosin-Nagant (Sniper) (24/48/96, 2d8+1, RoF 1, Shots 8, AP 2, Snapfire, fitted with telescopic sight) or SVT-40 (Sniper) (24/48/96, 2d8, RoF 1, Shots 10, AP 2, Snapfire, fitted with telescopic sight).

VVS PILOT (REGULAR)

VVS (Soviet Military Air Forces) pilots during the early stages of the war are well trained but have no combat experience; they fly outdated planes that are easily outclassed by the *Luftwaffe*. Despite heavy losses, Soviet pilots desperately try to take back the skies, often filling the air with planes to try and claim victory through sheer quantity rather than quality.

In 1942, the character of the air war on the Eastern Front is finally defined, with dogfights taking place at low- and mid-range altitudes; *Sturmoviks* (ground attack aircraft) become the main weapon of the VVS. By 1943, Soviet pilots have enough combat experience to seriously challenge the Germans. Pilots such as Ivan Kozhedub and Alexander Ivanovich Pokryshkin are considered to be two of the best Allied aces of World War Two.

Cth

STR 10	DEX 16	INT 15	CON 12
SIZ 11	APP 12	POW 12	EDU 11
SAN 60	Hit Points: 11		

Damage Bonus: none.

Skills: Aeronautical Systems 35%, Fieldcraft 30%, Jump 50%, Jury Rig 45%, Listen 40%, Meteorology 25%, Navigate (Air) 45%, Parachute 55%, Pilot (Single-prop/Multi-prop) 65%, Spot Hidden 45%.

Language Skills: Russian (Own) 55%.

The Night Witches

Germans call the female pilots of the 588th Night Bomber Regiment *Nachthexen* ("Night Witches"). These witches fly Polikarpov Po-2 training aircraft (also known as the U-2; p.56), which they choose because of its ease of control, manoeuvrability, and low noise output.

True to their namesake, the witches operate at night and get their nickname from their habit of cutting their engines when close to the target and gliding into range, the only sound they make being that of the wind rushing over the biplane's struts (which the Germans liken to witches on broomsticks).

On a typical mission the plane carries 660lbs (300kg) worth of bombs and many pilots refuse parachutes to be able to squeeze in a larger payload. Over the course of one night, a witch averages 8-9 combat flights. In the winter, when the nights are longer, a witch might fly up to 18 missions; after such nights, ground crews have to carry the exhausted witches back to the barracks.

Night Witches are just as skilled as their male counterparts and use the same statistics.

Weapons: TT-30 Pistol (Handgun) 40%, damage 1D10+2, atts 2, range 15 yds.

Sav

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

Skills: Knowledge (Bombardier) d6, Knowledge (Navigation) d6, Notice d6, Piloting d8, Repair d8, Shooting d6.

Charisma: +0; **Pace:** 6; **Parry:** 2; **Toughness:** 5; **Sanity:** 5.

Hindrances: none.

Edges: Jump Qualified, Rank (Officer).

Gear: TT-30 Pistol (10/20/40, 2d6, Shots 8, Semi-Auto).

Experienced: Agility d8, Knowledge (Battle) d6, Notice d8, Shooting d8.

Elite: Agility d10, Smarts d8, Knowledge (Battle) d8, Piloting d10, Ace, Killer Instinct.

The NKVD

The NKVD (p.29) are the internal security forces for the Soviet Union. They protect the borders, guard important facilities, and hunt down spies (real and imagined).

Game statistics for NKVD and *Osobist* counter-intelligence formations are identical to their RKKA counterparts (assault, infantry, and sniper). NKVD and *Osobist* troops, though, are more dedicated and fanatical and will be equipped with the best weapons and vehicles available.

THE ALLIES

Russia does not face the Axis alone. Some allies operate on the Eastern Front, usually providing support. Here are resistance fighters, citizens, and even Brits to help the characters as they wage the Secret War.

MILITIAMAN, AGE 25

The Soviet militias keep order in Russia's cities, shadow suspected anti-Soviets, and combat enemy diversionary groups. In cities near the frontlines, NKVD militias patrol the streets at night, fighting bandits and marauders. By the end of the war, militiamen fight against collaborators, guerrillas, and obstinate nationalist rebels from the Ukraine and Baltic States.

Use the Local Defence Volunteer statistics from *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.249 for Soviet militiamen, substituting Russian for the Language skill, and replacing the weapons with the Nagant M1895 revolver and the Mosin-Nagant Rifle at the same skill levels.

POLISH RESISTANCE FIGHTER, AGE 20

Poland is the first victim of the German war machine. Brave Poles lose their country but never surrender, fighting a bitter guerrilla war against the Nazis. The *Armia Krajowa* tries to restore Poland to a national state and becomes the main organisation of the Polish resistance. The relationship between the *Armia Krajowa* and Soviet leaders is fractious, at best. Sometimes the Polish resistance aids the Red Army and sometimes they fight against them; the Soviets are equally wayward, the worst instance being the lack of real support for Komorowski's men during the Warsaw Uprising

(p.24). By the time the Germans crush the Uprising in 1944, the *Armia Krajowa* has lost 100,000 people. Another 50,000 are imprisoned.

Use the Resistance Fighter statistics from *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.254 for Polish, Yugoslav, and other partisan fighters, substituting in the appropriate language and weapons for the country of origin.

ROYAL NAVY ATTACHÉ, AGE 40

An officer of the Royal Navy attached to the Murmansk British Fleet HQ, the attaché co-ordinates the work of Soviet and British naval experts in relation to conducting polar escorts through Arctic Waters. All British submarine missions operating out of Murmansk also fall under the attaché's purview.

Cth STR 12 DEX 13 INT 16 CON 14
SIZ 11 APP 12 POW 12 EDU 14
SAN 60 Hit Points: 12

Damage Bonus: none.

Skills: Artillery (Naval) 40%, Command 45%, Damage Control 35%, Listen 40%, Navigate (Sea) 50%, Pilot (Boat/Ship) 55%, Radio Operator 50%, Rope Use 35%, Spot Hidden 45%, Swim 55%, Tactics 40%.

Language Skills: English (Own) 70%, Russian 45%.

Weapons: Webley .38/200 Service Revolver (Handgun) 35%, damage 1D10, atts 2, base range 15 yds.

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

Skills: Boating d6, Fighting d6, Knowledge (Battle) d6, Persuasion d6, Shooting d6, Swimming d6.

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: Outsider.

Edges: Command, Rank (Officer).

Gear: Webley .38/200 Service Revolver (12/24/48, 2d6+1, Shots 6, AP 1, Revolver).

Special Abilities

- **Experienced:** Smarts d8, Knowledge (Battle) d8, Persuasion d8, Dodge, Hold the Line!
- **Elite:** Smarts d10, Knowledge (Battle) d10, Combat Reflexes, Inspire.

SOE AGENT, AGE 28

Some SOE agents enter Yugoslavia, usually by parachute, to train Tito's army and carry out diversionary actions against the Italian and German occupation forces.

Use the Commando statistics from *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.44 to reflect the specialist nature of SOE operatives in Eastern Europe.

SOVIET CIVILIAN, AGE 38

Soviet citizens work from dawn to dusk without a break from the first hour of the war. The life of simple Soviet people is difficult, and a shortage of food leaves many starving; but still they work hard, ensuring the men on the front have the supplies they need to battle the might of Germany's armies. As more men leave for the frontlines, women, children, and old men take their place on the production lines. The citizens who remain in occupied territories suffer from Nazi repression and are often transferred to Germany to work at munitions factories.

Cth STR 11 DEX 09 INT 12 CON 11
SIZ 12 APP 10 POW 15 EDU 09
SAN 75 Hit Points: 12

Damage Bonus: none.

Skills: Listen 40%, Mechanical Repair 60%, Scrounge 60%, Sneak 45%, Spot Hidden 40%, Survival (as appropriate) 35%.

Language Skills: Russian (Own) 45%.

Weapons: *Heavy wrench* (Melee Weapon—Club) 45%, damage 2D6, atts 1, base range touch.

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

Skills: Fighting d6, Notice d6, Persuasion d6, Stealth d6, Survival d4.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5; **Sanity:** 5.

Hindrances: Anemic, Poverty.

Edges: none.

Gear: *Heavy wrench* (Str+d4).

VOR, AGE 29

A *vor* is a career felon and member of an organised crime gang. For more details, see p.37.

Use the Spiv/Black Marketeer statistics from *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.252 for *vor*, substituting in the appropriate language skill.

ZEK, AGE 42

Zeks are dissidents who have been publically discredited and incarcerated in the *Gulags* for daring to speak out against Stalin's regime (or, in many cases, for doing nothing at all other than having a face that doesn't fit). For more details, see p.38.

Cth STR 14 DEX 11 INT 12 CON 16
SIZ 15 APP 08 POW 09 EDU 10
SAN 40 Hit Points: 16

Damage Bonus: +1D4.

Skills: Conceal 55%, Hide 45%, Listen 50%, Scrounge 50%, Spot Hidden 40%, Survival (as appropriate) 55%, Throw 55%.

Language Skills: Russian (Own) 50%.

Weapons: *Fist/Punch* 65%, damage 1D3+1D4, atts 1.

Shiv (Melee Weapon—Knife) 40%, damage 1D4+1D4, atts 1, base range touch.

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

Skills: Fighting d6, Notice d6, Repair d4, Stealth d6, Streetwise d6, Survival d8, Throwing d6.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6; **Sanity:** 5.

Edges: Danger Sense, Improvisational Fighter, Scrounger.

Hindrances: Under Suspicion.

Gear: *Shiv* (Str+d4).

ENEMIES AT THE GATE

During World War Two, the Soviets face a range of Axis powers on the Eastern Front besides the Germans.

The Baltic States

In the summer of 1941, the *Wehrmacht* captures the Latvian SSR, and many Latvians join German-managed police battalions, which are soon incorporated into the German Army (p.23). Another Baltic State, Estonia, also fields "self-defence" squads that participate in retaliatory operations. However, many of these auxiliary forces often oppose the Germans when they act against the native population. Some Latvian *Schutzmannschaften* even secretly ally with the Polish Resistance.

Use the statistics for the German Infantry soldier from *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.32 for the Baltic auxiliary forces, substituting in the appropriate language skills for that country (and, if required, the appropriate weapons).

German

German soldiers are the primary enemy of the Red Army and the necessary statistics can be found in *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, starting on p.32.

Finland

Finland declares war on the USSR on 25th June, 1941, as a result of Soviet airstrikes sent in retaliation to Finnish troops

massing on the Karelian Peninsula. Calling it the Continuation War and acting in concert with Germany, the Finns time their military operations so that they effectively form part of Operation Barbarossa. Two Finnish armies advance on Leningrad and one marches on Murmansk. The Finns occupy Eastern Karelia where they begin a policy of de-Sovietisation among the populace, including sending ethnic Russians to concentration camps. In late 1944, the Red Army defeats the Finnish, ending the Continuation War.

Use the statistics for the German Infantry soldier from *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.32 for Finnish Infantry.

Use the statistics for the German Infantry officer from *Achtung! Cthulhu: the Keeper's Guide to the Secret War*, p.33 for Finnish Officers, substituting in the appropriate language skills.

Italy

The Italians enter the Eastern Front after the launch of Operation Barbarossa when, to show solidarity with Germany, Benito Mussolini transfers a contingent of the Italian Army to Russia. From 1941 to 1943 the Italians maintain an Italian Expeditionary Corps (CSIR) in the country. After the Stalingrad catastrophe, where 20,000 Italian soldiers die and 64,000 are captured by the Red Army, Italy withdraws the remaining CSIR back to Italy.

ITALIAN CSIR SOLDIER

Cth	STR 13	DEX 17	INT 13	CON 14
	SIZ 13	APP 12	POW 12	EDU 11
	SAN 60	Hit Points: 14		

Damage Bonus: +1D4.

Skills: Climb 50%, Close Combat 40%, Dodge 40%, Drive Automobile 40%, Fieldcraft 55%, First Aid 45%, Heavy Weapons 30%, Listen 70%, Ride Motorcycle 40%, Spot Hidden 45%, Tactics 25%, Throw 45%, Track 10%.

Language Skills: Italian (Own) 55%, German 25%.

Weapons: *Modello 1891* (Rifle) 55%, damage 2D6+1, atts 1/2, base range 90 yds.

Beretta Modello 38A (Submachine Gun) 45%, damage 1D10, atts 2 or burst, base range 20 yds.

Special Rules: when making an attack against an enemy who is unaware of a CSIR position, the CSIR deals +1D3 more damage with his rifle.

Sav **Attributes:** Agility d10, Smarts d8, Spirit d6, Strength d8, Vigor d8.

Skills: Climbing d8, Driving d6, Fighting d6, Healing d6, Knowledge (German) d4, Notice d8, Stealth d8, Survival d6, Throwing d6, Tracking d4.

Charisma: +0; **Pace:** 6; **Parry:** 5; **Sanity:** 5; **Toughness:** 6

Hindrances: none.

Edges: Alertness, Dodge, Marksman.

Gear: *Modello 1891 Rifle* (20/40/80, 2d8-1, Shots 6, AP 1, Semi-Auto), *Beretta Modello 38 Submachine Gun* (12/24/48, 2d6+1, RoF 3, Shots 30, AP 1, Auto).

Japan

After the shattering defeat at Khalkhyn Gol, Japanese commanders watch the ebb and flow of the European war. They know that a Japanese invasion of the USSR could begin as early as 1941 if the Germans succeed in taking Moscow. However, the Soviets stop the *Wehrmacht* and, in 1942, the Japanese High Command rejects plans to invade Russia and shifts its focus to China instead.

Further Japanese NPC statistics can be found in *Achtung! Cthulhu: the Guide to the Pacific Front*.

JAPANESE INFANTRYMAN

Cth	STR 13	DEX 10	INT 13	CON 13
	SIZ 12	APP 12	POW 10	EDU 10
	SAN 50	Hit Points: 13		

Damage Bonus: +1D4.

Skills: Climb 50%, Dodge 35%, Fieldcraft 50%, Listen 30%, Martial Arts 30%, Spot Hidden 40%, Survival (Tropical) 35%, Throw 50%.

Language Skills: Japanese (Own) 50%.

Weapons: *Arisaka Type 38* (Rifle) 60%, damage 2D6+2, atts 1, range 100 yds.

Type 30 Bayonet—attached (Melee Weapon—Spear) 60%, damage 1D6+2+1D4, atts 1, base range touch; *unattached* (Melee Weapon—Knife) 60%, damage 1D4+2+1D4, atts 1, base range touch.

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

Skills: Climbing d8, Fighting d8, Notice d6, Stealth d6, Shooting d8, Survival d6, Throwing d8.

Charisma: +0; **Pace:** 6; **Parry:** 7; **Sanity:** 5; **Toughness:** 5.

Hindrances: Fanatic (The Emperor).

Edges: none.

Gear: *Steel Helmet* (+2), 2x *Model 97 Grenades* (2d6+1, 5/20/20, Medium Burst Template), *Arisaka Type 38 Rifle* (2d6+1, 20/40/80, Shots 5, AP 1, Snapfire), *Type 30 Bayonet—attached* (Str+d6, Parry +1, Reach 1, requires 2 hands), *unattached* (Str+d4).



CHAPTER 11

Adventure Seeds

"Ability is nothing without opportunity"
- Napoleon Bonaparte

PILOT DOWN

American aircraft, part of the Lend-Lease agreement, are shipped to the USSR along what is known as the Northwest Staging Route, a string of airfields that run from America across Canada converging on Edmonton, Alberta before heading west to Ladd Army Airfield at Fairbanks, Alaska. The route is established in 1942 and the first aeroplanes arrive at Fairbanks in September of that year. There, American pilots train their Soviet compatriots how to handle the aircraft before the Russians take them back to the Motherland via Novosibirsk, Siberia.

All is well until mid-1944, when pilots start encountering freak weather conditions when crossing the Bering Straits and the Chukotka Peninsula. Several precious planes are badly damaged when they are forced to execute emergency landings at Lavrentiya Airfield, Lavrentiya Bay.

Web cultists have been practising the
summoning rituals for calling forth
their icy lord, Ithaqua.

The sudden onset of the storms, and the strange reports from the pilots of seeing faces in the ice and snow, prompt Majestic to send in a team to investigate, headed by Captain Richard Whitaker.

However, Captain Whitaker's team do not make their rendezvous at Lavrentiya with a team from Otdel MI sent to liaise with them. What has happened to the Majestic team, and can the investigators find them before they succumb to the elements (and whatever it is that caused them to vanish)?

Keeper Information

Driven east by all the military activity across the Finnish-Soviet border, the Web of White Shadows (p.84) has decided to focus its operations on the Cape Dezhnev area and the village of Uelen. Surrounded by strange myths and odd, black mounds, the village is also close to the ancient archaeological site of Ekven.

Web cultists have been practising their summoning rituals in the area with a view to finally calling forth their icy lord, Ithaqua, whose arrival back on Earth they feel is imminent. Unfortunately, the Lend-Lease planes have been caught up in the backlash of the halja-related storms, although it is hard to say whether this is a deliberate act on the cultists' part or purely accidental. Whitaker's party has been brought down somewhere north of St. Lawrence Bay, and although the good Captain managed to land the plane, it is damaged and cannot take off again.

The key aims of this mission are to find the Majestic team and identify the source of the weather events before any more planes are lost, or worse, Ithaqua is released, stopping the supply flights and laying waste to huge swathes of the north.

SHADOWS OF THE NORTH

Murmansk, the largest winter port in Russia, is one of the main locations where the Allies deliver military supplies for the Eastern Front. Filled with depots, cranes, docks, and a heavily defended submarine base, it is also home to the headquarters of the Soviet North Navy and the British Naval HQ in Russia. The Germans attack from Norway



several times, but are always repulsed. Unfortunately, the Allies do not know that Murmansk is in danger from a secret and very powerful ancient foe...

Over the last few months, there have been several acts of sabotage which have caused substantial damage to some very valuable freight. In addition, several transports have put out to sea, never to be heard from again; yet others report narrow escapes from unseen assailants. Coupled with the strange lights seen on Bear Cape, the Naval authorities believe that someone in Murmansk is working for the Germans.

JW-52A, a massive convoy loaded with food, supplies, tanks, and fuel is due to sail into Murmansk soon; counter-intelligence assumes that the convoy will be targeted by the saboteur. Can the investigators save the convoy and its precious cargo and unmask the treachery at the heart of Murmansk?

Keeper Information

The sabotage is not the work of a German infiltrator—the truth of the matter is much, much worse. Ten members of the Order of R'Lyeh (p.84) have disguised themselves as Soviet commanders and sailors and move about the city, staying in close contact with the deep one colony near Medvejyi Reef (whose inhabitants want to wipe the city from the coastline). So far, they have been carrying out small acts of sabotage, but now have much grander plans: they think, rightly or wrongly, that if they can make the area untenable, the humans might stay away.

It is possible for investigators to identify the cultists by scouring the archives. Ten names all crop up as signatories across the various orders to despatch the missing transports

to sea. Each order has last minute course corrections, sending the small, unarmed transports close to Medvejyi Reef. Alternatively, attentive heroes might notice that some of the Soviet Naval staff have strangely bulbous eyes and saggy flesh around their necks—the cultists are slowly transforming into deep ones.

There is also one further piece of evidence: certain cargo crates have been tagged with a strange set of symbols that **Dr. Neils Viggo-Schou** of Section M is currently attempting to identify. His preliminary research suggests that similar glyphs were found in Massachusetts in the late 1920s after a Federal raid on a small coastal town.

The Order of R'Lyeh and its deep one allies plan to perform a grim ritual to summon Father Dagon on a rocky outcropping out to sea; the ceremony is set to occur around the time JW-52A steams in to port. During the ritual, the sky glows with an eerie luminescence that is obviously not a normal sunset. After the ritual, the deep ones receive a bonus +20% to Sneak for the next 4D6 hours, and R'Lyeh's agents receive +1D6 Hit Points for the next 24 hours [Cth]/a +4 bonus on Stealth rolls for the next 15 hours and gain the Hardy Monstrous Ability [Sav]. Once Dagon has arrived, the deep ones plan to attack the port under cover of darkness; they intend to leave very little standing.

WAR OF THE RATS

The Battle for Stalingrad is vicious and brutal, and the German soldiers have taken to calling the bloody conflict *Rattenkrieg*, the war of the rats. They do not know how true that statement is about to become.

There are many occult agents wandering the streets of Stalingrad in search of the enemy, or any tool or artefact they can turn to their advantage. One such team, from *Otdel MI*, has failed to make their rendezvous this morning and the investigators have been sent to find them. They were last seen entering an old apartment in what is considered to be a relatively safe part of the city...

Keeper Information

Black Sun occultists, including **David Freiherr von Zelazko** (aka "the Baron"), have uncovered a colony of *krysoluds* (rat-things; p.97) living under Stalingrad and have entered into negotiations with them. To test the *krysoluds*' loyalty to Weissler, they are instructed to "clear out" an apartment block. The vile creatures swarm the building, slowly killing (almost) everyone within over the course of several nights and leaving behind only horribly mangled remains. Unfortunately for Black Sun's plans, last night the building was being used by a team of *Otdel MI* agents seeking shelter whilst hunting Stalingrad for German occultists.

When the investigators identify their comrades' last known place of shelter and enter the building, they find

not only the rent corpses of its former inhabitants and the missing team, but also mysterious notes carved into the walls by the dying tenants' fingers. They speak of the walls undulating and of terrible screeching sounds heard during the night.

Unexpectedly, after all the carnage, the investigators find a survivor in one room at the top of the building: a little girl called Anna. She has been driven mad by the constant combat and the *krysolud* attacks and immediately attaches herself to one of the investigators. Anna has survived because she talks to the *krysoluds* and has bonded with them; to her, they are family. She knows her murine friends live in the basement and have been starving just like her. She is not worried, though, because they have made new friends with the "strange soldiers" and have plans to take over the city and feast like kings...

Night is falling again, and strange sounds are coming from the walls. The investigators not only need to survive the night, but also make sure that those in command are made aware of the *krysoluds*' plans to take over the city. They may also be able to find out just who these "strange soldiers" are that Anna speaks of (although she has never seen them herself).

WHY WOULD ANYONE IN THEIR RIGHT MIND WANT
TO BE TURNED INTO ONE OF THOSE THINGS?

-SGT. CARTER





CHAPTER 12

Suggested Resources

"Education is a weapon whose effects depend on who holds it in his hands and at whom it is aimed."

- Joseph Stalin

There is a vast body of literature and cinema for anybody wishing to research further into the real, and not so real, events of World War Two. Below is a selection of those recommended by our authors; those marked with an asterisk (*) contain particularly graphic/disturbing content. All web pages listed are correct at the time of going to press.

MOVIES & TELEVISION

Rainbow (1944).

A Soviet propaganda picture produced during the war, which tells the story of life in an occupied Ukrainian village.

Kanal (1956).

This Polish film follows a group of Warsaw resistance fighters in the first film to look at the story of the Uprising of 1944.

Four Tankers and a Dog (1966).

Polish television series about a Polish-Georgian tank crew and their Russian tank dog, Sharik. The series is an icon in Soviet and Russian pop culture.

Nobody Wanted to Die (1966)*.

This gloomy and historically accurate film depicts the events of the Lithuania Civil War and explores the establishment of Soviet power in the Baltic States.

More Than Life at Stake (1967).

James Bond-style television series about Polish secret agent Stanislaw Kolicki (aka Hank Kloss, aka J-23). Kloss fights the Nazis deep behind German lines and helps Soviet forces win the Great Patriotic War.

The Captain of the Lucky Pike (1972).

The Russian equivalent of *Das Boot*, detailing the adventures of a Soviet submarine commander and his crew.

The Dawn Here is Quiet (1972).

Set in North-West Russia near the Finnish Border in 1941. Corporal Vaskov trains a group of young women for an AA-company, but the presence of German paratroopers has unforeseen consequences.

The Battle of Sutjeska (1973).

The film tells the story of the greatest battle of the Yugoslav Partisan War - the Battle of Sutjeska (and stars Richard Burton). It was selected as the Yugoslav entry for the Best Foreign Language Film at the 46th Academy Awards.

Only Old Men Are Going to Battle (1973).

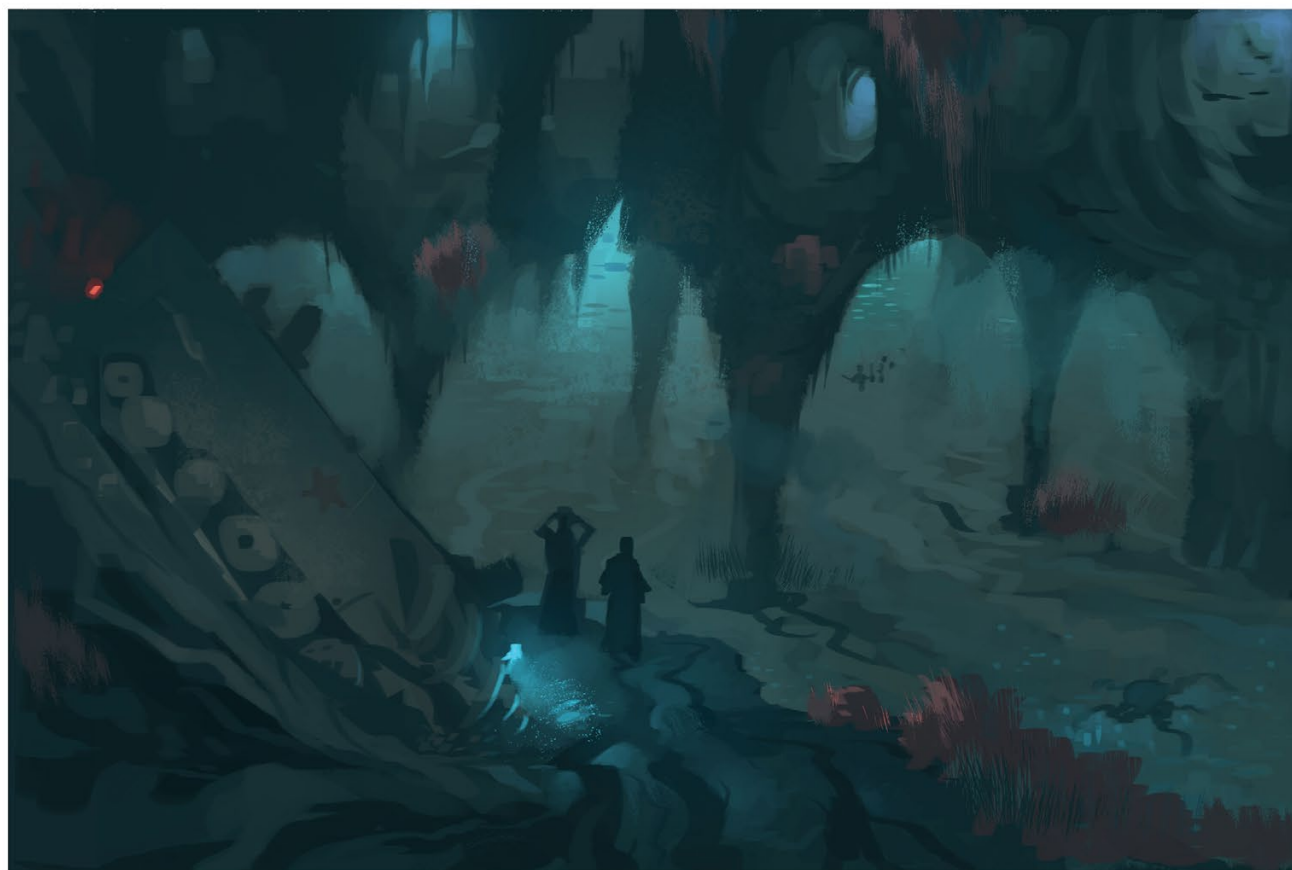
A classic film about a Soviet fighter wing battling against German aces in the Ukrainian sky. The most important and atmospheric Russian film about the air war on the Eastern front.

Seventeen Moments of Spring (1973).

Soviet television series about the adventures of Maxim Isaev (aka Max Otto Von Stierlitz), that most-famous Russian secret agent, and an iconic character of Soviet war films.

The World at War (1973).

Highly acclaimed television series, containing interviews with many of those who were involved in the war effort in Britain, Germany and America, narrated by Sir Laurence Olivier.



They Fought for Their Country (1975).

Probably the best Soviet film about the Great Patriotic War. Directed by Sergey Bondrachuk, it depicts the Soviet resistance to the Germans at Stalingrad. The film was selected as the Soviet entry for the Best Foreign Language Film at the 49th Academy Awards.

Cross of Iron (1977)*.

The film, set in the Caucasus in late 1943, depicts the class conflict between a German NCO and a newly arrived aristocratic officer.

Force 10 From Navarone (1978).

American paratroopers land in occupied Yugoslavia to destroy a dam, assisted by Yugoslav partisans.

Torpedo Bombers (1983).

In 1944, a Soviet torpedo-bomber unit stationed near Murmansk fights *Kriegsmarine* forces, telling the story from multiple perspectives.

Come and See (1985)*.

Set in 1943, this dark film recounts a young boy's struggle to survive in Belarus during the Nazi occupation and *Einsatzgruppen* cleansings.

The Winter War (1989).

The story of two Finnish brothers and their involvement in the Soviet-Finnish War of 1939-1940, most commonly known as the Winter War.

Stalingrad (1993)*.

German film depicting the horror of the desperate battle for Stalingrad, from a German point of view.

Burnt by the Sun (1994).

A sad and tragic tale set during the Great Purge, directed by Nikita Mikhalkov, which recounts a tumultuous day in the life of Revolutionary Commander Kotov. The film won an Academy Award for Best Foreign Film in 1994.

Enemy at the Gates (2001).

A dramatic retelling of the exploits of snipers during the Battle of Stalingrad, inspired by a 1973 non-fiction book of the same name by William Craig.

Defiance (2008).

Three Jewish brothers flee into the Belarussian forest, where they take other refugees under their wing whilst battling the invading Germans.

First Squad (2009).

Anime film about Soviet pioneers with magical abilities. The pioneers fight against German occultists on both the Eastern Front and inside the strange Gloomy Valley (The Land of Dead).

The Brest Fortress (2010)*.

This film recounts the events of the first day of war inside Brest Fortress. Told from the points of view of a 15 year

old musician, his older brother, a Soviet soldier, and his commander, it depicts the first blow struck by the German war machine.

White Tiger (2012)*.

Weird war tale set in Russia. Soviet tanker Iven Naydenov battles against an invincible German ghost *Panzer*. A very strange and grim film about the nature of war. The film was nominated for an Academy Award.

BOOKS

Armstrong, R.
Red Army Tank Commanders: The Armoured Guards.

Barber, John, and Harrison, Mark.
The Soviet Home Front 1941-1945. A Social and Economic History of the USSR in World War II.

Beevor, Antony.
Berlin: the Downfall 1945.

Beevor, Antony.
Stalingrad.

Bergstrom, C. and Mikhailov, A.
Black Cross /Red Star: Operation Barbarossa 1941 vol.1—The Air War Over The Eastern Front

Bór-Komorowski, T.
The Secret Army.

Carell, Paul.
Barbarossa.

Glantz, David.
Kharkov 1942: Anatomy of a Military Disaster.

Glantz, David.
A History of Soviet Airborne Forces.

Guderian, Heinz.
Panzer Leader.

Hite, Kenneth.
The Nazi Occult.

Meretskov, Kirill.
On a Service of the Nation.

Norwid-Neugebauer, M.
The Defence of Poland: September 1939.

Overy, R.
Russia's War.

Radzievsky, Alexei.
Tank Attack. The Tank Army in Offensive Operations as Experienced in the Great Patriotic War.

Salisbury, Harrison E.
The 900 Days: The Siege of Leningrad.

Shtemenko, S.M.
The Soviet General Staff at War 1941-1945.

Shukman, H.
Stalin's Generals.

von Manstein, Erich.
Lost Victories.

Walmsley, Graham.
Stealing Cthulhu.

Zhukov G.K.
The Memoirs of Marshal Zhukov.

Ziemke, Earl F. S.
Stalingrad to Berlin—The German Defeat in the East.

ROLEPLAYING GAMES

Aniolowski, Scott David. (Chaosium, Inc.)
Malleus Monstrorum: Creatures, Gods & Forbidden Knowledge

Hensley, Shane Lacey. (Pinnacle Entertainment Group)
Savage Worlds Deluxe

Herber, Keith, Dietze, William, et al. (Chaosium, Inc.)
The Keeper's Companion (Volume 1)

Montessa, Mike, Hensley, Shane Lacey et al.
(Pinnacle Entertainment Group) *Weird Wars: Weird War II*

Petersen, Sandy, Willis, Lynn, et al. (Chaosium, Inc.)
Call of Cthulhu, Sixth Edition.

MUSEUMS & MEMORIALS

Below is a small selection of museums and memorials relevant to the Eastern Front; other museums and memorials are detailed in *Achtung! Cthulhu: the Keeper's Guide to the Secret War*. Contact details and visiting arrangements can be found on the accompanying web pages, where available. All pages are correct at the time of going to press.

Finland

The Military Museum, Helsinki.
<http://www.sotamuseo.fi/>

Germany

German-Russian Museum Berlin-Karlshorst, Berlin.
<http://www.museum-karlshorst.de/>

Soviet War Memorial, Tiergarten, Berlin.
<http://www.aviewoncities.com/berlin/sovietmemorialtiergarten.htm>

SUGGESTED RESOURCES

Poland

Armia Krajowa Museum, Krakow.

<http://www.muzeum-ak.pl/index.php>

Auschwitz-Birkenau State Museum, Auschwitz.

<http://www.auschwitz.org/>

Warsaw Uprising Museum, Wola District, Warsaw.

<http://www.1944.pl/>

Russia

Alyosha Monument, Murmansk.

Central Naval Museum, Saint Petersburg.

<http://www.navalmuseum.ru/>

Krasnaya Gorka Fort, nr. Lomonosov.

http://www.nortfort.ru/kgorka/index_e.html

Kubinka Tank Museum, Kubinka, nr. Moscow.

<http://www.kubinka.ru/newindex.php?id=2&lang=1>

Kursk Battle Museum, Belgorod.

<http://www.31md.ru/>

Mamayev Hill Museum and Memorial, Volgograd.

<http://www.stalingrad-battle.ru/>

Museum of the Great Patriotic War, Moscow.

<http://www.poklonnayaagora.ru/>

Shtyki Memorial Complex, Leningrad Highway, Zelenograd.

Serbia

The Military Museum, Belgrade.

<http://www.muzej.mod.gov.rs/en/#.U53CIPIdUmM>

Ukraine

Museum of Great Patriotic War, Kiev.

<http://www.warmuseum.kiev.ua/>

United Kingdom

The Polish War Memorial, Northolt, Ruislip.

<http://www.bbm.org.uk/PolishWarMemorial.htm>

*"The most persistent sound which reverberates
through men's history is the beating of war drums."
- Arthur Goestler*



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